then score 4 points for making a run of 4.

After "31" (or as close as possible in the hand), the person laying down the last card takes a point for having the **final card**. If the last card makes **exactly 31**, the player gets 1 additional point.

The player who calls "go" plays first in the following 31-count sequence.

# Step 8 Counting up the cards:

Once all cards have been played it is time to count them up. The person to count first is the **non-dealer**, then the dealer, then the crib. Your hand consists of the four cards you played, **plus** the cut card.

Any combination of cards that **add up to 15** count are worth 2 points (even if it took all five cards to do it).

Pairs, triples and quadruples count, 2, 6 and 12 points, respectively.

**Sequences** (e.g. 6-7-8) do not have to be the same suit, and count 1 point per card. They must consist of at least three cards.

A **flush** (all four cards are the same suit) is worth 4 points.

The cut cannot give you a flush. It gives a fifth point if it extends a 4 card flush to a 5 card flush, but 3 spades and a heart don't score flush points if you cut a spade.

If all four cards in the crib are the same suit, no points can be taken unless the fifth card is also that same suit. Then 5 points are pegged.

You score one point if you hold **the Jack** of the suit that was cut. This is known as "one for his Nibs".

Full rules can be found at: www.cribbage.org/rules

### Tips:

Remember, the person who wins is the first person to peg OUT, which means back to the pair of holes at the start, not to the last hole of the last group of five.

A 10 card is most likely to be the up-card, so try to gear your 4 cards towards that by saving any fives.

Try to never place a five or a pair in your opponent's crib. On the other hand, don't destroy your own good hand just to give your opponent a lousy crib.

When starting a round, it is best to begin with a 4, a 3, or even a 2 - your opponent cannot reach 15 with any of those.

The highest hand you can have is 29 points.

It is impossible to have a hand worth 19 points. So if you hear a person count "nineteen," it's just a slang way of saying zero.

# How to Play Cribbage in 8 Easy Steps

## by the Cribbage Guy

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Cribbage is a fun, challenging game that can be played with 2-4 people.

Although it may seem intimidating at first, the basic game is very easy to learn and play.

Your new cribbage board is an easy way to keep track of your score during the game.

Every time you score points, you move the back peg that many holes ahead of the front peg, leap-frogging your way around the board.

These instructions are for a 2 player game, but can easily be adapted to more players.

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### Step 1

Set-Up: Remove the jokers from the pack of cards. Each player uses two pegs for scoring. Your pegs are stored in the board. The first to accumulate 121 points wins. (This often occurs in the middle of a hand; the game ends immediately.)

### Step 2

**The Deal:** Select a dealer, maybe by drawing cards. Deal **6 cards** to each player.

### Step 3

The Crib: Each player looks at their 6 cards and decides which 4 to keep in his hand and which 2 to discard into a pile near the dealer called "the crib."

### Step 4

The "Cut" Card: The player who did not deal cuts the deck to determine the top card. Both players will use this card, called the "cut", as a wild fifth card to count points at the end of the round.

If this "cut" card is a **Jack**, the dealer gets to peg 2 points immediately. This score is called "his heels."

### Step 5

Pegging: Players alternate laying cards down in front of them, starting with the non-dealer. As they play each card, they call out the value of the total. Face cards (10s, Jacks, Queens and Kings) are worth 10 points, all others are worth their numeric value. Aces are always only worth one point. Suits do not matter in this round, only numeric values Make sure you keep your cards in your own pile – don't mix them together with other players' cards.

### Step 6

The Play: This continues until a player cannot lay down another card without exceeding 31. At this point, he says "Go." If the other player can still lay down another card without exceeding 31, he must do so for as many times as necessary.

# Step 7 Other Points to be Pegged: If either player

**Pegged:** If either player reaches **15 points** exactly, this earns him 2 points.

Points are also earned and pegged for pairs. For example, Player 1 lays down a 6 and Player 2 immediately follows with another 6, which would earn him 2 points. If Player 1 then lays down a third 6, he earns 6 points. The fourth sixth would be worth 12 points. (Note: if Player 2 is not able to lay down any other card without exceeding 31, and Player 1 has the fourth 6, Player 1 can lay it down and earn the 12 points.)

Sequences also score points. They must be consecutive cards, but not necessarily in order. For example: First player plays a 4, second player plays a 6. If the first player now plays a 5 he would score three points for completing a run of 3. If the second player now plays a 3 or a 7 he would