



## **CRIBBAGE**

### **2 PLAYERS**

#### **SET UP:**

*Required to play: one cribbage board, deck of playing cards, 6 colored pegs (3 each in two colors).*

*Each player picks a peg color and places 2 of their pegs in the “START” area and one peg in the “SCORE” area.*

#### **OBJECT:**

*Be the first to reach 121 points by scoring during play as well as for various card combinations.*

#### **TO PLAY:**

*Players cut to see who deals first with lowest card winning the deal. The dealer deals 6 cards to each player. Both players review their hand and discard 2 cards each into a pile called the “Crib”. All cards discarded to the crib belong to the dealer alone, are placed face down and are not revealed until the end of each hand.*

*The remaining card deck is placed face down beside the board.*

*The opposing player (Player B) cuts the remaining cards in the deck. The dealer (Player A) picks up the top card on the lower portion of the deck and places it face up on the top of the remaining deck. The face-up card is called the “Starter” and is not used until the end of each hand.*

#### **POINT VALUE OF CARDS:**

*Face cards (Jacks, Queens, Kings) have a value of 10, all other cards are counted according to their numeric value. Aces are counted as 1.*

#### **PEGGING PHASE:**

*Player B begins by placing a card in front of him or her and announcing it’s numeric value. Player A then chooses a card from his hand and announces the total point value of their card added to Player B’s card. Cards played are kept face up and separated in piles for each player. Play alternates with each player laying down a card and announcing the running total. For example:*

*Player B lays a 4 and says “4”, player A plays a 9 announcing “13”, then Player B lays a 10 and says “23”. Play alternates with each player keeping a running total that cannot exceed 31.*

*The “Go”: If a player cannot play any of their remaining cards without exceeding 31, they say “GO” instead of playing a card. Their opponent can now lay down one or more cards to reach but not pass 31. Example: If play continues from the above example, Player A must play a card with a value equal or less than 8 so the total does not pass 31. If Player A can play one or more cards, they must. If they cannot play a card within the range, he or she scores 1 point since they are the last to play a card. Play continues with the player who called “GO” (Player A) laying a card, starting the count again at zero. The cards laid in the first sequence are not included in subsequent sequences. If players run out hitting 15 or 31 exactly, the last player to lay a card scores 1 point for “last card”. Throughout the Pegging phase of the hand, players also score for multiple other card combinations as listed below in “Scoring*

*During Play”.*

*NOTE: Use the two pegs in alternating fashion (the first peg indicates the previous score; the second peg indicates the most recent score); in this way, scores can be checked for accuracy.*

### **COUNTING PHASE:**

*Once players have laid all cards in their hand, they collect up their four cards again and make a final count. The non-dealer (Player B) counts first, followed by the dealer. When counting, the Starter card is included with the four cards in the hand. Refer to the list of card combinations below in “Scoring the hand” for counting your cards. The dealer counts and scores for his hand and his crib separately, each including the starter card.*

*The next round begins now with the second player dealing the cards and the other player cutting for them.*

### **SCORING:**

#### **SCORING DURING PLAY:**

<i>If you make a count of 15 during play</i>	<i>2 pts.</i>
<i>If you make a count of 31 during play</i>	<i>2 pts.</i>
<i>“Go” Opponent cannot play a card without raising the count to over 31</i>	<i>1 pt.</i>
<i>“Last Card”</i>	<i>1 pt.</i>
<i>If you match the rank of the card played by the opponent (a pair)</i>	<i>2 pts.</i>
<i>Three cards of the same rank</i>	<i>6 pts.</i>
<i>Four cards of the same rank</i>	<i>12 pts.</i>
<i>Sequences (note: cards can be in any order))</i>	<i>1 pt. per card</i>

*(If a card is added to the sequence, they also score 1 point or each card in the sequence)*

*Note: Flushes do not count during play, only when the hand is tallied at the end of each play.*

#### **NOTES:**

- 1. If a player hits 15 during play, they score 2 points*
- 2. If a player hits 31 during play, they score 2 points.*
- 3. Combinations are also available. Ex. If player A plays a 5 and player B also plays a 5, player B pegs 2 points for the pair. If player A also lays a 5, they peg 6 points for 3 of a kind as well as 2 points for hitting 15.*

#### **SCORING THE HAND:**

*After the hand is played, players reexamine their cards for possible scoring combinations (See below). Players make as many combinations as possible from the 4 cards in their hand as well as the starter card. Cards may be used multiple times to make separate scoring combinations shown below. Because this can be an complicated process, some people use a rule called “Muggins” which allows a player to take any points that are overlooked by their opponent. Both players*

should agree to play Muggins before beginning a game.

A total of 15 (any combination of cards totally exactly 15)

2 pts.	
Pair (2 of a kind)	2
pts.	
3 of a kind	6
pts.	
4 of a kind	12
pts.	
Run of three or more cards in any suit (ex. 3, 4, 5, 6..)	1 pt per card in run
4 card Flush (4 cards of same suit- <b>not</b> in the crib and <b>not</b> including the Starter)	
4 pts.	
5 card Flush (5 cards of the same suit)	5
pts.	
NOTE (A flush in the crib must include the cut card)	
Jack as the Starter card ("His Heels")	2 pts. (dealer only)
Note: This scoring must be done before the dealer plays a card or the 2 points cannot be scored.	
Jack of the same suit as the Starter card ("His Knobs")	1
pt.	

#### TO WIN:

*Pegging Out:* A game is over when one player reaches or surpasses 121. This can occur at any time and the game is stopped immediately. The win can happen anytime, during the pegging phase, counting phase or even by scoring "his heels".

*Skunking:* If a player reaches 121 before his opponent reaches 90 points, he has skunked his opponent and wins 2 game points. If their opponent has not yet passed the 60 point mark, then they have double skunked their opponent and score a triple game point.



**WARNING: Small parts. Choking hazard. Not for children under 3 years.**

# **JEU DE CRIBBAGE**

2 JOUEURS



**MISE-EN-MACHE:**

**LE JEU:**

**POUR GAGNER:**



**AVERTISSEMENT!** *Risque de suffocation Petites pièces. Ne convient pas aux enfant de moins de trios (3)ans.*