

CRIBBAGE LEAGUE

The RCL Auclair 121 in Otterburn Park is proud to host a friendly cribbage league where we can enjoy our favorite card game in a relaxing environment. All are welcome in our league, including people who never played cribbage before.

SCHEDULE

The members of the cribbage league will meet each Wednesday from 7pm to 9pm. The weekly league matches will run from the fall (starting at the end of September), break for Christmas, and continue through the winter ending in mid-April.

ELIGIBILITY

You **MUST** be an active member of the legion to be part of the league. To become a member, visit our website at www.auclair121.com, click on the **JOIN** link and follow the instructions.

FORMAT

- We will play four (4) doubles games which should take approximately 2 hours but may extend depending on circumstances.
- You cannot play with the same partner twice (unless forced to by circumstance).
- After each game, the 2 winners will move to the next table and each will pair up with one of the losers from that table.
- If we have an odd number of people, a table of 3, or a table of 3 and a table of 2 will be added into the mix. At a table of 2, both players move regardless of winning or losing. For the table of 3, the lowest scoring player stays.

SCORING

The winner of the weekly meet will be the players with the **LOWEST** number of points at the end of the four games. Each player is responsible to keep score as follows:

- A scorecard to keep track of your points will be provided to you at the start of each weekly tournament. This card must be returned to the organizer at the end of the evening.
- For every game you win, you score 0 point. A skunk and a double skunk will score -1 and -2 respectively.
- For every game you lose, you accumulate the total of your points remaining at the end of the game. For example, if you finish at 91 to 121, then both members of the losing team add 30 points to their individual score (and both winners add 0 to theirs).
- **EXAMPLE** weekly score for a player: Win=0, Win=0, Loss by 18, and Loss by 4. Total points at the end of the night, 22. Under this system, some players may go flawless; some may end up with over a hundred points.

FEES AND PRIZES

The entry fee is \$10 per person per week. The entry fee is split as follows:

- 2\$ goes into a 50/50 draw with the draw being done every week during the break. The other half goes to supplies like cards and boards.
- The remaining 8\$ is split 80/20 as follows: 80% for the pot to be split amongst the top 3 players, and the remaining 20% to support other activities such as small celebrations at Christmas and at the end of the season.
- The winners will split the pot as follows: 50% for first; 30% for second; 20% for third. The amounts will vary depending on the number of participants each week.
- **EXAMPLE:** On an evening where we have 20 players, \$20 will go to the 50/50 winner; \$64 for first place; \$38 for second; and \$26 for third. As well, we will accumulate \$20 for supplies and \$32 towards league activities.

CANCELLATION

Game night may be cancelled due to inclement weather, or other unforeseeable circumstances. In these cases, all members will be notified either by telephone or email by the cribbage league coordinator.

CRIBBAGE RULES

These are the basic rules of cribbage. As our league progresses, we may add or change rules as we see fit with the consent of all participants.

OBJECT OF THE GAME

Be the first player to score **121 points**

NUMBER OF PLAYERS

Cribbage can be played by 2, 3, or 4 players (in teams of 2). We will summarize the differences of each type of match in the following sections.

THE CARDS

- A standard pack of 52 playing cards is used (jokers are discarded).
- The four suits are considered equal.
- The rank and value of the cards are as follows:

| | | | | | | | | | | | | | |
|--------|----|----|----|----|---|---|---|---|---|---|---|---|---|
| card: | K | Q | J | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | A |
| value: | 10 | 10 | 10 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

THE BOARD

The cribbage board is used to show the score accumulated by each player during the play of a game (front peg) and the amount of the latest incremental score (difference between front and rear pegs).

STARTING THE GAME

The pack is cut to determine which player will deal first at the beginning of each match; the low card wins the deal.

SINGLE (2 PLAYERS)

1. The dealer shuffles and distributes one card at a time alternately to each player until each has six (6) cards.
2. Each player discards two cards to form the crib, which belongs to the dealer.
3. The opponent cuts the remainder of the pack to select a starter card, which is used in counting the value of each player's hand and the crib.

TRIPLE (3 PLAYERS)

1. The dealer shuffles and distributes one card at a time to each player starting with the player on the left until each has five (5) cards.
2. Each player discards one card to form the crib and the dealer deals an additional card from the top of the remainder of the deck for a total of 4 cards. The crib belongs to the dealer.
3. The person on the left of the dealer cuts the remainder of the pack to select a starter card, which is used in counting the value of each player's hand and the crib.

DOUBLE (4 IN TEAMS OF 2 PLAYERS)

1. The dealer shuffles and distributes one card at a time to each player starting with the player on the left until each has five (5) cards.
2. Each player discards one card to form the crib, which belongs to the dealer.
3. The person on the left of the dealer cuts the remainder of the pack to select a starter card, which is used in counting the value of each player's hand and the crib.

PLAY OF THE CARDS

4. Players alternately play (place face up on the table) one card at a time, starting with the person to the left of the dealer. The cumulative value of the cards played is announced as each card is played.
5. When a player cannot play a card without the cumulative total exceeding 31, that player calls "go," and the rest of the players continues to play all cards possible (not exceeding a 31-count).
6. Points are scored during this play of the cards (see the Cribbage Scoring section for further details).
7. When all players have played all their cards, each hand is counted starting with the player to the left of the dealer and pegged by the respective player.
8. The dealer then does the same for his own hand and then for the crib.
9. Players must place their cards face up on the table when counting in order to permit all other players to verify the count.
10. The deal alternates between each player until the game ends, which occurs when a player (or a team) scores 121 points.

CRIBBAGE SCORING

The following table provides a summary of the valid scoring combinations in a standard game of cribbage followed by a more detailed explanation of each sequence.

| CARDS | POINTS EARNED | |
|---|---------------|--------------|
| | DURING PLAY | HAND OR CRIB |
| 1 Jack turned by dealer as starter card | 2 | - |
| 2 Jack in hand or crib of same suit as starter card | - | 1 |
| Combinations: | | |
| 3 • Two of a kind (pair) | 2 | 2 |
| 4 • Three of a kind (triple) | 6 | 6 |
| 5 • Four of a kind (quadruple) | 12 | 12 |
| 6 • Straights of three or more cards; per card | 1 | 1 |
| 7 • 15-count (sum of any combination of cards) | - | 2 |
| 8 • Four-card flush (only in hand) | - | 4 |
| 9 • Five card flush | - | 5 |
| 10 Reaching a 15-count exactly | 2 | - |
| 11 Reaching a 31 count exactly | 2 | - |
| 12 "Go" without reaching 31-count | 1 | - |
| 13 Final card played without reaching 31-count | 1 | - |

1. A jack turned up on the cut will count two (2) points for the dealer at any time and you can finish a game in this manner.
2. Score one (1) point for holding the Jack of the same suit as the starter card.
3. Two (2) points for laying a card of the same rank as the previous card, thus completing a pair.
4. Six (6) points for laying a third card of the same rank
5. Twelve (12) points for laying a fourth card of the same
6. Three (3) points for completing a run of three cards, regardless of the order in which they are laid (a 6, then a 4, then a 5 is a run of three even though they were not laid in order). The same rule applies for runs of four cards or more.
7. Two (2) points for any combination of cards that total fifteen (15) in your hand or crib.
8. Four cards of the same suit in the hand or crib. In the hand, scores four points.
9. Scores an additional point if the cut card is also the same suit. In the crib, scores five points but only if the cut card is of the same suit.
10. During play, score 2 point for reaching exactly fifteen (15).
11. During play, score 2 points for reaching exactly thirty-one (31)
12. Score one (1) point during play if you get a "go" without reaching 31.
13. Score one (1) point during play if you are the last player to play a card without reaching 31.

If a card completes more than one scoring combination, then all combinations are scored. For example, if the first three cards played are 5s, the third one scores eight points: two for making 15, and six for a triple. Card combinations cannot span a reset; once the total reaches 31 (or a Go has been scored) and counting has restarted at zero, cards already played cannot contribute to runs or pairs.



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ADDITIONAL RULES

1. If the dealer exposes a card or cards while dealing, the cards shall be redealt.
2. Since we are friendly league we do not allow "muggings". Muggings (also known as cut-throat) is a commonly used but optional rule, which means that if a player fails to claim her or his full score on any turn, the opponent may call out "muggings" and peg any points overlooked by the player. It causes lots of arguments, slows down play and causes anxiety, especially with beginners. So, we don't allow it.
3. Renege in Cribbage is when you should play a card but do not. For example, if you say 'Go' when you could have played a card without going over 31. In Cribbage you **MUST** always play a card if you can, so renegeing is against the rules.
4. All disputes of differences that cannot be resolved by the players will be settled by the league coordinator or his/her representative.

DEFINITIONS & TERMINOLOGY

| | |
|-----------------------|--|
| CRIB | The Crib is the four cards set aside from the original hand for the benefit of the dealer before the Starter Card is turned. The Crib is counted by the dealer after counting of the other player and the dealer's hands. |
| CUT CARD | The card flipped over by the dealer after the opponent cuts the deck at the start of each round. The players use the cut card when scoring their hands. Sometimes called the Starter Card. |
| DOUBLE SKUNKED | When the loser scores 60 points or less they are said to be double-skunked. In match play, this is the equivalent of losing 3 games |
| FLUSH | Four cards of the same suit in the hand or crib. In the hand, scores four points. Scores an additional point if the cut card is also the same suit. In the crib, scores five points but only if the cut card is of the same suit. |
| GAME HOLE | The final hole, hole number 121, on the cribbage board. |
| GO | A player says "go" when they can't play a card without exceeding a total count of 31. The opponent scores a point on a go. |
| NIBS | Nibs or His Heels is a Jack turned as the Starter Card, counts as two points for the dealer. A player needing only two points to win a game may take Nibs to win |
| NOBS | Nobs or His Nobs is a Jack, either in the hand or crib, of the same suit as the cut Card. Counts one point. |
| MUGGINS | Muggins is taking points your opponent misses. |
| PEGGING | A player shall record his or her first score by placing a peg in the hole corresponding to that score. Subsequent scores are recorded by advancing the rear peg over the front peg by "leapfrogging" the number of holes consistent with the score to be recorded. |
| PONE | 'Pone' in cribbage is the name given to the non-dealer player in a two-player game, or the player to the dealer's left in a three or four-handed game. |
| RENEGE | Renege in Cribbage is when you should play a card but do not. For example, if you say 'Go' when you could have played a card without going over 31. In Cribbage you must always play a card if you can, so renegeing is against the rules. |
| RUN | Three or more cards in sequence. For example, 4-5-6 is a three card run. Scores one point per card. Also called a Straight. |
| SKUNKED | When the loser scores only 61 to 90 points they are said to be skunked. In match play, this is the equivalent of losing 2 games. |
| STINK HOLE | Hole 120 on a cribbage board, sometimes referred to as the dead hole. If you finish up a game in this hole it means you lost 121-120, which stinks! |
| 15 | 15 is one of the most common scoring hands in Cribbage, and you'll often hear players say "15 for 2, 15 for 4" etc as a way of counting. |
| 19 | 19 points is not possible in a single cribbage hand. Possible scores are 0-18, 20-24, 28 and 29. Since 19 is the only score under 24 not possible players often shout "19 hand" when in fact they have 0 points. |
| 28 | Second rarest hand in cribbage. Consists of four 5's with any ten point card. Odds of getting one are 15,028 to one. |
| 29 | The best hand in Cribbage and a 216,580 to 1 shot. Consists of holding three 5s and a Jack, with the Jack being of a different suit than any of the three 5s. The starter card turned must then be the fourth 5 and being the same suit as the held Jack, makes the hand count 29. |