

- Counting hand points begins at the dealer's left and ends with the dealer.

4-PLAYER CRIBBAGE (same as traditional cribbage, with these exceptions)

- Players partner up into two teams. Partners sit opposite each other. One member of each partnership is chosen to peg all points for the team and these two players cut for first deal.
- The dealer deals five cards to each player (instead of 6). Each player throws one card to the crib.
- The player to the dealer's left cuts for the starter card. This player plays the first card.
- When three players are forced to say "go," the fourth player earns the point for last card.
- Counting hand points begins at the dealer's left and ends with the dealer. Partners cannot overtly advise their teammate on play or indicate the cards they hold.

NODDY (2+ players)

Object of the Game: Be the first player to reach 31 points by playing cards and scoring points.

Game Play: Cut the deck to determine the dealer (low card wins the deal). The dealer shuffles the deck and deals cards alternately to each player until all have three cards, and then turns up the topmost card of the deck as the starter card. The dealer scores two points if the starter card is a jack.

Hands are scored before play, using the 3 dealt cards and the starter card, and without revealing hands. Each player verbally declares what combinations they have and pegs the points for them without revealing the actual cards used to create those combinations.

The player to the left of the dealer plays the first card. Play is the same as modern cribbage, with the following exception: when no additional cards can be played without exceeding 31, play ends — there is no restarting from zero as in traditional cribbage.

Scoring: Scoring combinations are the same as traditional cribbage, with the following differences:

- Twenty-Five = 2 pts • Run of Three = 2 pts (other runs are 1 point per card)
- Flush of Three = 3 pts (can be scored in play or when scoring hands)
- Flush of Five or more = 1 pt per card (only in play)

5-CARD CRIBBAGE (2 players)

Object of the Game: Be the first player to reach 61 points by playing cards and scoring points.

Game Play: Cut the deck to determine the dealer. The non-dealer pegs 3 points at the start of the game to compensate for the dealer's advantage. This score adjustment happens only during the first hand.

The dealer deals five cards to himself and his opponent; both players throw two cards to the crib. Play is the same as modern cribbage.

When cards cannot be played without exceeding 31, play ends. Scoring is the same as in traditional cribbage except that a 3-card flush in the hand is worth 3 points.

BACKWARD CRIBBAGE (2-4 players)

One additional variant, with no historical significance, is Backward Cribbage. The first player to get 121 points is the loser. This can be very challenging for experienced cribbage players. You'll find that trying to get 0 points in your hand is quite difficult, and even more challenging with the crib!



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Travel Games for the Trail Less Traveled

CRIBBAGE RULES

Cribbage is a classic card game that has been played for centuries. In that time, many variants of cribbage have been played. Included in this rulebook are the traditional rules of the game, as well as six variants: Solitaire, 3-player, 4-player, 5-card, Backward, and Noddy.

TRADITIONAL RULES (2 players)

Object of the Game: Be the first player to reach the game hole (121 points) by playing cards and scoring points.

To Begin: Cut the deck to determine the dealer (the low card wins the deal). The dealer shuffles the deck and deals cards alternately to himself and his opponent until both have six cards. Each player then discards two cards facedown (this is called "laying away" or "throwing"). These four cards are placed into one pile; this is called the crib. The crib belongs to the dealer and will be used to score points for him later, therefore the non-dealer should try to lay away cards that will not help the dealer to score points. For now, set the crib aside.

The non-dealer cuts the remainder of the deck to select a starter card. The card cut to is turned face-up on top of the deck. The starter card will be used by both players to help score points in their hands after the card play has ended. If the card is a jack, the dealer immediately pegs two points (this is called "two for his heels").

Playing Cards: Starting with the non-dealer, players alternately play one card at a time face-up on the table in front of them, announcing the cumulative total pip-value of the cards as each is played. The pip-value of a numbered card is the same as its numeric value; aces are worth one; kings, queens, and jacks are worth ten. Players score any card combinations made as they are played. (See scoring chart.) Whoever plays the last card into a combination scores the points for it.

When a player cannot play a card without the cumulative total exceeding 31, that player calls "go." The opposing player pegs one point, then continues to play his cards until he no longer can,

without exceeding 31. If the player is able to reach 31 exactly, he pegs two points. The card count then resets to 0 and play continues. The player who called "go" during the previous sequence plays first in the new 31-count sequence. The player who plays the final card during a hand pegs one point.

When both players have played all four of their cards, they score and peg their hands. (See scoring rules.) The non-dealer scores his hand first. The dealer does the same for his own hand and then for the crib. Any points scored in the crib are pegged by the dealer. The deal alternates between the players until the game ends, which occurs when either player pegs into the game hole.

Scoring: On a cribbage board, each player keeps track of his own score on two rows of holes. Scoring begins down the outer row and continues up the inner row. Each player is supplied with two pegs. Upon making the first score, a player advances one peg according to the number of points scored (one peg-hole per point). When the player scores again, he advances his second peg the appropriate number of holes ahead of his first peg. For each subsequent score, the pegs continue to leapfrog in this manner, with the peg in the rear advancing ahead of the front peg. "Once around" is a game of 61 points and "twice around" is a game of 121 points. Because pegs are used to show the score, scoring is often called "pegging." When playing cards or scoring hands, peg points according to the chart below:

Scoring Chart	Points Earned	
	Play of Cards	Hand or Crib
Jack turned as the starter card (points to dealer)	2	0
Jack of the same suit as the starter card (in hand or crib)	0	1
Combinations		
Two of a kind (pair)	2	2
Three of a kind	6	6
Four of a kind	12	12
Straights of three or more cards (points per card)	1	1
15-count (cumulative pip-count or sum of any cards)	2	2
Four-card flush (in hand only—cannot use starter card)	0	4
Five-card flush	0	5
31-count (cumulative pip-count)	2	0
Go (without reaching 31-count)*	1	0
Final card played (without reaching 31-count)*	1	0

* Only one of these scores can be earned with the play of a single card

DEFINITIONS

Crib - Four cards (two from each player) set aside for the dealer to score after his hand.

Cut - To divide a pack of cards by lifting a portion from the top, so as to reveal a card at random.

Flush - Four cards of the same suit held in the hand score four points; five cards of the same suit (including the starter card) score five points, whether it is in the hand or in the crib.

Game Hole - Hole number 121.

Go - Called by a player who cannot play a card without exceeding the cumulative pip-count of 31.

The opposing player scores one point when "go" is called, or two points if he is able to reach exactly 31.

Hand - The cards dealt to each player, or the cards remaining after discarding to the crib.

His Heels (Nibs) - A jack, when it is cut to as the starter card. This earns two points for the dealer and is called "two for his heels."

His Nobs - A jack, in the hand or crib, that is of the same suit as the starter card. This counts for one point and is called "one for his nob (head)."

Laying Away - Choosing cards from one's hand to put in the crib. Also called "throwing."

Peg - A pin that fits into the holes of a cribbage board.

Pegging - Recording scored points by advancing the rear peg ahead of the front peg.

Pip Value - The numeric value of a card; used when counting to 31 while playing a hand or when creating combinations during scoring (two=2, three=3, etc; aces=1; face cards=10).

Pone - The opponent of the player who deals.

Skunk - To win by 31 or more points. Also, Double Skunk - To win by 61 or more points.

Starter Card - The card which is cut to and placed on top of the deck at the beginning of a hand. It is used when counting the value of each hand and the crib. Also called the turn card.

Stink Hole - Hole number 120; one short of winning.

Straights (or Runs): Single - Sequence of three or more consecutive rank cards in any order during the play of the cards; e.g. 2, 4, 3, 5, 6 (three points for the player who lays the 3, four points for the player who lays the 5, and five points for the player who lays the 6).

Straights: Multiple (used only when counting hands or the crib)

Double Run = Two 3-card or 4-card straights, including one pair.

Double-Double Run = Four 3-card straights, including two pairs.

Triple Run = Three 3-card straights including three of a kind.

Throwing - Choosing cards to put in the crib. Also called "laying away."

SOLITAIRE CRIBBAGE (1 player)

Play: Deal six cards to your hand and two to a blind crib, always dealing to yourself first. Throw two cards from your hand to the crib and keep them on top. Then turn the card on top of the deck face-up.

In the end, you will get to score and peg both your hand and the crib, but during card play you score only your own points, not the crib's as well. The rules and scoring of play are the same as in traditional cribbage. Play a card from your hand, then play the bottom card from the crib (one of the two you have not seen); then another from your hand; then the other crib card that you have not seen, and so on.

Once all cards have been played, count your hand and the crib, and peg the points from both. Then turn the starter card facedown on top of the deck (it becomes part of the next hand) and place the used cards face-up on the bottom of the deck.

Do not shuffle the deck. Deal again, throw to the crib, turn the starter card, play, count, and discard as before. Complete this cycle six times (there are six hands and cribs to play and count in the deck). After the sixth hand, there will be four cards left face-down on the top of the deck. This is the "free crib," and the first card beneath them, face-up, is the starter card. Once you have counted points for these five cards, the game is over. If you have scored more than 120 points, you have won.

3-PLAYER CRIBBAGE (same as traditional cribbage, with these exceptions)

- Dealer deals five cards to each player and one to the crib. Each player throws one card to the crib.
- The player to the dealer's left cuts the deck to reveal the starter card. This player plays the first card.
- When two players are forced to say "go," the third player earns the point for last card.