

Card Game for 2 Players

CRIBBAGE

Introduction

Cribbage was invented in the mid-1600s by English poet Sir John Suckling. It soon became popular among New England colonists and is now played in hundreds of clubs throughout the United States, Canada, and Europe.

For a game played with only four cards in a hand, Cribbage is remarkably complex. Nevertheless, if you have good general card skills and a knack for doing simple calculations rapidly, you may find yourself among the game's many devoted fans.

Concept

Cribbage is a two-player game in which points are earned by creating certain combinations of cards according to their rank (numerical value). Suits are ignored, for the most part. Three types of combinations have value:

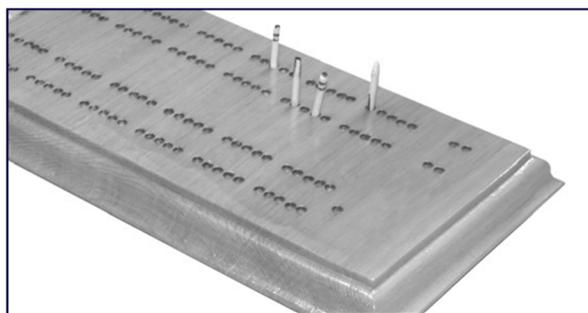
- two or more cards of identical rank
- three or more in rank sequence, and
- any two cards whose total equals 15

Players have two opportunities to create these combinations. First, a player can score by playing a card that combines with the card just played ("the play"). Second, a player scores by forming combinations among her own cards after the play ("the showing").

Equipment

A standard 52-card deck is used. Face cards and tens have a value of 10, aces count as 1, and other cards have their indexed value.

Points come so quickly in so many small batches that a special board is used to keep the running tally. The typical Cribbage board has two double rows of 60 or 120 small holes plus holes for a starting block, finish line, and game counters. Each player keeps score by advancing two small pegs along a line of holes by leapfrogging one peg in front of the other each time points are earned.



The Deal

Each player is dealt six cards. From these six, each player selects two cards and these four cards are piled face-down near the dealer. These four cards are known as the *crib*, and belong to the dealer. The non-dealer then cuts the pack and the dealer turns over the top card, known as the *starter*—even though it is not utilized until later.

The Play

To play a card is to remove it from one's hand and place it face up in front of oneself. Cards played by the two opponents are kept separate, *not* placed in a single pile in the center as with trick-taking games. Each time a card is played, the player announces the total value of all the cards played up to that point in the series. A series continues until the total equals 31 or until no one can play a card without the total exceeding 31.

When a player cannot play because he has no card that would not bring the total above 31, he says "go" and his opponent must play any one or more cards in her hand that do not bring the total above 31.

When neither player can play a card, the player who called "go" starts a new series that proceeds in an identical manner. Once all eight cards have been played, the "showing" begins.

In the showing, each player counts the points within their hand in combination with the starter card. The non-dealer goes first, then the dealer counts the points in his hand and in the crib.

Hands are played, alternating dealers, until one of the players reaches the winning score of 61 or 121.

The Scoring

During Play	Points
For making total = 31	2
For making total = 15	2
For each card played after opponent says "go"	1
For playing eighth card without reaching 31	1
For matching opponent's card (making a pair)	2
For playing the third card of the same rank (making 3 of a kind)	6
For playing the fourth card of the same rank (making 4 of a kind)	12
For playing the next card in a run (a straight of three or more); not necessarily in sequence (<i>i.e.</i> 5, 7, 6...)	number in run
The Showing (including the "starter")	
For every combination that totals 15	2
For two of a kind (a pair)	2
For three of a kind (a double pair or <i>pair royal</i>)	6
For four of a kind (a <i>double pair royal</i>)	12
For each combination making a run of three or more	number in run
For four cards of the same suit in hand	4
For four cards of the same suit in hand plus starter of same suit	5
For crib and starter of same suit	5
For jack in hand of same suit as starter (<i>His Nobs</i>)	1

As points are scored according to the table, one of the player's pegs is advanced ("pegged") ahead of the other.

In addition to the points awarded for making the various combinations, a player pegs 2 points if her opponent fails to make a possible play. If her opponent overlooks a score when playing or showing, a player may call "Muggins!" and take the score for herself.

If the starter card is a jack (known as "His Heels") the dealer pegs two points.

During the showing phase, players should announce their scores aloud, giving the 15s first, then pairs, and then runs.

Don't forget to score all possible combinations. For the group 9, 8, 7, 7, 4, for example, a player would announce the value of each combination and the running total as follows: "Fifteen—two" (for the 8 and one 7) and "fifteen—four" (for the 8 and the other 7). Given the group Q, J, J, 10, 9, the player would say: "Double run of four—10" (4 points for the run using the first jack, another 4 for the different run using the other jack, and 2 points for the pair of jacks). If one of the jacks was the same suit as the starter, an additional point is earned for "His Nobs." ■

Awesome Books from Momentpoint Media



9 Lies That Control Our Lives

The Hereafter Trilogy:

The Book That Removes All Doubt

The Realities of Heaven:

Fifty Spirits Describe Your Future Home

Christmas Lore and Legend:

The Game

www.MomentpointMedia.com