



**Points in Your Hand:**

Any cards **adding to 15?**

Take 2 points.

Any **doubles?** Take two points.

Any **triples** (double royal)? Take 6 points.

**Quadruple?** (double pair royal)? Take 12 points.

**Run of 3, 4, or 5?** Take 3, 4 or 5 points.

**Flush** (4 or 5 cards the same suit)? Take 1 point per card.

Have a jack in your hand that is the same suit as the turned-up card?

Take 1 point.

Dealer?

Count your crib hand!

Then the opponent becomes the dealer.

**Two Player Cribbage:**

Dealer deals 6 cards each.

Players secretly discard 2 cards into the "crib" pile. This is a bonus hand for the dealer. Be strategic here.

Dealer asks opponent to cut deck. Place opponent's portion under the pile. Dealer turns top card over and leaves it there. Players get to use this card when figuring out points later. Jack? Dealer takes 2 points.

**Time to play!** Opponent places the first card down and states its value. Ace = 1; face cards = 10.

Dealer places second card down and adds to find new total. 15? Take 2 points (colour 2 squares in your row) Double? Take 2 points. Take turns. Triple? Take 6 points.

Keep going until you get as close to 31 as possible. Can't play another card without going over? Opponent takes a "go" (1 point). Get to 31 exactly? Take 2 points.

Now start another adding war, using the remaining cards in the deck.

