

# Cribbage Scoring Cheat Sheet

<u>Point Combination</u>	<u>Example</u>	<u>Points During Play or Pegging</u>	<u>Points During Counting The Show</u>
Fifteen	10-5, 3-4-8, 6-9	2	2
31 for two	Make the last point total during play add up to 31 exactly	2	-
Go or Last Card	Last card played before 31 but not 31	1	-
His Heels or Nibs	2 (only for dealer when Jack is cut)	2	-
Pairs	4-4, A-A, 8-8	2	2
Pair Royal (Three of a Kind or Trips)	2-2-2, 7-7-7, J-J-J	6	6
Four of a Kind (Double Pairs Royal)	Q-Q-Q-Q	12	12
Runs (3 or more in a row)	2-3-4, 9-10-J	3+ (one for each card)	3+ (one for each card)
Double Run	8-8-9-10	-	8
Double Run of Four	8-8-9-10-J	-	10
Triple Run	8-8-8-9-10	-	15
Double Double Run	8-8-9-9-10	-	16
Flush of hand (4)	Four cards of the same suit	-	4
Flush plus the Starter	Four cards of the same suit plus the matching starter	-	5 (crib must include starter to count)
Nobs	Jack in hand or crib matching the suit of the starter card	-	1



# Phases Of A Cribbage Hand

## The Deal

In standard two-player cribbage, each hand starts with one player (called the "Dealer") dealing six cards to the other player (called the "Pone").

\*To determine who deals first, both players cut a card from the deck. The lowest card deals first.

## The Discard And The Cut

Each player must discard two cards to go into the dealer's crib or bonus hand to be counted at the end of the round.

After the discard is made, the Pone cuts the remaining deck and the dealer turns up the top card. This is called the starter and is used during the Show.

Note: If a Jack is turned up, the dealer gets two points scored right then and there for "his heels" or nibs.

## The Play (Pegging)

The Pone starts the pegging or play by playing one card and counting the value (face cards count as 10; aces as 1). The dealer then plays a card, adding their card value to the Pone's.

Play continues back and forth (counting 15s, pairs, and runs) until 31 is reached. If someone makes 31 exactly, they get 2 points. If someone can't play without going over 31, they say "Go."

The last player to play gets 1 point and the other player starts the next set back at zero. This continues until all cards are gone.

## The Show (Counting Hands)

The counting phase of the game is called the show. The Pone counts first, showing the cards. Don't forget the starter card can be used as one of your cards.

Dealers count second, counting their hand first and then the crib. The starter card is good to use for both of these hands as well.

Note: If someone counts their hand wrong, it's legal to correct them and then take the points they missed as your own. I wouldn't do this if it's a new players, though. They may never want to play with you again!

Deal passes to the Pone for the next round and you repeat until one player gets to 121 points and wins the game!

