



How to Play Cribbage

Starting the Game

1. The deck is cut to determine which player will deal first; the low card wins the deal.
2. The dealer shuffles and, after a mandatory cut by the nondealer (pone), distributes one card alternately to each player, beginning with the pone, until each has six cards.
3. The dealer places the rest of the deck off to one side, on his/her side of the board.
4. Each player discards two cards to form the crib, which belongs to the dealer. Place the crib and the remaining stockpile at opposite ends of the board.
5. The pone cuts the remainder of the deck to select a starter (cut) card, which is not used during play. It is used later as an extra card while counting the value of each player's hand and the crib.

Play and Scoring of the Cards

Points are pegged (scored) on the cribbage board along the way during the play of the cards in hand. (Note: The cut card does not count during play.)

1. Players alternately play one card at a time face up on the table, starting with the pone. The cumulative value of the cards played is announced as each card is played. Face cards have a value of 10, aces are 1, and number cards are their face value.
2. To keep score (see scoring chart), each player moves their back peg on their side of the board by leapfrogging over the peg that is in front of it. The number of holes from the back peg to the front peg should be the number of scored points just announced.
3. Each time a score is announced, each player continues to move their back peg in front of their front peg. Continue to leapfrog this way whenever points are scored.
4. When a player cannot play a card without the total count exceeding 31, that player calls "go". The opponent then continues to play all cards possible, without passing a total of 31. The player who plays the last card then takes 1 "go" point, or 2 points if they hit 31 exactly.

5. The player who didn't play the last card then plays first to restart the next count sequence with the cards left. The player who plays the very last card takes 1 point, or 2 points if they hit 31 exactly.
6. When both players have played all their cards, the pone's hand is now counted—including the starter/cut card as a fifth card. The total points held in the hand are pegged on the board. The dealer then does the same for his/her hand and pegs their total, then also counts, and pegs the total points in their crib (a bonus hand for dealer).
7. The deal then alternates between the players, and points are pegged as above until the game ends—which happens when the first player reaches 121 points (or more).

Scoring Chart

To avoid counting mistakes, try to always count your hand/crib in this order:

15s	In any combination = 2 points each
Pairs	Each pair = 2 points each
	(3 of a kind = 6 points; 4 of a kind = 12 points)
Runs	3 or more in a row = 1 point per card
Complex runs	Double run of three: 8 points (1 pair plus 2 runs of three)
	Double run of four: 10 points (1 pair plus 2 runs of four)
	Triple run of three: 15 points (3 pair plus 3 runs of three)
	Quadruple run of three: 16 points (2 pair plus 4 runs of three)
Flushes	4 of same suit in hand = 4 points
	5 of same suit in hand = 5 points
	5 of same suit in crib = 5 points
Nobs	Jack matches the cut card suit = 1 point
Before play	If a Jack is the cut card = 2 points for the dealer
During play	Each "go" is 1 point
End of play	The very last card played is 1 point (or 2 points if it makes the total 31)