



CRIBBAGE RULES

Welcome to the ACC! Grass Roots Cribbage Rules may vary compared to how most of us learned to play by at home or at your local gathering spots. This is a partial list of some of the more basic and commonly applied rules that are unique to ACC Grass Roots and tournament cribbage play.

If you're ever in doubt about a rule or a play, ask your Grass Roots club director or a judge.

All ACC rules are published in a **Rules booklet** that each tournament and club director has on hand.

- Each player cuts the deck to reveal a card at the start of the game. Low card deals first.
- Cards must be cut after the shuffle and before the deal of every hand.
- **Do NOT** look at the bottom card of the pack when cutting the deck.
- Take or leave at least 4 cards from the top or the bottom of the deck when cutting.
- When cutting for the deal, you must leave at least $\frac{1}{2}$ the deck for your opponent.
- Most clubs play without muggings. If muggings are in effect, the club director will announce it is in effect before play begins.
- Once cards are discarded to the Crib, you may **NOT** pick them up again or exchange them with different cards. **Exception:** *if your cards were placed on the wrong side then you may pick them up and place them on the correct side. You are still not allowed to look at them or exchange them.*
- If you pick up your front peg, it now becomes your back peg.
- Once your hand is removed from the peg, scoring is completed and you may **NOT** move your pegs to account for any points you may have over-looked or missed.
- If you over-pegged your hand, you can change it. You should announce that you're correcting an over-pegged hand, and then move your peg back to the correct position.
- If your opponent catches you over-pegging, you must move back to the correct spot and your opponent earns the extra point(s). If over-pegging results in you claiming the game, this is "false claim of game" and you should call for a judge. A "false claim of game" carries a 15-point penalty.
- If you peg in the wrong direction, pegs stay where they are placed.
- No one may help you count your hand.

Recording Wins/Losses on Score cards:

- Game point scoring: **2** Points for a win
3 Points for a skunk
0 Points for a loss

Record the 2-digit number of points won or lost by in the correct spread column that applies (e.g. "09"). **Do NOT** double for a skunk.