

CRIBBAGE WORLD

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THE AMERICAN CRIBBAGE CONGRESS



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February 1983

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- ★ Cribadier Generals
- ★ 10,000 Hands Studied
- ★ Roll On! Wisconsin!
- ★ Tournament Trails



EARLIEST REPRESENTATION OF THE
ENGLISH KING OF HEARTS

The Greatest Two-Handed Game in the World!

Chambers Favors League Play

John Chambers of Esmond, Rhode Island, is the main cog in his state. He was first chosen to be a director back in 1979 when the Congress was organized and he plays in every tournament that is possible for him to attend.

He has organized a successful local league and wants to help other localities to do the same thing.

The items he suggests for organizing a crib league are: have a format; write up by-laws; advertise in newspapers; find a place to play; and establish the dues.

John, who has been a member of the Rules Committee since the beginning, wants interested people to write him or call--34 Homestead Ave., Esmond, R. I. 02917--(401) 231-8343. * * * *

Hawaii to Celebrate

Robert Herkes is the director for the state of Hawaii and reports that great plans are being made to celebrate the 20th anniversary of their state tournament. Bob says that his group has seniority over all states.

Herkes was the lone representative from the Islands at the Tournament of Champions. In a few weeks the official announcement of dates and places will be made.

Bob says: "This is your excuse to visit Hawaii." * * * *

How to Win at Cribbage

by Joseph Petrus Wergin

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THE WRIGHT STORY

Four years ago Norman Wright of Madison, Wisconsin walked across the street on a Saturday morning to investigate a cribbage tournament that was scheduled at the Labor Temple. His brother Stan, who operates a filling station and repair shop opposite the Temple, suggested that he go.

The jovial cribbage fanatic was easily talked into entering the meet. It was the MASTERS' CLASS-SIC, the first major tournament ever held in the middlewest. Norman had learned the game only three years before.

Norman surprised everyone of his friends as he beat Vern Hackbart in the finals 4 to 3.

The retired police sergeant has a very interesting family of 14 children ranging in age from 15 to 36. They all play crib except Mrs. Wright who says: "Someone has to do the work."

Sarge has another hobby besides cribbage. He has cultivated a 4 $\frac{1}{2}$ acre garden for years and it wasn't a hobby in the beginning. It was a necessity to feed the 14 hungry mouths.

His present daily schedule finds him delivering bundles of newspapers in the morning and middle afternoon. After the morning run ending about 7:00 a.m., Wright tends Stan's filling station and garage for a couple of hours and then takes on all comers at cribbage in the office. Larry Rowley, his tournament travelling companion, is usually the first to arrive.

Norman Wright is now the top rated player in the USA according to the CRIBBAGE WORLD MAGAZINE. He took third place in The Tournament of Champions in Las Vegas. Other major honors

are:
1st in West Bend in 1982
2nd at La Crosse in 1982

The Navy veteran bowls every week with a team composed of five brothers. There was one sister in the family.

When asked the reason for his success, Norm replied: "I pay close attention to details. I don't get excited and I always have confidence. And, Joe, I read your book."

Five of his children play weekly on the Tour.

* * * * *

Looking Backwards

Have you ever thought of where the idea of a cribbage board had its beginning?

Cribbage would not be so interesting and competitive if we did not record our own scores on a peg board.

Historians believe that the board is an outgrowth of "Noddy", a game that was played in England prior to the invention of cribbage. Some go on to state Sir John Suckling got his cribbage idea from that primary game.

6	8	7	9	5	4	●	2	1	0	} Player A
9	5	4	ε	●	1					
Units of 10	1	2	●	4	5	6				} Player B
Single units	0	1	2	3	4	5	6	7	●	

In this illustration, player *A* has a score of 23, and player *B* has a score of 38.

If you get caught someplace without a crib board, a cribbage score layout can be made by marking a piece of paper or cardboard in the manner illustrated. Two coins, or beans, buttons or similar objects, are used by each player to peg his scores.

A reference was made by Gayton to "Noddy Boards" back in 1654 implies that a board was used for scoring.

* * * * *

Berkeley, describing six-card cribbage in his 1901 monograph, referred to the skill and scientific arrangement of this English game.

The original game of cribbage was five cards with two being discarded to the crib. We can assume that the six-card variation was started late in the 1800's.

* * * * *



Honorable Order of Cribadier Generals

Dear Friends:

Since the inception of the Cribadier General Program, the only requirement for membership has been the gift of \$25 to some phase of the Congress' program.

This has been of great assistance to our projects. A lot of credit for aiding cribbage can be directly conferred upon the Cribadier General Program.

In order to keep the Congress promotions rolling, it has been decided to institute an annual renewal fee of ten dollars. Thusly, we can participate in benevolent gestures to the Congress without calling on the membership for an assessment. Also, we are THINKING BIG, as our President recommends, just for the pleasure and recreation of Cribadier Generals. One idea is to provide a hospitality room for members at major tournaments. Obviously, all ideas cost money to bring to fruition.

To identify members at cribbage functions, Arnold C. Crews, Keeper of the Seal, recently mailed to all members a most attractive red and white Major League type sports cap with Cribadier General affiliation handsomely displayed. Members will be proud to wear this cap to functions.

In addition, a very fancy three-color membership card has been prepared and will soon be issued to members. As of January 1st, there were upwards of 75 lovers of cribbage who have been commissioned with the title of Cribadier General.

So, fellow knights of the peg, you are hereby invited to become one of us. Just forward your check to headquarters.

James Arblaster, Sec.
Box 565
Kissimmee, Fla 32741

A F F I L I A T E D W I T H A M E R I C A N C R I B B A G E C O N G R E S S

MASTERS CLASSIC MOVES TO MT. HOREB

At a press conference Sunday, February 6th, Fred Tilker, a member of the Masters Committee announced the the Famous Classic will be staged at the Karakahl Inn, Mt. Horeb, Wisconsin. The village of Mt. Horeb has a high Scandinavian population and is about 12 miles west of Madison.

"This site will prove to be the best in the whole state", declared the leading player in Dane County, "and it will be the most economical. The basic room price is in the twenties and the food and drink prices are very competitive."

The Karakahl is a part of the famous Gonstead Chiropactic Clinic and Complex which has an international reputation. Along with these facilities there is a golf course and swimming pool.

Tilker continued: "The entire motel will be ours for the week-end. Players are encouraged to bring their families along and to come a few days early and to stay a few extra. This is the heart of the tourist attractions. Our March Brochure will tell you everything."



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Think Big!

By Joe Wergin

Here we go again! Jim says: "Joe, you did so good on the December issue, give me a little rest and do the February one."

All our directors are "thinking big" but I hope it is in other things besides the number of players.

Don't forget that tournaments are held for welfare and benefit of players. Make things comfortable for the players.

Dates that don't interfere with other meets are getting hard to find. Bob Immel must have his Minnesota Open in June or July. Baker, Oregon hasn't announced anything yet and there is Sioux Falls that wants me to help organize. Lest we forget, Bob Herkes in Hawaii hasn't announced a date.

Nick Pond is aiming high with the National Open shooting for 512 entries.

Eddie Bowes of 1981 Mr. and Mrs. Cribbage fame has scheduled his first major event in Marshfield, Mass., and he is determined to make an auspicious beginning. Lots of luck, Eddie.

Had several letters requesting that we don't use all our space in this ray for tournament details. We will keep that in mind but that type of material is being mailed in constantly.

Tennessee Tommy Woodall who has been trying to promote something over there, is working on a two-day meet.

Just came across a quip that the Rules Committee likes. "Trust Everybody! But Cut The Cards!"

Joe Seigle, our great booster in Mansfield Depot, Conn., has volunteered to run the Early Bird Tournament when the Congress holds their big shin-dig in early October. We will need lots of help out there.

Copies of our rule book are becoming a collectors' item. We are polishing up the rules and vocabulary and sooner or later, we shall get the new booklet out.

SCIENCE VS LUCK

Excerpt from Short Stories of Mark Twain

At that time, in Kentucky (said the Hon. Mr. K), the law was very strict against what is termed "games of chance". About a dozen of the boys were detected playing "seven-up" or "old sledge" for money, and the grand jury found a true bill against them. Jim Sturgis was retained to defend them when the case came up, of course. The more he studied over the matter, and looked into the evidence, the plainer it was that he must lose a case at last--there was no getting around that painful fact. These boys certainly had been betting money on a game of chance. Even public sympathy was roused in behalf of Sturgis. People said it was a pity to see him mar his successful career with a big prominent case like this, which must go against him.

An Idea

But after several restless nights an inspired idea flashed upon Sturgis, and he sprang out of bed delighted. He thought he saw his way through. The next day he whispered around a little among his clients and a few friends, and then when the case came up in court he acknowledged the seven-up and the betting, and, as his sole defense, had the astounding effrontery to put in the plea that old sledge was not a game of chance. There was the broadest sort of a smile all over the faces of that sophisticated audience. The judge smiled with the rest.

Sturgis maintained a countenance whose earnestness was even severe. The opposite counsel tried to ridicule him out of his position, and did not succeed. The judge jostled in a ponderous judicial way about the thing, but did not move him. The matter was becoming grave. The judge lost a little of his patience, and said the joke had gone far enough. Jim Sturgis said he knew of no joke in the matter--his clients

could not be punished for indulging in what some people chose to consider a game of chance until it was proven that it was a game of chance. Judge and counsel said that would be an easy matter, and forthwith called Deacons Job, Peters, Burke, and Johnson, and Dominies Wirt and Miggles, to testify, and they unani- mously and with strong feeling put down the legal quibble of Sturgis by pronouncing that old sledge was a game of chance.

"What do you call it now?" said the judge.

"I call it a game of science!" retorted Sturgis, "and I'll prove it, too!"

They saw his little game.

He brought in a cloud of witnesses, and produced an overwhelming mass of testimony, to show that old sledge was not a game of chance but a game of science.

Instead of being the simplest case in the world, it had somehow turned out to be an excessively knotty one. The judge scratched his head over it awhile, and said there was no way of coming to a determination, because just as many men could be brought into court who would testify on one side as could be found to testify on the other.

But he said he was willing to do the fair thing by all parties, and would act upon any suggestion Mr. Sturgis would make for the solution of the difficulty.

Mr. Sturgis was on his feet in a second.

"Impanel a jury of six of each, Luck versus Science. Give them candles and a couple of decks of cards. Send them into the jury-room, and just abide by the result!"

There was no disputing the fairness of the proposition. The four deacons and the two dominies were sworn in as the "chance" jurymen, and six inveterate old seven-up professors were chosen to represent the "science" side of the issue. They retired to the jury-room.

In about two hours Deacon Peters sent into court to borrow three dollars from a friend. (Sensation.) In about two hours more Dominie Migles sent into court to borrow a "stake" from a friend. (Sensation.) During the next three or four hours the other dominie and the other deacons sent into court for small loans. And still the packed audience waited, for it was a prodigious occasion in Bull's Corners, and one in which every father of a family was necessarily interested.

The rest of the story can be told briefly. About daylight the jury came in, and Deacon Job, the foreman, read the following

VERDICT

We, the jury in the case of the Commonwealth of Kentucky vs. John Wheeler et al, have carefully considered the points of the case, and tested the merits of the several theories advanced, and do hereby unanimously decide that the game commonly known as old sledge or seven-up is eminently a game of science and not of chance. In demonstration whereof it is hereby and herein stated, iterated, reiterated, set forth, and made manifest that, during the entire night, the "chance" men never won a game or turned a jack, although both feats were common and frequent to the opposition; and furthermore, in support of this our verdict, we call attention to the significant fact that the "chance" men are all busted, and the "science" men have got the money. It is the deliberate opinion of this jury, that the "chance" theory concerning seven-up is a pernicious doctrine, and calculated to inflict untold suffering and pecuniary loss upon any community that takes stock in it.

"That is the way that seven-up came to be set apart and particularized in the statute-books of Kentucky as being a game not of chance but of science, and therefore not punishable under the law," said Mr. K----. "That verdict is of record, and holds good to this day." * * *

IOWA TRIO RECORDS 5,000 GAMES



Allan Lichty, Des Moines, Iowa, is not only a great player but he supports all projects and usually makes the first contribution.

Met Al at the 1978 tournament in Raleigh. His great enthusiasm attracted me and we soon became close friends. He was selected the first Iowa director of the Congress and he managed the first Cornbelt Tournament last year.

Imagine keeping records of 10,000 cribbage hands. Well, Lichty did that and recently he turned the records over to your writer. He picked two star Iowa players to be his opponents, Dana Rodgers and Harold Hodkinson. Al played each one 2,500 games and kept detailed and accurate records of each and every game.

Here are some figures for those 10,000 hands. The cribs are not included in this report but will be in a later article. The number of times a scoring hand occurred in the 10,000 samples is shown herewith.

8 . . . 1757	9 . . . 639	11 . . . 145	24 . . . 28
6 . . . 1532	2 . . . 559	17 . . . 69	18 . . . 14
4 . . . 1196	5 . . . 407	0 . . . 68	21 . . . 12
12 . . . 1031	16 . . . 321	13 . . . 68	22 . . . 6
10 . . . 853	14 . . . 319	20 . . . 65	1 . . . 4
7 . . . 690	3 . . . 163	15 . . . 53	23 . . . 1

The average hand is considered to be 8 points and the Iowa trio found it to be 7.9841.

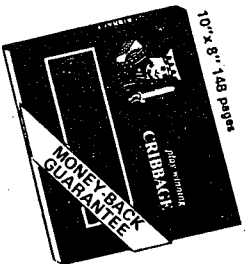
In future issues we shall analyse the crib records and we will also do a story on Lichty's system of playing position. * * * *

The Etiquette of Cribbage

Since listing breaches in the etiquette of cribbage play in the December issue, a few more distasteful habits have surfaced. Let's add these to the list.

1. Don't split the pack below the halfway mark when cutting for the deal.
2. Don't interrupt your opponent's counting procedure with your quick count by saying something like this: "You have 11" or "You have a dozen."
It is his privilege to count his hand without your help and rushing tactics.

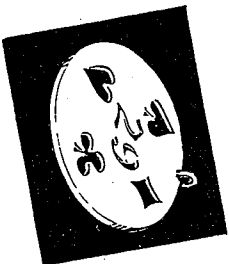
3. Don't leave the table after the last game without placing the cards back into the case and returning the pack and the board to an official. * * * * *



For those who believe cribbage is a game of skill, we recommend this book . . .

written & illustrated by
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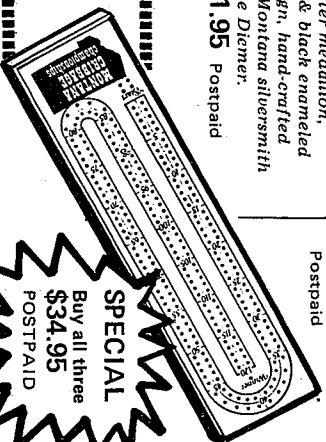


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