

Cribbage

PLAYERS 2

DECK 52 cards, no jokers

TYPE Adding up

LEVEL Medium

GAME First to 121

THE GOAL

Be the first to peg 121 points, scored during the play and by counting your hand.

SETUP

Two players, one 52-card deck without jokers, a cribbage board or score sheet. Lower cut deals first; the deal then alternates.

THE DEAL

Six cards each. Each player lays away two face down to the dealer's crib. The non-dealer cuts and the dealer turns up the starter (a jack: dealer pegs 2).

A TURN

- Non-dealer starts: take turns playing one card, calling the running total (aces 1, pictures 10).
- The total may not pass 31. Can't play? Say "go"; the other player continues.
- After 31 or a go, start again from zero; the player who did not play last leads.

SPECIAL CARDS

- Play scores: fifteen 2, pair 2, pair royal 6, double pair royal 12, run 1 per card.
- Last card of a count 1, exactly 31 scores 2 instead.
- His heels: starter is a jack, dealer 2. His nobs: jack of the starter's suit in hand or crib, 1.

SCORING

- Show order: non-dealer's hand, dealer's hand, then the crib, each with the starter.
- Each fifteen 2, each pair 2, runs 1 per card.
- Flush: 4 in hand (5 with the starter); the crib needs all five cards for 5.

WINNING

The first player to reach 121 wins immediately, at any moment in the hand.

HOUSE RULES

- **Muggins.** If a player misses points while counting, the opponent calls "muggins" and pegs them instead.
- **Lurch or skunk.** If the loser hasn't reached 61, they are lunched and the win counts double. In the American version, under 91 is a skunk (double) and under 61 a double skunk (triple or quadruple).
- **Five-card Cribbage.** The older version: five cards each, two to the crib, and a game to 61.