

CRIB-DERBY—The Perfect Cribbage Board

HOW TO PLAY CRIBBAGE

CRIBBAGE is one of the best Card Games for two players. It is lots of fun for three players playing singly or "Cutthroat" (see inside Crib-Derby box cover), or for four players as partners.

CRIBBAGE IS EASY TO LEARN. It is a game for adults, yet is just as much fun for, and is easily learned by, boys or girls of twelve or older.

TO SET UP BOARD FOR PLAY. Take three pegs for each player from the compartment in the base of Crib-Derby. Each player uses a "track" around the board, pegging to beat his opponents to the finish line. For each player, or set of partners, place one peg in the "Start" hole on his track, one a few holes behind it, and the other in one of the game scoring holes within the tracks. Each time a player makes points, or holes, he advances the rearmost peg, jumping over the other peg, to peg the number of holes earned. Thus, the position of the two pegs shows the number of holes pegged.

USE A REGULAR DECK OF CARDS, and cut for deal. Player cutting low card deals—King is high, Ace is low.

TWO-HAND CRIBBAGE. Deal each player SIX cards, one at a time. Each player discards two cards to "Crib." Players deal alternately during game.

THREE-HAND CRIBBAGE. Deal each player FIVE cards, and ONE card to Crib. Each player discards ONE card to Crib. Play starts left of dealer, deal moves to left. (Different rules are used for "Cutthroat Cribbage"—see inside cover of Crib-Derby box.)

FOUR-HAND CRIBBAGE. Deal each player FIVE cards. Each player discards ONE card to Crib. Partners are determined by cutting cards; players cutting low cards are partners—one starts deal. Play starts left of dealer, deal moves to left. Only two tracks are used—one partner of each partnership does the pegging for both partners.

THE CRIB. The "CRIB" always consists of FOUR cards, belongs to the dealer, and is not exposed until the count at end of play.

CUTTING CARDS. Should any player OTHER THAN THE DEALER cut the cards before the deal (after dealer is determined), even though the dealer hands him the deck to cut, the dealer pegs TWO holes. AFTER THE DEAL, and when the Crib is complete with four cards, the player to left of dealer cuts the deck and the dealer turns up the top card from the lower half of the deck, placing it on top of the deck. This exposed

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card is the "cut card," to be used with each hand and the Crib in counting points after the play is completed. Should the "cut card" be a Jack, called "His Nobs," the dealer pegs two holes for turning it up. Should the dealer fail to peg the two holes for Nobs until after he has played a card, he loses the two holes he has been entitled to. The cut card is not used during the play.

THE PLAY. After the cut card is exposed, the player to left of dealer plays one card on the table in front of himself, face up, at the same time announcing the value of it: if he plays a nine he announces "nine." (Kings, Queens, Jacks count 10 each, other cards face value; Ace counts one.) Each player in turn plays a card in front of himself at the same time announcing the new total: if he plays a King after the first player's nine, he announces "nineteen."

THE "GO." During the play, the running total of cards may never be carried beyond 31. If a player is unable to add another card without exceeding 31, he says "Go" and the next player plays if he can keep the total under 32, otherwise he, too, says "Go." The last player to play, who must play all cards he holds which will not make the total exceed 31, pegs one hole for the "Go" if the total is under 31; if exactly 31, he pegs two. Before the "Go" is reached, each player is entitled to any additional points he can make through pairs and runs, or making the total 15, which counts two points, or holes. The player who follows the one pegging the "Go" must lead for the next series of play, the count starting at zero. Cards played in this series may not be combined with ones played in previous series for runs, pairs, etc. Playing the last card of all in a hand counts for one peg.

PEGGING. The object in play is to score points by pegging. In addition to "Go," a player may score for the following combinations:

Fifteen—For adding a card that makes the total 15, peg 2.
Pair—For adding a card of the same rank as that played last previously, peg 2. (Note that face cards pair only by actual rank, Jack with Jack, but not Jack with Queen.)
Triplet—For adding the third card of the same rank, peg 6.
Four—For adding the fourth card of the same rank, peg 12.
Run (Sequence)—For adding a card which forms, with those played last previously, a sequence of three or more, peg 1 for each card in the sequence. (Runs are independent of suits, but go strictly by rank, e.g., 9-10-J is a run but 9-10-Q is not.)

It is necessary to keep track of the order in which cards are played to determine whether what looks like a pegging formation is interrupted by a foreign card. Examples: Cards are played

in this order: 8, 7, 7, 6. Dealer pegs 2 for fifteen, and opponent pegs 2 for pair, but dealer cannot peg for run because of the extra seven-spot. Again, cards are played in this order: 9, 6, 8, 7. Non-dealer pegs 2 for fifteen on his first play, and 4 for run on his second play. The cards were not played in sequential order, but form a true run with no foreign card.

COUNTING THE HANDS. When play ends, the hands are counted in this order: players left of dealer, dealer's hand, crib. This order is important, for toward the end of a game the non-dealer may "count out" and win before dealer has a chance to count, even though the dealer's total would have exceeded that of his opponent.

The cut card is considered to be a part of each hand, so that all hands in counting comprise five cards. Following are the basic formations of scoring value:

Fifteen—Each combination of cards that totals 15 counts. 2
Pair—Each pair of cards of the same rank count. 2
Run—Each combination of three or more cards in sequence counts—for each card in sequence. 1
Flush—Four cards of the same suit in hand (not Crib) count 4
Four cards in hand or Crib of the same suit as cut card count 5
 (No count for four-flush in Crib not of same suit as cut card.)
His Nobs—Jack of same suit as cut card counts. 1

COMBINATIONS. In the above table, the word combination is used in the strict technical sense. Each and every combination of two cards that make a pair, of two or more cards that make 15, of three or more cards that make a run, count separately.

EXAMPLE: A hand of 8, 7, 6, 2 scores 8 points for four combinations that total 16; the 8 with one 7, and with the other 7; the 6-2 with each 7 in turn. It scores 2 for pair, and 6 for two runs of three—8-7-6 using each 7 in turn. The total is 16. An experienced player computes the hand thus: "Fifteen 2, fifteen 4, fifteen 6, fifteen 8, and 8 for double run is 16."

Certain basic formations should be learned to facilitate counting. For pairs and runs alone:

A triple counts 6.
 Four of a kind counts 12.
 A run of three, with one card duplicated (double run) counts 8.
 A run of four, with one card duplicated, counts 10.
 A run of three, with one card triplicated (triple run) counts 15.
 A run of three, with two different cards duplicated counts 16.
 The following list includes all the hands the beginner may find any difficulty in counting:

CRIBBAGE SCORES

1 — 1 — 2 — 2 — 3 = 16	5 — 5 — N — J — J = 21
1 — 2 — 3 — 3 — 3 = 15	2 — 6 — 7 — 7 — 8 = 16
1 — 4 — 4 — 4 — 10 = 12	6 — 7 — 8 — 9 — 9 = 16
2 — 3 — 4 — 4 — 4 = 17	3 — 3 — 6 — 6 — 6 = 20
2 — 2 — 3 — 3 — 4 = 16	3 — 3 — 3 — 4 — 5 = 21
2 — 3 — 3 — 3 — 4 = 17	1 — 1 — 7 — 7 — 8 = 12
3 — 3 — 4 — 4 — 5 = 20	3 — 3 — 3 — 6 — 6 = 18
3 — 4 — 4 — 4 — 5 = 17	3 — 3 — 6 — 6 — 9 = 14
3 — 4 — 4 — 5 — 5 = 16	5 — 5 — 5 — N — J = 23
3 — 6 — 6 — 6 — 6 = 24	5 — 5 — 5 — 10 — 10 = 22
4 — 4 — 5 — 6 — 6 = 24	1 — 4 — 4 — N — 4 = 13
4 — 5 — 5 — 6 — 6 = 24	5 — 5 — 10 — N — Q = 18
4 — 5 — 6 — 6 — 6 = 21	3 — 3 — 3 — 3 — 9 = 24
5 — N — 5 — 5 — 5 = 29	4 — 4 — 4 — 4 — 7 = 24
5 — 5 — 5 — 5 — 10 = 28	1 — 7 — 7 — 7 — 7 = 24
5 — 5 — 10 — J — Q = 17	4 — 4 — 4 — 7 — 7 = 20
6 — 6 — 9 — 9 — 9 = 20	4 — 4 — 7 — 7 — 7 = 14
6 — 9 — 9 — 9 — 9 = 20	3 — 3 — 4 — 5 — 5 = 20
6 — 6 — 7 — 7 — 8 = 20	1 — 1 — 6 — 7 — 7 = 12
7 — 7 — 7 — 8 — 9 = 21	2 — 6 — 6 — 7 — 7 = 12
7 — 7 — 7 — 8 — 8 = 20	7 — 7 — 7 — 1 — 1 = 20
7 — 8 — 8 — 8 — 8 = 20	3 — 4 — 4 — 4 — 4 = 20
7 — 7 — 8 — 8 — 9 = 24	5 — 5 — 5 — 4 — 6 = 23
7 — 8 — 8 — 9 — 9 = 20	1 — 1 — 6 — 7 — 8 = 13

No hand can make a count of 19, 25, 26, or 27. (N—His Nobs.) **GAME.** The game consists of 121 points. Play ends the moment any player reaches the Finish Line, whether by pegging or counting his hand. If any player "goes out" by count of his hand, following players cannot count their hands, as game is ended. Count always starts with player to left of dealer.

Each game counts one for the winner, but if a loser fails to pass the half-way mark (61 holes) he is "skunked" and the winner scores **TWO** games. Should any loser fail to pass the one-quarter mark (31 holes) he is "double skunked" and the winner scores **FOUR** games.

ERRORS IN PEGGING. If a player pegs less than the amount to which he is entitled, either in play or in counting his hand or the Crib, he may not correct his error after he has played another card. Should he peg too much, his opponent must call for a correction before another card is played by the one noting the error.

We wish you much enjoyment with the game.

