

## How to Play Cribbage

Cribbage is a game card game played with a standard deck of fifty-two cards without the jokers. You play on a **Cribbage Board**, which is a board with one hundred twenty holes for each player to go around, and two starting holes. There can be two to four players in the game. The one hundred twenty holes are broken into intervals of five as they go around the board. The board itself is to keep track of how many points you get: you need one hundred twenty-one points or more to win. Each player has two pegs, one peg marks where you are on the board and the other moves; they alternate jobs so you don't need to count each time you move.

To start the game, player one must **cut** the deck and look at the card on the bottom of their cut. Player two does the same, but out of the about half deck that is left. The person with the **LOWEST** card gets first **crib** and is the dealer. The value per card is: **Ace** = 1, **Jack**, **Queen**, and **King** = 10. Then the rest of the cards share the same numerical value as the number on the card. For example, a card with a five has a value of 5. These numbers however, are not how you get points. The suits, **Diamonds**, **Clubs**, **Hearts**, and **Spades** do not affect the the points either.

The next step is for the dealer to **shuffle** the deck, then deal six cards to each player. When you look at your hand of cards, you should see if you have any cards that you could add together and get **fifteen**, **doubles**, a **run**, and/ or a **flush**. The unhelpful cards you will discard into the other person's crib. You want to make sure that the cards you put in are not going to be helpful to you. But, you also want to make sure that you don't put cards in the crib that may be helpful to them. For example, you don't want to put two tens in the crib because that would give your opponent two points for a double. Also you may not want to put cards that are worth ten numerically in their crib because if they put a five in their crib that gives them two points per fifteen.

In the crib there are four cards. The cards are from the the player if they don't want them, or if the crib is theirs then they will put cards that would help them. After the cards are dealt and put into the crib, the opponent cuts the deck and puts the other half on top of the half in their hand and flips the top card. This is called the **Cut**. If a Jack is flipped the dealer get two points.

The way to get point in your hand is fifteens, doubles, runs, and flushes. You if you have cards that equal fifteen those are worth points per fifteen. Doubles are a worth two points also. They have cards that are the same number card or face card. A run is worth as many points as in the run. To be a run you need to have cards in order. For example, is you have two, three, four then you get three points. If you have two threes then you would have a double run of three for eight. This is worth eight points because you have already added the double. A flush if when all your cards in you hand are the same suit, this is worth four points. If the **turn up card** or the card on the top of the deck that the opponent flipped is the same suit as the rest of the cards in your hand then you get a flush worth five points. There is one more way to get a point, this is when you have a Jack in your hand, (it only works with a Jack) and it is the same suit as the turn up card.

After the cards are dealt, the **Play** begins. The opponent starts. They place down a card a state its value, ten for all royals, one for an Ace, and for any other card, it's the number placed in the corner. The dealer places one of his cards down and adds the cards up and states their value. The Play continues back and forth, but the value can't go over **thirty-one**. Points are scored during this time. If a value of fifteen is played then the person who created that value get two points. Same thing happens when a value of thirty-one is played, but the person receiving the two point says '**go**' and the Play continues with the players' remaining cards. A player also says 'go' if when they put down a card it will go over thirty-one or they place the last card. When the next number would go over thirty-one the other player has to put down a card if they can play one. If they don't, then they get a point. When a player puts down the last card they say 'go' and gather one point.

During the Play, doubles and runs can be scored... but they need to be in the same round as the card before. In other words if someone said 'go' that would end the round and you could match cards. Also the cards need to be next to each other. There can't be a random card in between pairs or runs. But, for runs the cards don't need to be in order. For example, if you have a five, four, then six you get three points. As long as the cards are consecutive and thirty-one hasn't been called ('go') then you can get points.

After the Play is finishes, the Show begins. In the Show each player counts up the points in their four cards plus the turn up card. It is very important that the opponent counts there points first, because this can be the difference between winning the game or losing. The dealer goes second because they also need to add up their crib. When all the points for each player are pegged, the game continues starting from the deal. This time the opponent becomes the dealer and gets the crib. The other player now becomes the opponent and goes first in the Play and the Show.