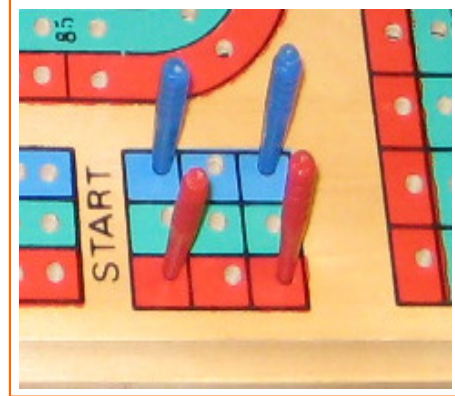


Cribbage from Start to Finish!

By: Mike Svendsen

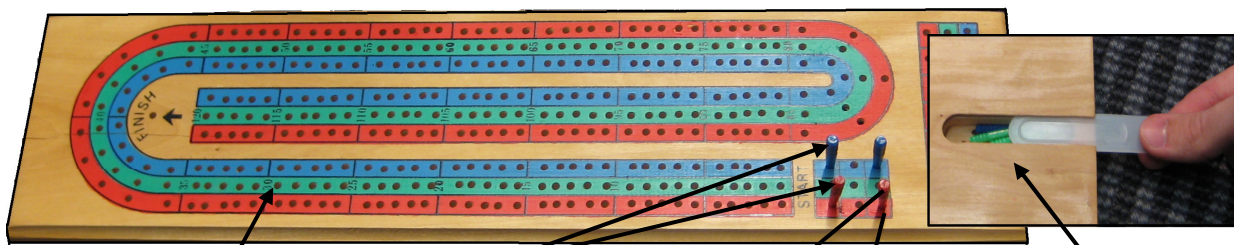
The goal of these instructions is to teach you how to play Cribbage. At first glance, cribbage may seem like an extremely complex game. But truly, the only requirement needed to play is the simple ability to add to 31. Games normally take about 30 minutes, although they can take 45 minutes to an hour. Due to the nature of the game, with many different parts all relying on each other, it is strongly recommended that you completely read over the instructions before starting to play. Although cribbage may seem like a complicated and challenging game to begin with, it will soon become second nature and a game to enjoy for the rest of your life.



What you need to Play

- Two players
- A standard deck of 52 cards with jokers removed
- A Cribbage board
- Two pegs for each player (usually included with board)

Deck of Cards



Cribbage Board

Cribbage boards come in all shapes and sizes. But all have at least two separate tracks consisting of 120 holes.

Pegs

Each board usually comes with its own pegs. However, if it doesn't or a peg is lost, a toothpick or similar item can be used.



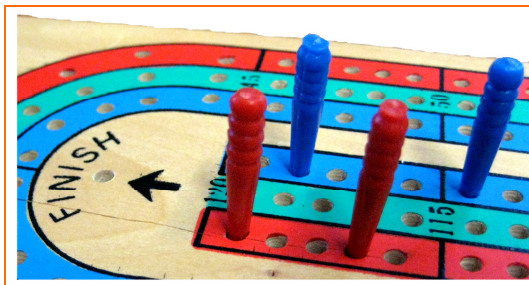
Peg Storage (located on back of board)

Most boards have a storage slot located on the back of the board for the pegs.

Getting to Know the Basics

Goal of the game

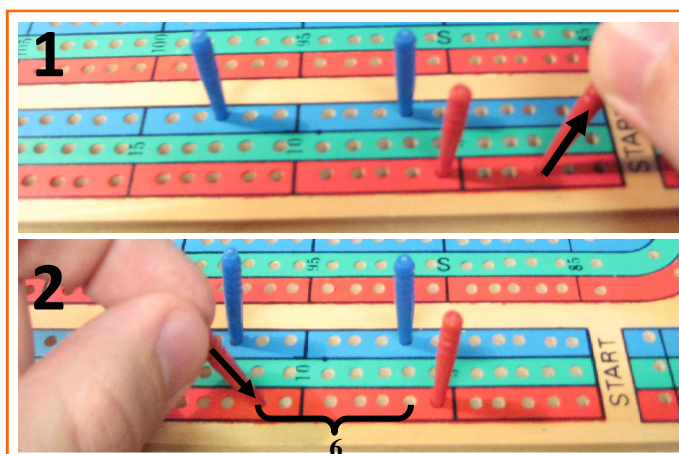
The goal of Cribbage is to score 121 points before your opponent. Points are scored in the pegging and counting phases, both of which are explained in their corresponding sections.



How to Move Your Pegs

Moving your pegs isn't a difficult task. But, if done incorrectly, you can easily lose your place or move the incorrect amount of spaces.

1. Remove your back peg, leaving the front peg to keep track of your current location. (Figure 1)
2. Move your peg forward one hole for each point scored. Therefore, the pegs keep track of the total number of points scored. (Figure 2)



Example: If the red player just scored 6 points. He first removes the back peg, then counts six holes ahead of his other peg and places his peg in this location.

Value and Order of the Cards

As in any card game, it is necessary to understand the order and value of each card. In cribbage, aces are always low and have a value of 1, while jacks, queens, and kings all have a value of 10. All other cards are equal to their face value. These values and orders are summarized in the table below.

Table of Card Order and Value

Order	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Value	1	2	3	4	5	6	7	8	9	10	10	10	10

Order refers to how cards can be arranged into runs. For example, 9-J-Q is not considered a run even though jacks and queens have a value of 10. A "real" 10 is still needed to follow the correct order and make the run, such as 9-10-J.

Setting up the Game

1. Place the pegs in their starting locations. (Figure 1)
2. Cut the deck to see who deals first, low card deals. In the event of a tie, re-cut.



How to cut for deal

To cut for deal, both players cut a portion of the deck, effectively splitting the deck into three parts (a portion in each player's hand and the portion remaining on the table). The bottom card of the portion each player holds is then compared. The player with the lowest card deals first.



3. The winner of the cut is now the dealer and the other player is referred to as the **pone**.

Ready to Start!

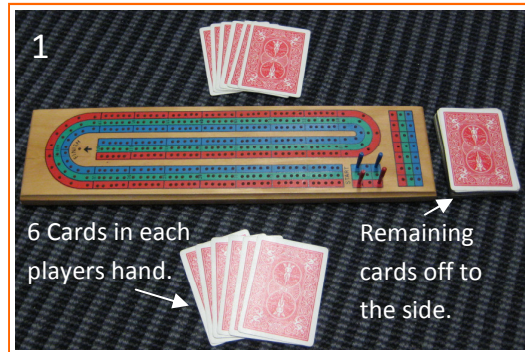
At this point in time, you are now ready to start the game. Please recall that it may take a couple games to really become familiar with the rules. So don't become discouraged! Many people find cribbage a hard game to learn and master.

Remember!

Before you start playing, keep in mind that aces are *always* low, *never* move your front peg, read over *all* the instructions, and of course, don't forget to have fun!

Game Flow

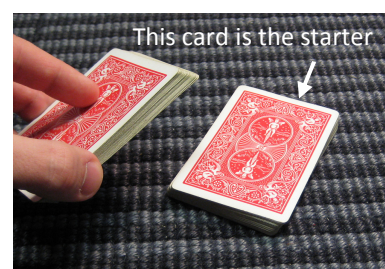
1. Deal 6 cards to each player, starting with the pone, alternating back and forth one card at a time. The set up should look like what is shown in figure 1.
2. Look at your cards and discard two facedown into the **crib**. The **crib** is an extra hand for the dealer, nothing is done with it until step 7, so leave it off to the side for now.



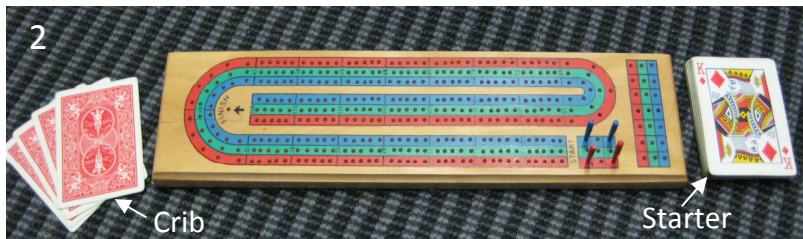
3. Cut the deck for the **starter**. The **starter** acts as a community card when counting your hand in step 6.

How to cut for the starter

The pone cuts the deck and the dealer removes the top card from the remaining portion of the deck. The pone then places the deck back together and the dealer flips the removed card over and places it on top of the deck. This card is referred to as the starter.



4. Check for “**His heels**.” **His heels** occurs when the starter is a jack. If this happens the dealer immediately scores two points. The set up should now look like figure 2.



At this point, each player should be holding four cards. The crib should be face down on the table, consisting of 4 cards (two from each player). Finally, the starter should be off to one side face up on the rest of the deck.

5. Proceed through the pegging phase. (Pegging described on page 5)
6. Count each players hand starting with the pone. (Counting described on page 6)
7. Count the crib, which is counted just like any other hand. The dealer receives all the points scored in the crib. (See page 6 for help on counting hands)
8. Switch jobs. The pone now becomes the dealer and the dealer the pone.
9. Repeat steps 1 through 9, until one player scores 121 points.

Note — If at any time a player scores 121 points, the game instantly stops and that player is declared the winner. This may occur during the pegging phase, counting phase, or even by scoring “his heels.”

Pegging Phase

1. Players, starting with the pone, alternate playing cards from their hands, laying them face up on the table and announcing the cumulative value or “**the count**” of the cards played so far. (Keep each players card separate from each other)
2. No card can be played that would make the count exceed 31. If a player cannot play a card because the count would exceed 31, they say “go.” The other player then plays all cards they can still legally play and scores a point. A player scores 2 points if they make a count of 31.

3. Following a go or reaching a count of 31, the count is reset and the non-scoring player starts the count over. This may or may not be the pone.











4. This continues until all players run out of cards.

5. If any of the events listed in the table to the right occur, whoever played the card creating the event scores the points and immediately moves his pegs.

Event	Description	Point Value
Pair	Play the same card your opponent just played, without an interruption of a go.	2
Three of a kind	Three of the same cards were just played without interruption.	6
Four of a kind	Four of the same card were played without interruption	12
Run	The last three or more cards played can be rearranged into a consecutive order.	1 point per card in run
Fifteen	A count of 15 is reached	2
*Thirty-one	A count of 31 is reached (count starts over after this).	2
*Go	Cannot play a card without raising the count to over 31	1
*Last Card Played	Playing the last card	1

*Can only score one per round of count (i.e. Can't score both 31 and go at same time.)

Example Pegging Phase:

<div>Pone's hand</div> 					<div>Note: The pone calls "go" because he doesn't have a legal play. But, the dealer still plays his legal cards—a two in this case.</div> 		<div>Note: After a go, the count starts over.</div> 	
<div>Dealer's hand</div> 								
Current count	10	15	21	28	30	8	16	24
Points scored by Pone								6 for 3 of a kind and 1 for last card.
Points scored by Dealer		2 for count of fifteen		3 points for a run	1 for a go		2 for a pair	

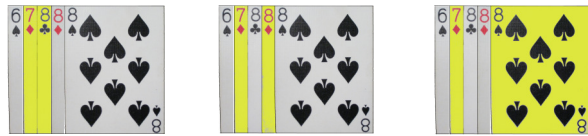
Note: if the order of cards had been 5-7-6, this would still be a run, since they can be rearranged into a *consecutive* order.

How to Count your Hand

Counting your hand is one of the more difficult tasks in Cribbage. However, by following the simple systematic approach outlined below, it can be done very easily.

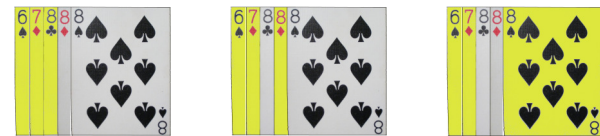
In cribbage, you score points depending on the 4 cards held in your hand *and* the starter card, which acts similar to a community card in poker. Points are received for having cards which add up to 15, create runs, are part of a pair, create a flush, or for holding the jack of the same suit as the starter. After adding up the points in your hand, you then move a corresponding amount.

1. Count all possible combinations of 15, receiving 2 points for each combination (Hint: keep track of points easily by saying 15 two, 15 four, 15 six, etc.)



In this hand, there are 3 fifteens for a total of 6 points. Note: It is perfectly acceptable to repeatedly use a card, such as the 7, in more than one fifteen.

2. Count all possible combinations of runs, receiving a point for each card in the run. Note: A four card run is not two three card runs, but one run worth 4 points.



There are 3 separate 3 card runs in this hand for a total of 9 points. Note: Once again cards are used in more than one run.

3. Count all possible pairs, receiving 2 points for each pair.



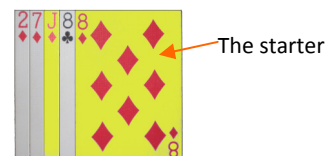
Note: Three of a kind is really just 3 separate pairs and therefore worth 6 points. In addition, four of a kind is 6 pairs worth 12 points.

4. Check for a flush. To get points for a flush, the 4 cards held in your hand must be the same suit. A flush receives 1 point per card in the flush.



The hand on the left is a flush, worth 4 points. However the hand on the right is not a flush because the four cards of the same suit are not held in the hand—the fourth card comes from the starter.

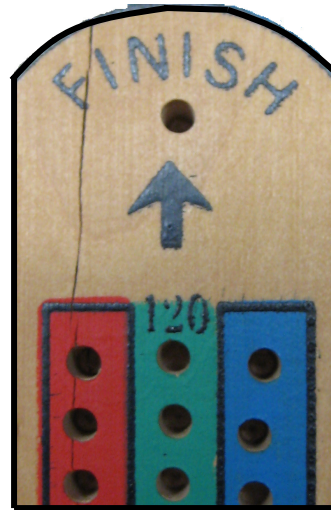
5. Check for nobs. Nobs occurs when you have a jack of the same suit as the starter in your hand. This receives 1 point.



The hand above contains nobs, since the jack of the same suit as the starter is held in your hand. Note: If the jack is the starter, then there is no nobs.

Conclusion

Congratulations! You now know how to play Cribbage. Although the rules may still seem strange and unfamiliar, with practice they will soon be second nature. Keep this guide out as you continue to learn to play, using it as a reference for scoring or to double check any rules you may have forgotten. For your convenience a reference brochure has been attached, which summarizes the game flow and how points are scored in the pegging phase and when counting hands. And once again, remember to have fun!



For More Information...

For more information on rules or strategy visit:

<http://www.cribbage.org/>

Cribbage boards and supplies can be found at most department or hobby stores.

Hints on Strategy

What do I throw into the crib and what do I hold in my hand? This questions usually plagues all people who are learning to play cribbage. So here are some guidelines.

- Avoid breaking up runs. Runs are the key to scoring big hands.
- If you are the dealer, throw cards into the crib that are connected such as a 7 and 8 or 2 and 3 to increase the chances for a run in the crib.
- If you are not the dealer, try throwing cards in the crib that are far apart and unrelated, such as a king and 6. This combination yields no chance for a run.
- Avoid throwing 5s in the crib if you are not the dealer, since any card with a value of ten will give a fifteen.

Counting your Hand

1. Count all possible combinations of 15, receiving two points for each.



2. Count all possible runs, receiving 1 point for each card in the run.



3. Count all possible combinations of pairs, receiving two points for each pair.

5. Check for nobs. Nobs is when you have the jack of the same suit as the starter.



4. Check for a flush. Receiving 1 point for each card in the flush. Note—at minimum, the four cards in your hand must be the same suit.



Summary of points scored when counting hand

Score points for	Description	Example Hand	Point Value
Fifteen	Two cards adding up to fifteen	5-K	2
Run	Three or more cards in sequential order	A-2-3-4	1 point per card in run
Pair	Two of the same card	Q♠-Q♥	2
Flush	Four or more cards of the same suite (at least four cards must be held in hand)	A♥-5♥-3♥-4♥ held in hand. 3♣ is the starter	1 point per card in flush
Nobs	Hand contains jack of the same suit as the starter	J♠ one of your 4 cards 6♣ is the starter	1

Reference Brochure

This page is meant to be removed from the instructions and kept with your cribbage board to be used as a quick reference during game play. It has sections summarizing the flow of the game, pegging phase, and how to count your hand. Although, if more clarification is needed please refer to the instruction manual.

Terms to know

Crib — An extra hand counted by the dealer, composed of 4 cards (2 from each player).

His Heels — An event occurring when the starter is a jack. The dealer scores two points when this occurs.

Pone — The player immediately to the left of the dealer.

Starter — The card removed from the deck and used in counting hands and the crib.

Setting up

1. Place pegs in starting location.



2. Cut to see who deals first. Low card deals. (see page 3 for help)

3. Move on to game flow section.



Game Flow

Fold here

Pegging Phase

1. Deal 6 cards to each player.



2. Look at your cards and discard 2 into the crib.



3. Cut for the starter. (See page 4 for help)



4. Check for His Heels. (See page 4 for help)



5. Proceed through pegging phase. (see page 5 for help)



8. Pone becomes the dealer and the dealer the pone.



7. Count the crib.



6b. Count the dealer's hand.



6a. Count the pone's hand. (see page 6 for help)

1. Take turns playing cards from hand, announcing cumulative value of cards played. Start with pone.



2. Score points if any of the events in the table below occur.

3. Count reset to zero if 31 is reached or a card can't be played without raising count over 31.



Summary of points scored when pegging

Event	Description	Point Value
Pair	Play the same card your opponent just played, without an interruption of a go.	2
Three of a kind	Three of the same cards were just played without interruption.	6
Four of a kind	Four of the same card were played without interruption	12
Run	The last three or more cards played can be rearranged into a consecutive order.	1 point per card in run
Fifteen	A count of 15 is reached	2
*Thirty-one	A count of 31 is reached (count starts over after this).	2
*Go	Cannot play a card without raising the count to over 31	1
*Last Card Played	Playing the last card	1

*Can only score one per round of count to 31 (i.e. Can't score both 31 and go at same time.)