

Cribbage: 2 Player (from pagat)

Object 1st to Score 121pts

Card Values

Rank: K-Q-J-10-9-8-7-6-5-4-3-2-A

aka 6-Card
Cribbage



Plr = Player

Note on Muggins: A Variant where
If a Plr Fails to Count All his Points
During Scoring, Opponent Gets
those Unclaimed Pts if He Notices

Setup

Deal 6 Cards Each Player

Discard 2 Cards Face Down Each Plr to Form the Crib

The Crib Counts for the Dealer

Start Card Non-Dealer cuts Cards, Dealer Takes Top Card, Turns it Face Up on Top of the Pack

Start Card Not Used During Phase 1: 'Play of the Cards', But in Phase 2: 'The Show' it Will Count for Combinations as Part of EACH Plr's Hands As Well As Crib

*If Start Card is a Jack, Dealer Pegs 2 pts — "2 for his Heels"

Each Plr Announces Running Total
of BOTH Players' Cards Played

Phase 1: Play of the Cards

Value of Cards A=1, 2 to 10=Face Value, J/Q/K=10

Non Dealer Start & Announces Plays a Single Card Face Up in their Area (ex. Plays a 3, Says "3")

Dealer Plays 1 Card & Announces TOTAL Value of Cards Plays 1 Face Up in His Area & Announces Value

Between His Card AND Card Played by Non Dealer Put Together (ex. Dealer Plays a 7 in Addition to Non Dealer's 3, so Dealer Announces: "10")

Non Dealer & Dealer Proceed Adding 1 Card on their Turn, but Adding Value of BOTH Players' Cards

31 for 2(pts): If a Card is Played that Brings Total Value of Cards to Exactly 31, Player Pegs 2pts Claiming: "31 for 2"

Go (Over 31): If a Plr's Card Would Take Cumulative Value Over 31, They Do NOT PLAY CARD but Say "Go", Leaving Opponent to Continue If Possible

1(pt) for Last: If Total is 30 or Less & Neither Plr Can Lay a Card Without Going Over 31, Then Last Plr to Lay a Card Pegs 1 Point "One for Last"

2nd Round from Remaining Cards in Hand: After Both Plrs Can't Lay Anymore Cards (Either Both Said 'Go' or a Plr got 31) Cards that Have Been Played are Turned Face Down & Fresh Round of Play Starts with Remaining Cards in Hand

1st Player that Said 'Go' In Previous Round Plays 1st

2nd Round Start From Zero & Proceeds Like Before

Rounds Continue (If Necessary) Until Both Plr's Hands are Exhausted

*might have a round where only 1 player is laying cards

Scoring During Play of Phase 1

15 (2pts): If You Play a Card Which Brings Total to 15 you Peg 2, Claiming "Fifteen-2"

31 (2pts): If You Play a Card Which Brings Total to 31, you Peg 2, Claiming "Thirty-One for 2"

Pair (2pts): If You Play a Card of the Same Rank as the Previous Card (ex. Jack for a Jack) you Peg 2 for a Pair

Pair Royal (6pts) (3-of-a-kind): If Immediately After a

Pair, a 3rd Card of the Same Rank is Played, Plr Scores

Double Pair Royal (12pts) (4-of-a-kind): 4 Equal Cards

*Pair Royal=3 Different Pairs, Dbl Pair Royal=4 Different Pairs (4 Same-Ranked Cards)

Run (least 3pts): 3 Cards of Consecutive Rank Score 3pts, 4 Cards Score 4pts, etc. *Suits Don't Matter

*Run Can be Out of Order, ie a 'Jumbled Up Straight' → 7,5,4,6

*Run MUST be at LEAST 3 CARDS that Form a Sequence (Straight)

*ex. 4-2-3-4-3, Plr of the First 3 Would Score 3pts, Plr of 2nd 4 Would Score 3pts, Plr of 2nd 3 Scores Nothing Because He Doesn't Have 3 Consecutive Ranks

*ex. 4-2-6-5-3, The Plr Who Played a 3 Scores 5pts for a 5-Card Run, Nothing is Scored Before Then Because There is No Run Until the 3 is Played

*ex. 4-2-3-5-6, Plr who Played the 3 Scores 3pts, Plr who Played the 5 Scores 4pts, Plr who Played the 6 Scores 5pts

*Runs Count in Current Round, Don't Carry Over to Another Round

*Ace is Low, So Can NOT Have Q-K-A as a Run

Last Card (1pt): If Neither Plr Can Make it to 31, Whoever Played the Last Card Pegs 1 → "1 for Last"

Phase 2: The Show After All Plrs' Cards Exhausted During Play

Plrs Now Retrieve Cards from 'Play Phase' & Score for Combinations of Cards Held in Hand

Both Plrs Use the Start Card for Their Combinations

1st the Non-Dealer's Hand Exposed & Scored

Scoring Now, the Start Card Counts as Part of Each Plr's Hand, Unlike Phase 1

-15 (2pts): Any Combination of 15 Scores 2pts.

*ex. K-J-5-5 has 4 '15's, Total of 8pts (plus Pair pts explained later)

-Pair (2pts): A Pair of Cards of the Same Rank Score 2pts

-Pair Royal (6pts) (3-of-a-Kind): 3 Different Pairs

*ex. K♦, K♣, K♠ are 3 Different King Pairs, at 2pts a Pair

-Double Pair Royal (12pts) (4-of-a-Kind): 6 Different Pairs

*ex. A♦, A♣, A♠, A♥ are 6 Different Ace Pairs, at 2pts a Pair

-Run (least 3pts): 3 Cards of Consecutive Rank Score 3pts, 4 Cards Score 4pts, etc. *Suits Don't Matter

Points in Run = to Number of Cards in Run, Minimum of 3 Cards

-Flush (4 or 5pts): 4pts If All 4 Cards in Hand are the

Same Suit. 5pts. If All 4 in Hand AND Start Card SAME SUIT

-One For the Jack (1pt): If the Hand Has Jack of Same

Suit as the Start Card, Peg "One for the Jack"

"One For the Jack" aka "One For his Nob" (or 'Nobs')

*Same Card May Be Counted & Scored as Part of

Different Combinations. Ex. 7-8-8-K & Start Card is a 9,

You Score: Fifteen 2, Fifteen 4, & a Pair is 6, & a Run is 9 and a Run is 12, So 12pts in This Show Phase.

Each 8, in Above Example, was Part of a '15', a Pair, & a Run

Scoring for the Crib (Only Dealer Uses Crib): Dealer

Shows & Pegs His Hand with the Start Card, PLUS the

Dealer Scores for the Crib with the Start Card

Crib Scores Like Hand Except: Flush for the Crib Has to

be ALL 5 Cards (Crib Cards AND Start Card) for 5pts

Winning the Game: ie Reaching Last Peg Hole

As Soon as Someone Reaches or Passes 121, That Plr Wins. This Can Happen Either During Play or Show

*Usually Played to Best of 3 Games

An Example of Playing in Phase 1 & Phase 2

ie Both Players Announcing Points as they Score

Deal

If Start Card is a Jack

-Dealer Gets 2pts (Only Dealer Get this Bonus)

-Says "2 for his Heels"

Phase 1: Play of the Cards

Announce Running Value of ALL CARDS PLAYED

-ex. [A] Plays 1st Card of Game, it's a Jack, Says "10"

[B] Plays 2nd Card, it's a 3, Says "13"

Total Value of 15 If a Played Card Makes Total Value 15

-Plr Gets 2pts

-Says "Fifteen-2"

Pair If Played Card Matches Previous Card

Not its Value
But Its Rank

-Plr Gets 2pts

ex. a King After a King is a Pair

-Says "2 for a Pair"

ex. a Q After a J is NOT a Pair, Even Though Both Worth 10pts

Pair Royal a 3-of-a-Kind, but in Cribbage Considered '3 Different Pairs'

-Plr Gets 6pts (2pts per Pair)

-Says "6 for Pair Royal"

Double Pair Royal a 4-of-a-Kind, but in Cribbage Considered '4 Different Pairs'

-Plr Gets 12pts (2pts per Pair)

-Says "12 for Double Pair Royal"

Run of 3 or more Cards 3 in Consecutive Rank

*Run Can be Out of Order, ie a 'Jumbled Up Straight' → 7,5,4,6

-Plr Gets Points EQUAL to NUMBER of CARDS in RUN

-Says "4 for the Run" Using Above ex. of 7,5,4,6

1(pt) for Last If Total is 30 or Less & Neither Plr Can Play a

Card Without Going Over 31, Last Plr to Play a Card Gets 1pt

-Says "1 for Last" OR "1 for the Go"

1(pt) for Last If Neither Plr Can Make it to 31, Last Plr to Play a

Card Gets 1pt

-Says "1 for Last"

Total Value of 31 If a Played Card Makes 31 Exactly

-Plr Gets 2pts

Says "Thirty-One for 2"

Additional Notes:

Note: There Can NEVER be a "31 for 2" AND "1 for Last" in SAME ROUND. They are Alternatives: You EITHER Get 1 OR the OTHER

Possible to Have the 1st "1pt for Last" in Round 1, and the 2nd "1pt for Last" in Round 2, Maybe Even the Same Plr Can Get Both

It is Called '6 Card Cribbage' Because Each Player is Dealt 6 Cards, then Each Player Keeps 4 of their 6 Cards & Places 2 of their Cards FaceDown to Form the 4 Card Crib for the Dealer

Phase 2: The Show

Both Plrs Use the Start Card for their Combinations

Can Use Same Card for Different Combinations

15: Any Combination of 15

-Each Combination of 15 Gets you 2pts

-ex. If your Hand is J-J-5-5, & Start Card is 5

You Have 6 Combinations of 15

As you Tally, you would Say:

"15-2, 15-4, 15-6, 15-8, 15-10, 15-12"

Or you Could Say
"15 FOR 2", etc.
Instead of "15-2"

Pair: A Pair of Cards of Same Rank

-Plr Gets 2pts Each Pair

-3 Cards of Same Rank is 3 Different Pairs, So Its 6pts

-4 Cards of Same Rank is 4 Different Pairs, So Its 12pts

-ex. If your Hand has 4-4-6-9, & Start Card is 4

You Have 3 Different Pair Combinations for 6pts

You Would Say "Pair for 2, Pair for 4, Pair for 6"

Run: 3 or more Cards of Consecutive Rank

-Plr Gets Pts = to Number of Cards in Run

-ex. If your Hand has 2-3-4-7, & Start Card is A

You Have a Run of 4 Cards for 4pts (A-2-3-4)

You Would Say "Run for 4"

Flush: If All 4 Cards in Hand are Same Suit

-Plr Gets 4pts

-If Start Card is Same Suit Also, Get 5pts

*Flush Does NOT COUNT in Phase 1: Play of the Cards

1 for the Jack: If your Hand has a Jack of Same Suit as Start

Card (aka "One for his Nobs)

-Plr Gets 1pt

-Says : "1 for the Jack"

===Example Hand in Phase 2: The Show===

Your Hand: 2♣, 2♦, 3♣, J♣ and Start Card is 8♣

You Score 8 for The Show

You Announce:

And Point at Cards to Show your Combinations to Opponent

"15 for 2" (8♣ - 2♦ - 2♣ - 3♣) Since a '15' is 2pts

"15 for 4" (2♣ - 3♣ - J♣) Second Number → 4, is Running Total

"15 for 6" (2♦ - 3♣ - J♣) The '6' is Running Total

"And a Pair for 8" (2♣ - 2♦) A Pair is 2pts, & the 8 is Running Total

For 3 Players

Deal 5 Cards to Each Plr & Deal One Into the Crib

Each Plr Discards One Card Into the Crib

Left of Dealer Starts- Phase 1: 'Play of the Cards'

For Phase 2: 'The Show'- Left of Dealer Scores 1st