

John Medeiros Memorial Tournament

August 22-24, 2025

Director: Jennifer Johnson | 617-515-2232 | Jennifer.ACC.TD@gmail.com
Co-Director: Megan Player

100% of all entry fees will be paid back in prizes for all events

FRIDAY BACKYARD BONANZA

4pm Friday –\$20 – Pays top 3 (50/30/20)
5 games – 5 variations on cribbage – See back of flyer for variation details
Payback 100%

FRIDAY NIGHT EARLY BIRD

Register: 6:00 pm / Play: 7:00 pm
Fee: \$30
9 games / 9 opponents
Pays 1 in 4
Payback 100%

SATURDAY MAIN

Register: 7:30 am / Play: 8:30 am
Fee: \$80
\$20 Optional Q, Equal, HQ double
22 games / 22 opponents
Top 25% to playoffs
Payback 100%

PLAYOFFS

7:45 am Sunday / Best 3 of 5

All sanctioning fees, hotel costs, expenses are being paid by the tournament.

Muggins in effect ALL weekend
MRPs for ACC members

SATURDAY NIGHT CANADIAN DOUBLES

Register: 6:00 pm / Play: 7:00 pm
Fee: \$50/team
9 games / 9 teams
Pays 1 in 4
Payback 100%

SUNDAY CONSY

Register: 8:00 am / Play: ~9:15 am
Fee: \$40
\$10 Optional Q, Equal, HQ double
9 games / 9 opponents
Top 25% to Playoffs
Payback 100%

PLAYOFFS

~1pm best 2 of 3

Trophies Awarded
Walk-ins Welcome!
(cash only please)



2025 John Medeiros Memorial Registration

☐ Judge

☐ Anchor Seat

Name(s)

ACC Number(s)

Address

City

State

ZIP

Email – Used for confirmation purposes only

Phone

Registration For:

- ☐ Main (\$80/player)
- ☐ Optional Q (\$20/player)
- ☐ Friday Backyard Bonanza (\$20/player)
- ☐ Friday Night Early Bird (\$30/player)
- ☐ Saturday Night Doubles (\$50/team)

Partner: _____

**Check payable to
Jennifer Johnson**

**And send to:
1006 Delaronde Lane
Morrisville, NC 27560**

**Alternately, email registration
form and pay via Venmo**

@Jennifer-Johnson-NC

I agree to abide by the rules of the American Cribbage Congress and this Tournament. I will not hold the ACC, tournament directors, or hotel liable should my health be possibly compromised by attending the tournament.

Signature _____

**DoubleTree by Hilton Hotel
RDU Airport at Research Triangle Park
4810 Page Creek Ln, Durham, NC 27703**

**(919) 941-6000 or online at
<https://group.doubletree.com/5lsdgc>**

\$97/night plus tax (through August 7)

Double-Queen and King Rooms available



Backyard Bonanza

Some of the variations we played with dad in the backyard growing up – and some he would have loved to have played. 5 variations, one per game

Game 1: No Regrets

This version is played the same way as a typical cribbage game, except the starter card is turned before the crib discards are made.

Game 2: Nineteen

This version is played the same way as a typical cribbage game, with two exceptions: [1] zero points in the hand means player moves their peg 19 holes backward [2] zero points in the crib means player moves 19 forward.

Game 3: Toss Fives

In Toss Fives, you play the game exactly as you normally would with one major requirement. You **MUST** discard any fives in your hand to the crib, even if it is your opponent's crib. In other words, the only time you will ever get to score fives outside of your crib is if you happen to have been dealt three or four.

Rule Adjustments: If a player has 5s in their hand that could have been put in the crib but were not, the opponent gets 5 points per 5 held.

Game 4: Canadian Singles

Each player is dealt ten cards, discards two to the crib, and makes two four-card hands. Each four-card hand is pegged and counted in turn, then the crib is counted. Makes for a quick game (4-6 deals)

Game 5: No Peek To Lose (one of Dad's favorites)

The rules are identical to normal cribbage, with three exceptions: [1] the primary objective is to score as few points as possible [2] the game is to 61 points (not 121); skunk line is at the 45-hole [3] you cannot look at your cards.

Blindly put 2 into the crib. When it is your turn to peg, turn over one card. If you can play the card, play it. If not, it's a "go", and you play that card next time it is your turn. There is no renege in this version.

Rule Adjustments: If a player under-pegs, they must take all the points they should have scored, and the opponent gets to peg backwards that same number of pegs. (e.g., Player A's hand is 12, Player A pegs 8. Player A takes the missed 4 pegs, and Player B goes back 4 pegs.)