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Number of Players Two or three people can play. Or four people can play two against two as partners.

CRIBBAGE SCORING AID		Cribbage Scoring Cheat Sheet	
Fifteen:	2	Cut out scoring aid at left with crop marks noted and glue to a playing card for easy reference and storage with card deck.	
Pair:	2	Basic cribbage scoring formulations with examples:	
Three of a kind:	6	Fifteen (total of two or more cards = 15 (ex. 3, 5, 7)).....2	
Four of a kind:	12	Pair (ex. Q,Q).....2	
Runs of 3 cards or more:	1 per card	Three of a kind (ex. 3, 3, 3).....6	
Double 3-card run:	8	Four of a kind (ex. 4,4,4,4).....12	
Double 4-card run:	10	Runs of three or more cards (3, 4, 5).....1 for each card	
Triple run:	15	Double three-card run, including pairs (ex. 5, 5, 6, 7).....8	
Quadruple run:	16	Double four-card run, including pairs (A, A, 2, 3, 4).....10	
Flush:	5	Triple run, including pairs (ex. A, A, 2, 3).....15	
Jack as the Cut Card (His Heels):	2 to dealer	Quadruple run, including pairs (ex. 5, 5, 6, 6, 7).....16	
Jack same suit as Cut Card (His Nobs):	1	Flush, 4 cards of a suit (ex. 2H, 4H, JH, 8H & cut card not H).....4	
© Maynard's, LLC - www.cribnotes.org		Flush, 5 cards of a suit (ex. 2H, 4H, JH, 8H, & cut card KH).....5	
		Note - a flush in the crib must include the cut card.....5	
		Jack as the cut card (His Heels).....2 to the dealer	
		Jack of the same suit as cut card (His Nobs).....1	

If both players cut cards of the same rank, each draws again. The player with the lower card deals the first hand. Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played. The dealer has the right to shuffle last, and he presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.) The Deal The dealer distributes six cards face down to his opponent and himself, beginning with the opponent. Object of the Game The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations. The Crib Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four. The four cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played. Before the Play After the crib is laid away, the non-dealer cuts the pack. The dealer turns up the top card of the lower packet and places it face up on top of the pack. This card is the "starter." If the starter is a jack, it is called "His Heels," and the dealer pegs (scores) 2 points at once. The starter is not used in the play phase of Cribbage , but is used later for making various card combinations that score points. The Play After the starter is turned, the non-dealer lays one of his cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on - the hands are exposed card by card, alternately except for a "Go," as noted below. Each player keeps his cards separate from those of his opponent. As each person plays, he announces a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying "Four." The dealer plays a nine, saying "Thirteen".) The kings, queens and jacks count 10 each; every other card counts its pip value (the ace counts one). The Go During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, he or she says "Go" and the opponent pegs 1. After gaining the Go, the opponent must first lay down any additional cards he can without exceeding 31. Besides the point for Go, he may then score any additional points that can be made through pairs and runs (described later). If a player reaches exactly 31, he pegs two instead of one for Go. The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence. The person who plays the last card pegs one for Go, plus one extra if the card brings the count to exactly 31. The dealer is sure to peg at least one point in every hand, for he will have a Go on the last card if not earlier. Pegging The object in play is to score points by pegging. In addition to a Go, a player may score for the following combinations: Fifteen; For adding a card that makes the total 15 Peg 2 Pair: For adding a card of the same rank as the card just played Peg 2 (Note that face cards pair only by actual rank: jack with jack, but not jack with queen.) Triplet: For adding the third card of the same rank. Peg 6 Four: (also called "Double Pair" or "Double Pair Royal") For adding the fourth card of the same rank Peg 12 Run (Sequence): For adding a card that forms, with those just played: For a sequence of three Peg 3 For a sequence of four. Peg 4 For a sequence of five. Peg 5 (Peg one point more for each extra card of a sequence. Note that runs are independent of suits, but go strictly by rank; to illustrate: 9, 10, J, or J, 9, 10 is a run but 9, 10, Q is not.) It is important to keep track of the order in which cards are played to determine whether what looks like a sequence or a run has been interrupted by a "foreign card." Example: Cards are played in this order: 8, 7, 7, 6. The dealer pegs 2 for 15, and the opponent pegs 2 for pair, but the dealer cannot peg for run because of the extra seven (foreign card) that has been played. Example: Cards are played in this order: 9, 6, 8, 7. The dealer pegs 2 for fifteen when he plays the six and pegs 4 for run when he plays the seven (the 6, 7, 8, 9 sequence). The cards were not played in sequential order, but they form a true run with no foreign card. Counting the Hands When play ends, the three hands are counted in order: non-dealer's hand (first), dealer's hand (second), and then the crib (third). This order is important because, toward the end of a game, the non-dealer may "count out" and win before the dealer has a chance to count, even though the dealer's total would have exceeded that of the opponent.

RULES OF CRIBBAGE

1

The game uses a standard pack of 52 cards, which are shown on the screen as follows:

Name	Symbol	Counting Value	Name	Symbol	Counting Value
Ace	A	1	Eight	8	8
Two	2	2	Nine	9	9
Three	3	3	Ten	10	10
Four	4	4	Jack	J	10
Five	5	5	Queen	Q	10
Six	6	6	King	K	10
Seven	7	7			

2

The object is to be first to score 121 points, which means going twice round the board.

3

The players cut to decide who deals first, then the deal alternates between them.

4

Each player receives six cards and discards two of them which go into the crib. This is an extra hand and its score value goes to the dealer.

5

After the discard, the rest of the pack is cut and the top card turned face-up. If this is a Jack, the dealer scores 2 points.

6

Now you play to 31, which constitutes the 'pegging'. The non-dealer selects a card and it appears face-up on the screen. Its value is also registered in a small box beside the rest

Rank of Cards K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. The Draw, Shuffle and Cut From a shuffled pack face down, each player cuts a card, leaving at least four cards at either end of the pack. If both players cut cards of the same rank, each draws again. The player with the lower card deals the first hand. Thereafter, the turn to deal alternates between the two players, except that the loser of the game deals first if another game is played. The dealer has the right to shuffle last, and he presents the cards to the non-dealer for the cut prior to the deal. (In some games, there is no cut at this time.) The Deal The dealer distributes six cards face down to his opponent and himself, beginning with the opponent. Object of the Game The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations. The Crib Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four.



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The Pack The standard 52-card pack is used. Rank of Cards (high, low): Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. The Draw, Shuffle and Cut from a shuffled pack face down, each player cuts a card, leaving at least five cards at either end of the pack. (In some games, there is no cut at this time.) The Deal The dealer distributes six cards face down to his opponent and himself, beginning with the opponent. Object of the Game The goal is to be the first player to score 121 points. (Some games are to 61 points.) Players earn points during play and for making various card combinations. The Crib Each player looks at his six cards and "lays away" two of them face down to reduce the hand to four. The four cards laid away together constitute "the crib". The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played. Before the Play After the crib is laid away, the non-dealer cuts the pack. 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For pairs and runs alone: A. A triplet counts 6. B. Four of a kind counts 12. C. A run of three, with one card duplicated (double run) counts 8. D. A run of four, with one card duplicated, counts 10. E. A run of three, with one card triplicated (triple run), counts 15. F. A run of three, with two different cards duplicated, counts 16. A PERFECT 29! The highest possible score for combinations in a single Cribbage deal is 29, and it may occur only once in a Cribbage fan's lifetime -in fact, experts say that a 29 is probably as rare as a hole-in-one in golf. To make this amazing score, a player must have a five as the starter (upcard) and the other three fives plus the jack of the same suit as the starter - His Nobs: 1 point - in his hand. The double pair royal (four 5s) peg another 12 points; the various fives used to hit 15 can be done four ways for 8 points; and the jack plus a 5 to hit 15 can also be done four ways for 8 points. Total = 29 points. The following list includes many of the hands that may give the beginner some difficulty in counting. Note that no hand can make a count of 19, 25, 26, or 27. (In the chart below I stands for His Nobs, the jack of the same suit as the starter. Muggins (optional). Each player must count his hand (and crib) aloud and announce the total. If he overlooks any score, the opponent may say "Muggins" and then score the overlooked points for himself. For experienced players, the Muggins rule is always in effect and adds even more suspense to the game. Game Game may be fixed at either 121 points or 61 points. The play ends the moment either player reaches the agreed total, whether by pegging or counting one's hand. If the non-dealer "goes out" by the count of his hand, the game immediately ends and the dealer may not score either his hand or the crib. If a player wins the game before the loser has passed the halfway mark (did not reach 31 in a game of 61, or 61 in a game of 121), the loser is "lurched," and the winner scores two games instead of one.

A popular variation of games played to 121, is a "skunk" (double game) for the winner if the losing player fails to pass the three-quarter mark - 91 points or more - and it is a "double skunk" (quadruple game) if the loser fails to pass the halfway mark (61 or more points). The Cribbage Board The Cribbage board (see illustration) has four rows of 30 holes each, divided into two pairs of rows by a central panel. There are usually four (or two) additional holes near one end, called "game holes." With the board come two pegs, usually in two contrasting colors. Note: There are also continuous track Cribbage boards available which, as the name implies, have one continuous line of 121 holes for each player. The board is placed to one side between the two players, and each player takes two pegs of the same color. (The pegs are placed in the game holes until the game begins.) Each time a player scores, he advances a peg along a row on his side of the board, counting one hole per point. Two pegs are used, and the rearmost peg jumps over the first peg to show the first increment in score. After another increase in score, the peg behind jumps over the peg in front to the appropriate hole to show the player's new score, and so on (see diagram next page). The custom is to "go down" (away from the game holes) on the outer rows and "come up" on the inner rows. A game of 61 is "once around" and a game of 121 is "twice around." As noted previously, continuous line Cribbage boards are available. If a Cribbage board is not available, each player may use a piece of paper or cardboard, marked thus: Units 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 Tens 10, 20, 30, 40, 50, 60 Two small markers, such as small coins or buttons, can substitute for pegs for counting in each row. Strategy The Crib.

If the dealer is discarding for the crib, he should "salt" it with the best possible cards, but at the same time retain good cards in his hand that can be used for high scoring. Conversely, for the non-dealer, it is best to lay out cards that will be the least advantageous for the dealer. Laying out a five would be the worst choice, for the dealer could use it to make 15 with any one of the ten-cards (10, J, Q, K). Laying out a pair is usually a poor choice too, and the same goes for sequential cards, such as putting both a six and seven in the crib. The ace and king tend to be good cards to put in the crib because it is harder to use them in a run. As expected, the five makes for the worst lead in that there are so many ten-cards that the opponent can use to make a 15. Leading from a pair is a good idea, for even if the opponent makes a pair, the leader can play the other matching card from his hand and collect for a pair royal. Leading an ace or deuce is not a good idea, for these cards should be saved until later to help make a 15, a Go, or a 31. The safest lead is a four because this card cannot be used to make a 15 at the opponent's very next turn. Finally, when the opponent leads a card that can either be paired or make 15, the latter choice is preferred. During the play, it is advisable not to try to make a count of 21, for the opponent can then play a one of the many 10-cards and make 31 to gain two points. The rules for scoring the crib are the same as scoring a hand, with the exception of the flush: a four-card flush in the crib is not scored unless it is also the same suit as the starter card (for a total of five points). The highest possible score for a hand is 29 points: a starter card of a 5, and a hand of 5, 5, 5, 1 with the jack being the same suit as the starter card. The crib is scored at the beginning of play serves as a fifth card shared in common by all hands; thus each player's score is based on their own four cards along with the starter card. Congress and apply to two-, three- or four-player games, with details of variations being listed below. The deal Cribbage uses a standard 52-card deck of cards. The jokers are removed; the suits are equal in status. The players cut for first deal, with the player cutting the lowest card (the ace counts as one, and is the lowest card) dealing first. If the cutters tie, the cards are re-shuffled and re-cut. The deal then alternates from hand to hand. Note that because the crib (explained below) belongs to the dealer, winning the first deal confers a scoring advantage: if the game ends in an odd number of deals, the first dealer will have received an extra crib, sometimes enough to decide the game. The dealer shuffles, offers the deal to the player on their right to cut (required in tournament play), and deals cards singly to each player, starting with the player on the dealer's left. For two players, each is dealt six cards (though some play with five cards dealt to each player and two to the crib). For three or four players, each is dealt five cards. In the case of three players, a single card is dealt face down in front of the dealer to start the crib. Cards must be dealt so that each player ends up with four cards after the crib is formed, and the crib should also have four cards. During the deal, if any card is exposed by the dealer or found face-up in the deck, cards must be redealt.[1] Players Cards dealt to each player Cards dealt to crib Cards discarded by each player to 2 (standard) 6 0 2 2 (alternate) 5 2 1 3 5 1 1 1 3 6/5 0 2/1 4 5 0 1 The crib Once the cards have been dealt, each player chooses four cards to retain, discarding the other one or two face-down to form the "crib" that will be used later by the dealer.[2] At first deal, each player's hand and the crib will contain exactly four cards. Example cribs Two players Player Cards dealt Discarded Hand Alice(dealer) Bob Crib Three players Player Cards dealt Discarded Hand Claire(dealer) David Eve Crib The starter The player on the dealer's left cuts the undealt portion of the deck (leaving at least 4 cards), and the dealer reveals the top card of the bottom section, called the "starter" or the "cut", placing it on top of the deck face up. (It is illegal to peek at any other cards in the deck during this process.)[3] If this card is a jack, the dealer scores two points for "his heels". The game can end on a cut of a jack for the dealer. The play The play (often called pegging) starts with the player on the dealer's left and continues clockwise. Each player lays one card in turn onto the table so that it is visible, stating the cumulative value, or count, of the cards played so far. (For example, the first player lays a 4 and says "four", the next lays a 7 and says "eleven", and so on). Face cards are worth ten; aces are worth one. Each player's cards are retained face up on the table in front of that player, so that the hands can be analyzed during play and then later be gathered and scored (see "The show," below).

The count must not exceed 31, so a player who cannot lay a card without bringing the count above 31 passes by saying "Go". The player continues to lay cards in turn until no cards can be played without exceeding 31. Players must lay a card if able to do so without exceeding 31. The last player to lay a card scores two points if 31 is reached exactly ("31 for two"); otherwise one point is scored, e.g., "29 for two", or "30 for one", etc. The one-point score is known as "One for go",[4] or simply "Go". The count is then reset to zero and play resumes, starting with the player to the left of the last card played. Players with cards remaining repeat this process until all cards have been played. The last card played is treated as a final "go" as described above: two points for making the final count 31, or one point otherwise. In addition to scoring one or two points for the last card, players score points according to the following rules: fifteen-two two points for making the cumulative count exactly fifteen ("fifteen two") runs three points for completing a run of three cards, regardless of the order in which they are laid (a 6, then a 4, then a 5 is a run of three even though they were not laid in order) four points for completing a run of four five points for completing a run of five six points for completing a run of six seven points for completing a run of seven (e.g., playing 2, 4, 6, A, 3, 5 and 7) pairs two points for laying a card of the same rank as the previous card, thus completing a pair six points for laying a third card of the same rank (a "pair royal" or "trips") twelve points for laying a fourth card of the same rank (a "double pair royal" or "quad") If a card completes more than one scoring combination, then all combinations are scored. For example, if the first three cards played are 5s, the second one scores two points ("ten and a pair") and the third scores eight ("fifteen-two and a pair royal for six, makes eight"). Card combinations cannot span a reset; once the total reaches 31 (or a Go has been scored) and counting has restarted at zero, cards already played are no longer available for runs or pairs. During this phase of play run combinations cannot span a pair; in play of 2, 3, 3, 4 the pair interrupts the run so only the pair is counted for points. Players choose when to lay each card in order to maximise their score according to the scheme shown below. The first player to reach 121 wins the game. Example plays Two players Alice(dealer) Bob Player Card Cumulative Score Announced Bob 10 "ten" Alice 15 2 points (fifteen exactly) "fifteen for two" Bob 22 "twenty-two" Alice 28 3 points (run: 5, 6, 7) "twenty-eight and a run of three" Bob "go" Alice 30 1 point "thirty and one for go" Bob 6 "six" Alice 10 "ten" Bob 14 3 points (pair, last card) "fourteen for a pair and one for last makes three" Three players Claire(dealer) David Eve Player Card Cumulative Score Announced David 7 "seven" Eve 14 2 points (pair) "fourteen and a pair for two" Claire 21 6 points (three-of-a-kind) "twenty-one and a pair royal for six" David 26 "twenty-six" Eve 31 4 points (pair, 31 exactly) "thirty-one and a pair for four" Claire 8 "eight" David 18 "eighteen" Eve 28 2 points (pair) "twenty-eight and a pair for two" Claire "go" David "go" Eve 31 2 points (31 exactly) "thirty-one for two" Claire 10 "ten" David 14 "fourteen" Claire 23 1 point (last card) "twenty-three and one for last" The show Once the play is complete, each player in turn receives points based on the content of their hand. Starting with the player on the dealer's left, players spread out their cards on the playing surface and calculate their score. The starter card turned up at the beginning of play serves as a fifth card shared in common by all hands; thus each player's score is based on their own four cards along with the starter card.

Scoring combinations are the following: fifteens two points for each distinct combination of two or more cards totalling exactly fifteen (counting aces as one, face cards as ten) runs three points for a run of three consecutive cards (regardless of suit) four points for a run of four five points for a run of five pairs two points for a pair of cards of the same rank six points for three cards of the same rank (known as a "pair royal", comprising three distinct pairs) twelve points for four cards of the same rank (a "double pair royal", comprising six distinct pairs) flush four points for a flush, where all four cards in the hand are of the same suit, with an additional point if the starter card is also of that suit. (Note that four suited cards including the starter, but missing one of the cards in the hand, does not score for flush.) his nob(s) one point for holding the jack of the same suit as the starter card ("one for his nob"[5] or "... his nobs"[6]) Common combinations are often recognized and scored as a unit. For example, a run of three cards with an additional card matching one of the three in rank, e.g., 2-2-3-4, is termed a "double run of three" and scores eight according to the above rules (two distinct runs of three and two for the pair); 2-2-3-4-5 is a "double run of four" for ten points (two distinct runs of four and two for the pair). Even more valuable are "triple runs", e.g., 2-2-2-3-4, scoring fifteen (three distinct runs of three, plus three distinct pairs) and "double-double" or "quadruple runs", e.g., 2-3-3-4-4, scoring eighteen (four distinct runs of three, plus two pairs). Combined runs may also include fifteens: a 24 hand, the largest commonly seen, can comprise a double-double run and four teens: for example, 4-4-5-5-6 or 6-7-7-7-8-8. The dealer scores their hand last and then turns the cards of the crib face up. These cards, in conjunction with the starter card, are scored by the dealer as an additional hand.

The rules for scoring the crib are the same as scoring a hand, with the exception of the flush: a four-card flush in the crib is not scored unless it is also the same suit as the starter card (for a total of five points). The highest possible score for a hand is 29 points: a starter card of a 5, and a hand of 5, 5, 5, 1 with the jack being the same suit as the starter card. The crib is scored at the beginning of play serves as a fifth card shared in common by all hands; thus each player's score is based on their own four cards along with the starter card. The score might be announced thus: Fifteen two, fifteen four, fifteen six, fifteen eight (four J-5 combinations),fifteen ten, fifteen twelve, fifteen fourteen, fifteen sixteen (four 5-5-5 combinations),double pair royal (six pairs of 5s) for twelve makes twenty-eight, and his nobs makes twenty-nine. Scores between 0 and 29 are all possible, with the exception of 19, 25, 26 and 27.[7] Players may colloquially refer to a blank hand (one scoring no points) as a "nineteen hand". Example scores Two players Startercard Alice(dealer) Bob Crib Player Cards Score Announced Bob 2 "fifteen two" 2 "fifteen four" 4 "run of four makes eight" 1 "and one for his nobs makes nine" Total 9 Alice 2 "fifteen two" 2 "fifteen four" 8 "and a double run of three for eight, makes twelve" Total 12 Alice(crib) 2 "fifteen two" 2 "fifteen four" 2 "and a pair makes six" Total 6 Three players Startercard Claire(dealer) David Eve Crib Player Cards Score Announced David 2 "fifteen two" 2 "fifteen four" 3 "and a run of three makes seven" Total 7 Eve 2 "fifteen two" 2 "fifteen four" 2 "fifteen six" 2 "and a pair makes eight" Total 8 Claire 2 "fifteen two" 3 "and a run of three makes five" Total 5 Claire(crib) 2 "fifteen two" 3 "and a run of three makes five" Total 5 The end After the dealer has scored the crib, all cards are collected and the deal passes to the player on the dealer's left. The next round starts with the deal.

Although the rules of cribbage do not require it (except in tournament play), the traditional method of keeping score is to use a cribbage board. This is a flat board, usually made of wood, with separate series of holes that record each player's score. It is usually arranged in five-hole sections for easier scoring. Players each have two pegs that mark their current and previous scores, and all scoring is done by moving the back peg ahead of the front peg. When a player reaches the target score for the game (usually 121), the game ends with that player the winner. Match A match (much like tennis) consists of more than one game, often an odd number (3 games, 5 games, 7 games etc.). The match points are scored on the cribbage board using the holes reserved for match points. On a spiral board, these are often at the bottom of the board in a line with 5 or 7 holes. On a traditional board, they are often placed in the middle of the board or at the top/bottom. Two player game In a two player game of cribbage a player scores one match point for each game won. Their opponent will begin the next game as first dealer. If a player skunks their opponent (reaches 121 points before their opponent scores 91 points) then that player scores one extra match point for that game (two match points in total). If a player double skunks their opponent (reaches 121 points before their opponent reaches 61), then they score two extra match points for the game (four match points in total). If a player triple skunks their opponent (reaches 121 points before their opponent reaches 31 points), they automatically win the match regardless of how many match points are needed to win. Double and triple skunks are not included in the official rules of cribbage play and are optional. There are several different formats for scoring match points. Match point scoring Scoring Variation Points for a normal win Points for skunking opponent Points for double skunking opponent Points for triple skunking opponent Official Tournament rules 2 points 3 points no extra points no extra points Variation of Tournament rules 2 points 3 points 4 points no extra points Free play rules with triple skunk 1 points 2 points 4 points Automatic win of match Example match Example of a full match using Free play rules. The match is first player to score 5 match points. Caption Game Alice Bob Result Match Score 1 121 98 Alice beats Bob with Bob passing the skunk line (not skunked) for a simple win. Alice scores one match point and leads the match to zero. 1-0 2 121 119 Alice quite narrowly beats Bob with Bob well past the skunk line (not skunked) for a simple win. Alice scores one match point and now leads two to zero. 2-0 3 82 121 Bob easily beats Alice with Alice not passing the skunk line but passing the double skunk line. Bob skunks Alice. Bob scores two match points for skunking Alice and evens the match score at two all. 2-2 4 121 89 Alice handily beats Bob with Bob almost but not quite passing the skunk line though crossing the double skunk line (is skunked) Alice skunks Bob. Alice scores two match points for skunking Bob with the match now four to two.

Alice needs one more win. 4-2 5 92 121 Bob beats Alice with Alice having just crossed the skunk line (not skunked) for a simple win. Bob scores one match point. With the score at four to three, both can potentially win the match on the next hand. 4-3 6 121 100 Alice beats Bob with Bob crossing the skunk line (not skunked) for a simple win. Alice scores one match point. Alice reaches 5 match points and wins the match, beating Bob five match points to three match points. 5-3 Three player game Winner takes all When playing a three player match in a winner takes all format, the winner scores two match points (just like in two-way cribbage) for each game won. If he/she skunks just the third opponent, they score an additional match point (3 total) with second place receiving one point. If he/she double skunks both opponents, he/she still scores three match points but second place would not receive any points at all. Continued play In continued play format, the winner of the match earns two match points for three player cribbage and four match points for five player cribbage (plus applicable match points if the player has skunked/double skunked their opponents). The remaining players play until there is a second winner, who scores one match point for three player cribbage and two match points for five player cribbage (with no extra points for skunking opponents). In five player cribbage, the remaining three players play until there is a third winner, who scores one match point (with no extra points for skunking opponents). Variations Three players: Five cards are dealt to each player and one card directly to the crib, and each player then discards one card to the crib, as shown in the examples above. Three players can score individually, with the winner the first to reach 121, or in a "two against one" team format, where the two-player team must score 121 to win before the lone player reaches 61. Another variation of the "two against one" team format, is that prior to the cut, the lone player picks up the crib, examines all 8 cards, and then discards 4 cards to the crib. Both the team and lone player need to reach 121 to win. Another three player variation is to deal five cards to each player except the dealer who gets six cards. The dealer deals the first and last card to himself and then discards two cards to the crib, the other players each discard one card. Four players: Five cards are dealt to each player, each of whom discards one to the crib. The players can play as individuals or as two sets of partners. Five-card cribbage (called the "old game"): The two players are dealt five cards each, two of which are discarded into the crib. The crib thus consists of four cards but each hand only three. The first non-dealer gets a three-point start, the play (pegging) goes up to 31 only once and does not restart. The game is won by the first player to reach 61 points. Five players #1: Five cards are dealt to each player except the dealer, who has only four cards. The four non-dealers each discard one card to the crib. Five players #2: Five cards are dealt to each player. The players each discard one card to the crib. All hands are scored normally using the "starter" card.

When the dealer counts the crib, the "starter" card is not used; only the five cards in the crib are used. (As usual for a crib, only a 5-card flush can score, so all 5 crib cards must be the same suit, and the dealer receives 5 points for this flush.) Ten-Card: Usually played with two players, this variant consists of each player being dealt ten card to start. Each player still throws two to the crib but then split the remaining cards into two sets of four. Only one of these new hands is used during pegging but each will be counted separately during the reveal. This faster paced version results in higher scoring hands that require more strategy in creating the best combination of cards. Muggins: This is a scoring variant in which a player who fails to count all the points to which he is entitled in the play or the show loses the unclaimed points to an opponent who calls "muggins" or "cut throat". Lowball (or "Loser's Crib"): This is a misère variant in which the normal rules apply but the aim is to avoid scoring. The loser is the first to 121. Jokers-Wild: In this variant, jokers are fully wild, with their rank and suit decided only at the moment of play. The choice of card may even replicate a card already in play, allowing for 5 of a kind (20 points), 6 of a kind (30 points), etc. When a joker is cut as the starter, the dealer scores 2 for heels and each player may choose a different rank and suit for the joker when hands are scored. Jokers-Naught: In this variant, Jokers have the numerical value of zero. This enables runs from below the ace, e.g., 0-1-2. Noting that each 0 adds a unique permutation for a combination of fifteen, one joker doubles value of the combinations of 15 in the hand, e.g., 8 + 7 = 15 and 8 + 7 + 0 = 15. Two jokers quadruple the value of the combinations of 15 in the hand. Since Jokers have no suit, they are excluded from flush counting.

Thus, a hand of 4H-5H-6H-Joker-Joker counts as 3 for the hand of all (3) hearts, one combination of 15, quadrupled for the jokers, and 3 for the run 4-5-6, totaling 3 + 8 + 3 = 14. When pegging, a fifteen can be achieved up to two times by playing jokers on the fifteen, since 15 + 0 + 0 = 15. Also, when pegging, 31 is not automatically a go, as a joker may be subsequently played upon 31. The last joker played would get the go for two. Finally, flipping over a Joker at the cut is worth one point. Toss Fives: This is a variant in which players must discard any 5s they may have into the crib (even an opponent's crib). Three Runs:In this variant, only runs of threes are counted, but are counted for each independent combination. Thus, a run of four will contain two independent runs of three for 6 points; a run of five with three independent runs of 3 will be worth 9. Double runs of four will contain either 3 or 4 independent runs of three depending on whether the pair is at the end or the middle, garnering 9+2=11 or 12+2=14 points respectively. During pegging, only runs of threes are counted. A player playing a 5 after a 2, 3, and 4, will only get 3 points for the last 3 point run. Auction Cribbage:[8] In Auction Cribbage, any player may bid for the points in the crib after the cards are dealt. Bidding continues in turn until no further bids are offered; the winning bidder then immediately deducts that number of points from their hand; the crib is scored at the usual time and its points awarded to the winning bidder for that round. If no bid is placed, the dealer retains the crib. Null point penalty: When a player scores zero points during "the show", their opponent scores one point. This applies to both players' hands as well as in the crib. Back 10 (Backup Ten): The hand and the crib must contain points. If either hand does not, the owner of the hand must go back ten points.[9] Canadian Doubles: A variation on doubles, the dealer and the player to the dealer's left are dealt 10 cards each. Both players keep 4 cards, give their partners 4 cards and throw two to the crib.[10] Play proceeds normally. This game is normally over in four deals, at most five. A number of variations have been devised for playing solitaire forms of Cribbage. Cribbage Solitaire: This plays much like Cribbage without pegging. Two cards are discarded to the crib from a hand of six cards, and after this is repeated, both hands and the crib are scored, using an additional random card as the starter card. Cribbage Squares: Cards are dealt one at a time into a 4x4 grid, with the player deciding in which of the 16 spaces each card is placed. Finally, a 17th card is turned up as starter. Each horizontal row and vertical column is considered as a hand, and is scored accordingly. References ~ "Cribbage Official Tournament Rules" (PDF). 4.3 Exposed Cards. American Cribbage Congress. August 2010. p. 13. Retrieved April 11, 2012. ~ Parlett, David (October 1987). The Penguin Book of Card Games. Treasure Press. ISBN 1-85051-221-3. ~ "The Mechanics of Playing Cribbage". The American Cribbage Congress. 2004-10-01. Retrieved 2008-03-01.

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