

Illuminated Cribbage

How to Play - Basic Version

Objective:

To be the first player/team to reach 121 points scoring points with cards in your hand and during play. Cribbage can be played with 2 or 4 (team cribbage) players.

Illuminated Cribbage Board:

Our standard board has 2 different tracks for scoring. Each track has a total of 60 peg holes which you will need to move the pegs on and complete the track 2 times for a total of 120 points. The final finish hole makes it 121. (see drawing of how to move pegs at end)

Each player/team uses one of the tracks to move the pegs and score. Note: when moving the pegs you always move the behind peg to score as this will allow all to see how many points were scored.

Starting the game: (for 2 players)

Step - 1 Dealing

One person shuffles the cards and then each player cuts the deck, and the lowest card wins (king highest and ace lowest) and becomes the dealer for the first hand. After the first hand is played and counted then the other player becomes the dealer. The dealer shuffles the cards and deals 6 cards to each player. The players, keeping their cards secret, select the best 4 cards for points and discard 2 cards face down that go into the “Crib”. The crib will have 4 cards that the dealer will use later to count for points. Selecting the best 4 cards for the highest points is the part that requires some thinking – See “**Counting points in your hand**” section to see how to get the highest points.

Step 2 – Cutting the deck

The player not dealing will cut the cards and the dealer will take the top card and place it on top of the deck. This top card will be used during “Counting points in your hand”. If the cut card that is placed on top of the deck is a “Jack” the dealer will peg 2 points.

Note: You should think when selecting your 4 cards from the 6 what cut cards could be shown as you will be able to use this as part of your “Counting Points in your hand”. Some more thinking & strategy here.

Step 3 – Playing a Round

The player not dealing places a card faces up in front of him/her and states the value to begin the count for the round.

(King, Queen, Jack and 10) have value of 10

9-2 are their value

Ace value is 1

Then the dealer plays a card face up in front of him/her stating the value of both cards. This play continues with each player stating the increasing total until the total goes up to 31 without going over. When a player cannot play a card without going over 31 then that player says go and the other player has a chance to play another card to make 31 without going over and continues until they cannot play a card without going over 31. The player who played the last card without going over 31 scored 1 point. Then both players turn the cards on the table that are face up over and the play continues with the player who did not place the last card. This play continues until all cards are gone. If a player runs out of cards, the other player continues to lay cards and continues to total.

During this round you score points as follows when you make the points as you could get to 121 and win during this round:

- Totaling to value of 15 = 2 points
- Totaling to a value of 31 = 2 points
- Last card played before going over 31 = 1 point
- Last card played (players have not more cards) = 1 point – Note if the last card played makes the value 31 then the player only gets 2 points for 31 and not the extra 1 point for last card played.
- Make a pair with previous card played = 2 points
- Make 3 of a kind with previous cards played = 6 points
- Make 4 of a kind with previous cards played = 12 points
- Making a **RUN** of 3 cards or more with previous cards – 3 card run = 3 points, 4 card run = 4 points. You score a point for each card in run

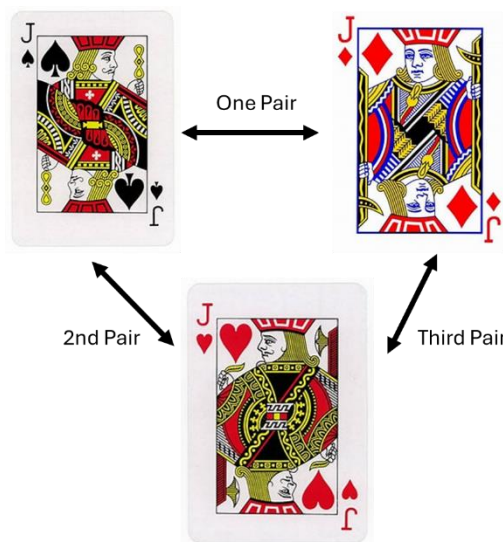
Note: you can only score with cards that are FACE up in front of both players. You cannot use cards that have been turned face down after a round.

RUNS: do not have to be of the same suit and they do not need to be sequential. An example of a run with cards being placed as follows: 4, 6, 7 then a 5 completes a run of 4 and the player that placed the 5 scored 4 points for 4 cards run.

Remember – Ace is low so only counts in a run with a 2 and above.

Understanding score of pair, 3 of a kind and 4 of a kind.

If you have 3 Jacks you can make 3 pairs – and a pair is 2 points so you get 6 points for 3 of a kind



Step 4 Counting your Hand and Crib

After all cards are played in the round then each player counts the points in their hand USING the cut card on top of the deck. So, you are using 5 cards to score your points. The dealer counts their hand and the crib after the other player. When you count your score, **you move your points on the board before the next hand is counted**. The first player who reaches 121 wins

Scoring points –

You score pairs, 3 of a kind, 4 of a kind and runs as explained above. You score 2 points for every 15 you can make.

However, you also can score points as follows:

- Flush – 4 cards of the same suit in your hand = 4 points, a flush with 4 cards in your hand and match the same suit as the cut card you get 5 points.
- Note: in the crib you can only score a flush if you have all 4 cards in the crib AND the cut card with the same suit.

- If you have a Jack in your hand or crib that matches the same suit as the cut card, then you get 1 point

Some examples of scoring points:

1. Double 3 card run – 2, 3, 4 and another 4. You would get 3 points for 1 run, 3 points for 2nd run and 2 points for a pair. Total points = 8
2. Double 4 card run – would score 4 points for each run and 2 points for the pair = 10 points
3. Runs with 15 – in this case you have a 6, 7, 8 and another 8. Here you have a 3-card double run which is 8 points, but you also can make 15 with the 7&8 and 7& other eight. You get 2 points for every 15 you can make so you have another 4 points. Your total point for this hand is 12.

When the hands and crib have been counted the dealer passes the cards to the opponent who becomes the dealer for the next round. This play continues until one player reaches 121.

Note: a player can win by reaching 121 during the “Round” or when counting their hand.

The more you play the more you will learn the combination of cards that gives you the most points. You will also learn what you should put in the crib if you’re the dealer and when you’re not.

4 player Team Cribbage

The game is played virtually the same way, having each team score all their points on one of the tracks while the other team scores on the 2nd track.

Changes are:

- Players are only dealt 5 cards and each play places 1 card in the crib.
- Players on the same team sit across from each other
- The player to the dealer’s left cuts the deck to select the card that goes on top of deck for counting
- After a round is completed, the deal moved the next player on the dealer’s left

How to Score by moving pegs on this Traditional Board

