

## **Cribbage Rules! (6 cards, two players)**

Remove the Jokers and shuffle the deck.

Deal 6 cards to each player.

Each player throws 2 cards to the dealer's crib.

The "pone" or the non-dealer cuts the deck. This card is called the "cut card" or "starter". (If the starter is a Jack then the dealer gets 2 points for "knobs"- score these two points right away). Remember to always pick up and move the back peg when counting.

"Cribbing": The pone begins by playing a card and states the value of the card. The dealer plays a card, adds the two cards together and states the sum. Remember to keep your cards in front of you as you play through the cribbing. You need to keep your cards separate from your opponent in order to count your hand later. Play the cards to get to 15 (2 points) and 31 (2 points). While you are cribbing to 15 and 31, you are trying to get a pair (2 points) or a run (one point per card in the run) using your cards and the opponent's cards. In order to count a pair or a run, the cards must be played in sequence (2, 4, 3 is a run, but 2, K, 4, 3 is not a run because the king breaks up the sequence; playing 7, 7 is a pair, but 7, 6, 7 would not be scored as a pair). After you get to 31, you start counting over at zero. If no one can count to 31 exactly, then the last player to play a card without going over 31 gets one point for a "go". If this happens, then the player not scoring a point starts cribbing again beginning at zero until the last card is played. A card can never be played that will make the total sum exceed 31.

After all the cards have been played during the "cribbing", count the points in each player's hand in the order listed below. If the non-dealer crosses the finish line first, then the game is over. The dealer does NOT count the points in their hand. If you do not have a cribbage board, you can still play the game by keeping score on a piece of paper. The winner is the player to reach 121 points or greater.

Count the points in the non-dealer's hand. Remember to use the "cut" or "starter" card.

Count the points in the dealer's hand. Use the "cut" or "starter" card.

Count the points in the dealer's crib. Use the "cut" or "starter" card.

\*\*When counting points in any hand you receive one point (another form of knobs) if you have a Jack in your hand that has the same suit as the cut card.

Shuffle the deck and the other person deals.

Points to remember:

15's – 2 points

Pairs – 2 points

Runs – one point per card (3 card minimum)

Flush – one point per card (4 or with the cut card 5 points)

During play (Cribbing):

First 15 – 2 points

Pairs – 2 points

Runs- 1 point per card; uninterrupted, but not in exact order. Ex: 2, 4, 3 is a run. Having a 2, 6, 3, 4 not a run. You must have a three card minimum.

"Go" – 1 point (This is earned if your card creates the sum closest to 31.)

31 – 2 points