

| Relevant Rounds           | Combination                    | Pegging Pts. | Hand/Crib Pts. | Explanation   |
|---------------------------|--------------------------------|--------------|----------------|---|
| <b>Pegging &amp; Show</b> | <i>Fifteen</i>                 | 2            | 2              | Consecutive cards that add up to 15   |
|                           | <i>Pair</i>                    | 2            | 2              | Two consecutive cards of the same rank. Two 2s, Two Aces, etc.                        |
|                           | <i>Royal Pair (Triplet)</i>    | 6            | 6              | Three consecutive cards of the same rank. Scores the same as three pairs.             |
|                           | <i>Dbl. Royal Pair (Quad)</i>  | 12           | 12             | Four consecutive cards of the same rank. Scores the same as six pairs.                |
|                           | <i>Straight (3+ cards)</i>     | 3+           | 3+             | Three or more cards of consecutive ranks. Additional cards are worth one extra point. |
| <b>Pegging Round Only</b> | <i>Thirty-One</i>              | 2            | -              | If the running sum adds up to 31. (Does not combine with Last Card)                   |
|                           | <i>Last Card</i>               | 1            | -              | If you play the last card below 31. (Does not combine with Thirty-One)                |
|                           | <i>His Heels (dealer only)</i> | 2            | -              | If The Starter is a Jack.   |
| <b>Show Round Only</b>    | <i>Flush (4 cards)</i>         | -            | 4              | Just your hand of identical suit. (Hand only! Cannot be scored in the crib)           |
|                           | <i>Flush (5 cards)</i>         | -            | 5              | Your hand/crib and The Starter of the same suit.                                      |
|                           | <i>Nob</i>                     | -            | 1              | If a Jack in your hand is the same suit as The Starter.                               |

| Match Point Scoring | Tournament | Tournament Var. | Free Play | Free Play Var. | Explanation   |
|---------------------|------------|-----------------|-----------|----------------|---|
| <b>Normal Win</b>   | 2          | 2               | 1         | 1              | A player reaches 121 points.                          |
| <b>Skunk</b>        | 3          | 3               | 2         | 2              | A player reaches 121 points before the other gets 91. |
| <b>Double Skunk</b> | -          | 4               | 4         | 4              | A player reaches 121 points before the other gets 61. |
| <b>Triple Skunk</b> | -          | -               | -         | Auto Win       | A player reaches 121 points before the other gets 31. |

| Notes                |   |
|----------------------|---|
| <b>Card Values</b>   | Ace = 1<br>Number = its printed value<br>Jack, Queen, King = 10   |
| <b>"The Starter"</b> | Refers to the turned over card.   |
| <b>Straight</b>      | The straight doesn't have to be in order, it just has to contain all the relevant cards without gaps.<br>5 2 A 3 4 counts as a straight because it has all of A 2 3 4 5.<br>5 2 A J 3 4 does not count as a straight. The Jack breaks the sequence. |
| <b>Go</b>            | Say "Go" if you don't have cards that don't exceed 31   |