

Woodstock & District u3a – Cribbage Group

Summary (For a fuller explanation of the game please see the other page)

Cut for first deal – Ace high, lowest card becomes the first dealer

2 players: 5 cards dealt to each player plus 2 “blind” into the box; individual play

3 players: 5 cards dealt to each player plus 1 “blind” into the box; individual play

4 players: 5 cards dealt to each player; team play: players sitting opposite comprise a team.

The following assumes 4 players:

Players each discard one card from their hand into the box.

Play starts with the player to the dealer’s left, progressing clockwise.

Players peg as teams

Progress 2x round the board, plus 1 hole (total 121 points)

Exact score to peg out required



Note:

If two or three players:

players each play and score individually. For three players sometimes a 3-lane crib board is available.

Can you add up this hand?

In the background is a 3-lane crib board

One for his nob (or 2 for the dealer) is not taken in last block of 5 holes (sometimes last ten holes).

Mixed runs are scorable e.g. 3 – 5 – 4, or 4 – 5 – 3 would both score 3 points for the run.

Flush (all cards being the same suit):

- in player’s hand: 4 cards for a flush
- in the box 5 cards required (i.e. turnup must be the same suit)

Scores

Cards totalling 15:	2 points
Cumulative total during play =31	2 points to player of card making 31
Cumulative total during play less than 31 (“Go”)	1 point to player of last card
3-card run:	3 points
4-card run:	4 points (etc.)
Pair:	2 points
3-of-a-kind:	6 points
4-of-a-kind:	12 points
Jack in hand same suit as turnup:	1 point (“for his nob” (or nibs))
Jack of any suit turned-up:	2 points for dealer

The convention is that 15s are counted first, then any other scoring combinations added afterwards. All possible scores are combined: i.e. 15s, runs, pairs etc. so 4 – 5 – 6 would score a total of 5 points (“15 for 2 plus 3 is 5”) When playing out the cards any cumulative run or scoring pattern ends when the count reaches 31 (or a “Go”).

Penalties

Penalty points are mainly in force when playing in some Cribbage Leagues. A penalty normally involves the offender’s scoring peg being moved backward by the value of the penalty. Penalties include (but are not limited to):

In the case of a mis-deal (too many or too few cards, cards dealt face up, for example) the cards are recovered, reshuffled and recut: the dealer is penalised 2 points.

A 2 point penalty may also be awarded for deliberately looking at the bottom card of the deck or cut part of the pack; looking at the crib before it is due to be counted; placing the turnup card in hand, crib or pack whilst the count is in progress; moving an opponent’s peg, cutting the cards too deep, thereby leaving insufficient for the deal; overscoring on the board (opponent also gains the value of the overscore).

If a player does not play a card that could be played (known as a renege) a 2 point penalty per card that could have been played is added to the opponent’s score.

A 15 point penalty may be awarded if the game is wrongly claimed to have been won.

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For a summary, and scoring, see other page.

The Game

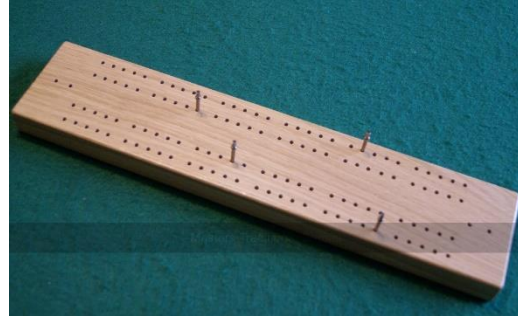
The game of cribbage – often shortened to “crib” – is usually a card game for 4 players, although it can also be adapted for play by 2 or 3 players. It is apparently the only card game permitted to be played in the UK on licensed premises without local authority permission!

Crib is played with a standard pack of 52 playing cards, no jokers. Ace is regarded as high only when cutting for partners or deal. During play the Ace has a value of 1; cards 2 – 10 are assigned their face value, court cards have a value of 10. All suits are of equal value.

The aim of the game is to score points, which are recorded on the Crib Board. The winner is the team to first reach a total of exactly 121 points, which normally equates to twice up and down the board + 1 hole extra.

During play each player is dealt 5 cards, and discards one of these into the “box” which serves as an additional hand for the dealer. The box is sometimes referred to as the “crib”. In the US it may be referred to as “the kitty”.

The Jack has special properties: as well as being regarded the same as the other face cards in play should it appear as the turned-up card the dealer is awarded two bonus points. If in hand and the same suit as the turned up card the player holding the Jack is awarded one bonus point – these bonus points are commonly referred to as being for “his nob” or “his nibs”. For full scoring details see other page.



Standard Crib Board & Pegs
(some competition boards have 60 holes up and down)

Order of Play – Game With 4 Players

When four persons are playing they are divided into two teams of two, partners sitting opposite each other at the table. At the outset players may agree teams, or cut the cards to decide teams according to an agreed protocol, or play in preferred or “usual” teams. The partners in each team combine their scores.

Once the teams are decided the players cut to decide the dealer: Ace is high, and the player picking the **LOWEST** card is the first dealer. The deal and play take place in a clockwise direction round the table. After each hand the deal rotates to the next player on the left.

The cards are shuffled, usually by the dealer, then cut by the player to the dealer's right, making sure that sufficient cards remain for the deal to be completed. The dealer gives each player one card in turn until all have a total of 5 cards. Any cards left after the deal are placed on top of the remainder of the deck. Each player then discards one of his cards to make the dealer's extra hand – the crib, or box.

The player to the dealer's left then cuts the deck, and the dealer turns up the next card. If it is a Jack of any suit the dealer scores two bonus points.

The cards are played out starting with the player to the dealer's left, one by one, counting the cumulative value; each player's cards remain in front of them. This continues until either:

- The cumulative value reaches 31
- The cumulative value is under 31, but no player has a card that can be played without exceeding 31; this is referred to as a “Go”
- All cards have been played by all players

The players, one by one starting on the dealer's left, now each add up and score the total of the cards in their hands (see scoring, next page). This is known as “the show”, as all cards are placed face up on the table. The final hand to be counted is the box, after the dealer has counted the hand that she/he has played

If no player has “pegged out” into the final hole, the deal rotates to the next player clockwise, and the game play – shuffle, cut, deal, discard, turnup, play and show/scoring – is repeated until the game ends.

Order of play – Game With 2 or 3 players

As above, but players score individually. See other page for dealing.