Players: Two. Adaptation can be made for four.
Cards: A regular pack of 52. The cards rank K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. The suits play little part; the cards are used chiefly as numbers. Each face and card represents 10, each ace 1, each other card its index value. Face cards and tens are called "tenth cards".

The Deal: Each player receives six cards, dealt one at a time. The turn to deal alternates.

The Crib: From his hand each player selects two cards, and the four cards are placed face down near the dealer. They form the Crib, an extra hand that belongs to the dealer.

The Starter: After the crib is laid away, the nondealer cuts the rest of the pack, and the dealer turns up the top card of the lower portion. This card is the starter. If it is a jack, the dealer pegs (scores) 2 points.

The Cribbage Board: Scores accrue so rapidly that a special scoring device is used, a Cribbage Board. The board is an oblong panel having four rows of 30 holes each, plus some extra Game Holes at one end. Each player used two pegs, which at the outset are placed in the game holes. Each item of score is marked by jumping the rearward peg ahead of the other by a corresponding number of holes. The pegs are marched away from the head of the board (the end with the game holes) along an outer row of holes, then back along an inner row. The game may be played "once around", for a total of 61 points, but far more common is "twice around", for a total of 121. Of course, a Jack Daniels barrel stave cribbage board is the best, if you can find one.

The Play: In playing his cards, each player retains possession of them merely exposing them face up in a pile in front of himself. The nondealer begins by playing any card, announcing its point value, as "Ten" if he leads a face card or ten. Dealer then plays a card, announcing the total of two cards, as "Seventeen" if he plays a seven. Play continues alternately, the new total being announced each time, until the player in turn is unable to play without carrying the total over thirty-one. He must then say, "Go". The other pegs for the go (as explained below) then the player who called the go must lead again for a new series of plays. The count begins again at zero. And again the total must not be carried beyond thirty-one. After go is called, the other must play additional cards if he can do so without exceeding thirty-one. Thus the same player may play two or three times in succession. For making exactly thirty-one, the player pegs 2; for a go at less than thirty-one he pegs 1. Playing the last card of all (of the eight in play) counts 1 for last, or 2 if it makes thirty-one.

Scoring in Play: Other points may be scored in play besides the go's. These are as follows:

- **Fifteen.** For making the count fifteen, peg 2.
- **Pairs.** For playing a card of same rank as that just played by an opponent, peg 2. (Paining goes by rank. e.g. a king with a king, not with a queen, though both have the point value of 10). For playing the third card of a rank, peg 6, and for playing the fourth, peg 12.
- **Runs.** For playing a card that is in sequence of rank with two or more played just previously, peg the number of cards in the run (sequence). For example, if the cards played are 4, 6, 5, the last player pegs 3 for run plus 2 for fifteen. The cards need not be played in sequential order score for run, so long as no foreign cards intervene. For example, if the cards played are 4, K, 6, 5 there is no run.

Showing: By showing is meant counting and scoring a hand. The hands are shown in strict order: nondealer, dealer's hand, crib.

The starter is treated as a fifth card belonging to each of these three hands. The combinations that score are as follows.

- **Fifteen.** For each combination of cards that total fifteen, score 2. "Combination" here is meant in the strict sense. Thus, a hand (with starter) of 9, 8, 7, 7, 6 has three combinations of fifteen: 9 and 6 with one 7, 8 with the other 7. A hand of J, 5, 5, 5, 5 has no less than eight combinations of fifteen: four of J and 5, four of three 5's. (This hand, when the J also scores as his nobs, makes 29, the largest possible score.)
- **Pairs.** For a pair, score 2; for three of a kind (called *pair royal* or *proil*), 6; for four of a kind (double pair royal), 12.
- **Runs.** For each combination that makes a run of three or more, peg the number of cards in the run. In the hand 9, 8, 7, 7, 6 there are 8 points for two runs of four, using the 7's in turn.

Flush: For four cards in hand (not crib, and excluding the starter) of the same suit, score 4, or 5 if the starter is also of the same suit. For crib and starter all of the same suit, score 5. (There is no score for a four-flush in the crib.)

His Nobs. For a Jack in hand, of the same suit as the starter, score 1. The jack scored as starter by dealer is called his heels. Proper etiquette is to count aloud, taking the categories in the order given above, and indicating the source of the scores briefly. For example, in scoring K, K, 10, 5, 4 the player would say, "Fifteen two, fifteen four, fifteen six and a pair makes eight". The opponent must be given time to verify the score. It is proper to announce the scores for certain combinations in *toto*, as pair royal and double pair royal (called "Six" or "Twelve" do not count the separate pairs). Other standard combinations count as follows for runs and pairs alone (exclusive of fifteens and other items).

- **Double run.** As K, Q, Q, J, scores 8.
- **Double run of four.** As K, Q, Q, J, 10, scores 10.
- **Triple run.** As K, Q, Q, J, scores 15.
- **Quadruple run.** As K, Q, Q, J, scores 16.

Muggins: If a player overlooks a score to which he is entitled, either in playing or in showing, the opponent may call "Muggins!" and take the score himself. This rule should be waived when a beginner plays against an experienced player.

Game: When a player pegs into the game hole that gives him 121 (or 61) points, he wins the game forthwith—nothing more is scored. If the loser has not passed the halfway mark—has not reached 51 in "twice around"—he is lurched and loses a double game.
IRREGULARITIES IN CRIBBAGE

NEW DEAL: There must be a new deal by the same dealer if, before nondealer lays away to the crib, it is found that a wrong number of cards was dealt, or a card is exposed in dealing.

WRONG NUMBER OF CARDS: If a player is found (too late for a new deal) to have an incorrect number of cards in his hand, the opponent may either have the hand corrected or may let it stand and peg 2. A short hand is corrected by drawing cards from the stock; a long hand is corrected by discarding cards drawn from it by the opponent. If the crib has the wrong number of cards it must be corrected and nondealer pegs 2.

FAILURE TO PLAY: If a player calls go when able to play, or fails to play when able after opponent calls go, the card or cards he could have played are dead and opponent pegs 2. Dead cards are unplayable; the owner must complete his play with a short hand; but the cards are counted in showing.

ERROR IN SCORING: A player may correct his own error in announcing his score before he has pegged it, but a score once pegged may not be changed except on demand of opponent. A player may demand correction of an incorrect amount pegged by his opponent, provided that he does so before making his next play, or showing his own hand, or gathering the cards, etc.

STRATEGY OF CRIBBAGE

The choice of cards to give the crib is often easy. Count all the points in the six cards, then lay away the two picked to leave the maximum possibly score in the remaining four. But sometimes this course would put points or valuable cards in the crib, so that if the crib is not yours, you may do better to deplete your hand somewhat in order to balk the crib. Dangerous cards to put in the adverse crib are lives, sevens, and eights, and near cards two in sequence or in sequence-but-one. The best balking cards are very high, very low, and wide cards generally — separated in rank by two or more.

Sometimes you are forced to split combinations, even when the crib is yours. As a rule, keep a run of three or more, splitting a pair instead, if necessary. Holding a run gives you maximum change of increasing your count by help of the starter.

In the play, the main principle is to try to prevent your opponent from making fifteen, or a run, unless you can riposte with a score. Obviously, the safest lead is a four, because opponent can then neither make fifteen nor pass fifteen and so deprive you of a fifteen (9 and 6, 7 and 8) is good.

After a lead, the questions sometimes arise whether to play on or play off, that is play a near card making sequences possible, or play a wide card. Naturally you should play on only if you can extend any sequence that your opponent might make.

When no other considerations supervene, play your high cards first, saving low cards to eke out a go.

FOUR-HAND CRIBBAGE

Four-Hand Cribbage is played in two partnerships, which may be determined by drawing cards, the two lowest playing against the two highest. Lowest card deals first. Five cards are dealt to each player, of which one is laid away to the crib. Eldest hand cuts for the starter and makes the first lead. On a call of go, the other hands continue to play if able, and the last side to play scores for the go. The new lead is made by the first player to call go. Only one score is kept for each side. In showing, the order is: nondealing side first, then dealer's side, finally the crib, which belongs to the dealers side.

HOW TO WIN AT CRIBBAGE BY HERB FANNING OF LYNCHBURG, TENNESSEE

The art of Cribbage reminds me greatly of that of Poker. You simply read your opponent's hand better than he, while convincing him to play the cards most beneficial to you. That style which transfers Cribbage from a game into an art lies in maintaining the undying friendship and enduring trust of your opponent while you royally fleece him at the game. Once this style is mastered, I suggest you run for public office.