

W9994 Jumbo Cribbage Instructions

Cribbage is a challenging game that can be played with 2 or 3 players with our Jumbo Board. Although it may seem intimidating at first, the basic game is very easy to learn and play. A cribbage board is an easy way to keep track of your score during the game.

1. Getting Started. You'll need the Jumbo cribbage board (including pegs) and a standard deck of 52 cards. The jokers will not be used. Each player will need two pegs for scoring and the additional pegs for keeping track of match scores. The first to accumulate 121 points wins. (This often occurs in the middle of a deal; the game ends immediately.)

2. Deal the hand. To determine who deals first, any player picks up the deck and shuffles it 2 or 3 times. The deck is placed face down on the table; each player pulls out one card. The person with the lowest card is the dealer. The dealer deals 6 cards to each player.

3. The crib. Each player looks at their 6 cards and decides which 4 to keep in his hand and which 2 to discard into a pile near the dealer called "the crib."

4. The up-card. The player who did not deal cuts the deck to determine the top card. Both players will use this card, called the "cut", as a wild fifth card to count points at the end of the round. If this "up-card" is a Jack, the dealer gets to peg 2 points immediately. This score is called "his heels" OR "his nibs."

5. Pegging. Players alternate laying cards down, starting with the non-dealer. As they play each card, they call out the value of the total. Face cards are worth 10 points, all others are worth their numeric value. Aces are always only worth 1 point. Suits do not matter in this round, only numeric values.

6. This continues until a player cannot lay down another card without exceeding 31. At this point, he says "go." If the other player can still lay down another card without exceeding 31, he must do so for as many times as necessary. Once he lays down as many cards as he can without going over 31, he says "go" and earns 1 point. However, if the total he ends up with is exactly 31, earns 2 points.

7. Other points to be pegged.

* If either player reaches 15 points exactly, this earns him 2 points.

* Points are also earned and pegged for pairs. For example, Player 1 lays down a 6 and Player 2 immediately follows with another 6, which would earn him 2 points. If Player 1 then lays down a third 6, he earns 6 points. The fourth sixth would be worth 12 points. (Note: if Player 2 is not able to lay down any other card without exceeding 31, and Player 1 has the fourth 6, he can lay it down and earn the 12 points.) Sequences also score points. They must be consecutive cards, but not necessarily in order. For example: First player plays a 4, second player plays a 6. If the first player now plays a 5 he would score three points for completing a run of 3. If the second player now plays a 3 or a 7 he would then score 4 points for making a run of 4.

* After "31" (or as close as possible in the hand), the person laying down the last card takes a point for having the final card. If the last card makes exactly 31, player gets 1 additional point.

8. Counting up the cards. Once all cards have been played it is time to count them up. The person to count first is the non-dealer, then the dealer, then the crib. Your hand consists of the four cards you played, plus the cut card.

* You score one point if you hold the Jack of the suit that was cut.

* Pairs, triples and quadruples count, 2, 6 and 12 points, respectively

* Sequences (e.g. 6-7-8) do not have to be the same suit, and count 1 point per card. They must consist of at least three cards.

* Any combination of cards that add up to 15 count are worth 2 points (even if it took all five cards to do it).

* A flush (all four cards are the same suit) is worth 4 points.

- The cut cannot give you a flush. It gives a fifth point if it extends a 4 card flush to a 5 card flush, but 3 spades and a heart don't score flush points if you cut a spade. (When counting the crib, only 5 card flushes score.)

- If all four cards in the crib are the same suit, no points can be taken unless the fifth card is also that same suit. Then 5 points are pegged.

Tips

* Remember, the person who wins is the first person to peg OUT, which means beyond the pegs on the cribbage board, not to the last hole.

* A 10 card is most likely to be the up-card, so try to gear your 4 cards towards that by saving any fives. A hand that contains a 5 or two cards that sum to five can never score zero.

* Try to never place a five or a pair in your opponent's crib. On the other hand, don't destroy your own good hand just to give your opponent a lousy crib.

* Experts suggest that throwing an off-suited K-10 to the opponent's crib will on average give up the fewest points. A pair of fives is by far the worst.

* When starting a round, it is best to begin with a 4, a 3, or even a 2 - your opponent cannot reach 15 with any of those.

* When counting the points on your cards, start off with fifteens, then pairs or triplets, then runs, then 4 or 5 of the same suit.

* The highest hand you can have is 29 points.

* It is impossible to have a hand worth 19 points. So if you hear a person counting their hand say "nineteen," it's just a slang way of saying zero.

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