

cribbage

PORTFOLIO GAME

INSTRUCTIONS

Contents: 4 game pieces (2 silver, 2 gold), game board, and deck of 52 cards

All forms of cribbage are played with one single standard deck of 52 cards. Card values Face cards count 10 each, and all other cards count their face value.

Cribbage Board: When there are four game holes, the players usually put their pegs in them for the start of play. A player marks his score by moving his pegs first along his outer row and then back along his inner row of holes.

Moving Pegs: Both pegs are used to score in the following way:

- A. a player marks his first score by moving one peg that number of holes from the start
- B. his second score is marked by placing his second peg that number of holes beyond his first peg;

SIX-CARD CRIBBAGE

Objective: The game is won by the first player to score 121 points, i.e. to go "twice around the board."

The Deal: Players cut for deal. The player with the lowest cut (with ace low) deals first, and then the deal alternates between players.

The deal is six cards, one at a time, to each player. The remaining cards are placed face down to one side.

The Crib: The crib is an extra hand scored by the dealer. It is formed by each of the players discarding two cards and placing them, face down, to the dealer's right. Each player is thus left with a hand of four cards.

The Cut: After the discards the non-dealer cuts the deck, and the dealer turns up the top card of the remaining stack. This card is placed face up on the stack for the rest of the game. It is known as the "start" or "starter." If the start is a jack, the dealer scores "two for his heels."

Scoring Points: Points are scored both during the playing of a hand and when the hands are shown after play.

Combinations of cards score as follows:

- A. A pair, two cards of the same rank, score two points.
- B. A pair royal, three cards of the same rank, scores six points (two points for each of the possible pairs to be made).
- C. A double pair royal, four cards of the same rank, scores 12 points.
- D. A sequence or run is a series of cards in face order (ace low) and score one point for each card. If a flush is also a run, points are scored for both features.
- E. Fifteen is any combination of cards with a face value totaling that number. It scores two points.

Game Play: Play begins with the non-dealer. He places a card face upward in front of him and calls out its face value as he does so. Face cards are called as 10. The dealer then places one of his cards face upward in front of himself and calls out its value. Whenever a pair, pair royal, double pair royal, sequence or fifteen (but not a flush) is formed during play, the player putting down the card that forms it scores the appropriate points.

If the non-dealer lays down a 5 and the dealer follows it with another 5, the dealer would say "ten for a pair" and score two points. If a third 5 is played, the non-dealer would say "fifteen for eight," the eight points being made up of fifteen and a pair royal.

A sequence of cards scores regardless of the order in which it is played. Thus if cards are played in the order ace, 2, 5, 4, 3, the player putting out the 3 can count on a run of five cards. Should the second player be able to add a 6 he can score a run of six cards, and so on.

When the count during play reaches 31, the cards are turned face down and the player whose card brought the total to 31 scores two points.

If a player at his turn is unable to play a card that is within the limit of 31, he says "Go." His opponent then plays any of his cards that are low enough to be within the limit. If they make 31 he scores two points, if less than 31 he scores one point and also says "Go."

Play then resumes with the remaining cards in hand, and proceeds until all the cards are played or 31 is again reached. Playing the last card of a hand scores "one for the last."

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The Show: After all the cards have been played, each player picks up his own cards from in front of him.

The non-dealer shows and scores his hand first, which gives him an advantage if he is very near reaching 121. That start is taken into the reckoning as part of each hand.

A card may be ranked for scoring in any number of different combinations. Thus two 10s and two 5s would give a score of eight points for fifteen plus four points for pairs-giving a total of 12 points. The combination 4,4,5,6,6 scores eight points for fifteen, four points for pairs, and 12 points for sequences – giving a total of 24 points.

If a player holds a jack of the same suit as the start, he scores “one for his mob.”

A flush of four cards in a hand scores four points. If the start is of the same suit the player scores five points, but a flush of four cards including the start scores nothing.

After the non-dealer has declared his score, the dealer shows and scores his own hand. After which he shows and also scores for the crib.

The crib is scored in the same way as the hand, except that the only flush allowed is a five-card one.

Muggins: If a player overlooks a score, whether in his hand or in play, his opponent may call “Muggins” and claim the score for himself. (This rule may be dropped).

Lurch: If a player reaches 121 before his opponent is halfway around the board he scores a lurch and counts two games instead of one.

Errors: If an error in dealing is noticed during the deal, there should be a re-deal.

If an error in dealing is found after play has started, the non-dealer scores two points and the error is rectified either by a re-deal or by drawing additional cards from the stack.

If after “Go” is called a player fails to play his additional cards, he may not subsequently play those cards and his opponent scores two points. Errors in counting during play are not penalized.



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