Cribbage Rules

For 2, 3 or 4 players · game to 121 (or 61)

Goal

Be the first to peg 121 points (61 in a short game). Points are pegged on the board as soon as they are scored.

The deal

Two players. Deal six cards to each player. Each player puts two cards face down in the crib, which belongs to the dealer. The non-dealer cuts the starter and leads the play.

Three players. Deal five cards to each player and one card from the deck face down to start the crib. Each player then puts one card in the crib, so it has four cards; it belongs to the dealer. The player on the dealer's left cuts the starter and leads, and play goes clockwise. Everyone scores for themselves, and the first to 121 wins. The deal passes to the left.

Four players. Deal five cards to each player; each player puts one card in the crib, which belongs to the dealer. The player on the dealer's left cuts and leads, and play goes clockwise. You can play as four individuals or as two teams of partners.

The starter and his heels

Once the crib is made, the deck is cut and the dealer turns up the top card: the starter. If the starter is a jack, the dealer pegs 2 at once for **his heels**.

The play (pegging)

Players take turns laying one card face up and calling the running total, which can never go past 31. Peg as you play: **15** is 2, **31** is 2, a **pair** 2, three of a kind 6, four of a kind 12, a **run** of three or more 1 per card. When nobody can play without passing 31, the player who laid the last card pegs 1 for the **go** (2 for exactly 31), and the count starts again at 0. The last card of the play scores 1.

The show

Hands are counted starting on the dealer's left, the dealer last, then the crib. Each counts with the starter: **fifteens** 2 each, **pairs** 2 each, **runs** 1 per card, a **flush** 4 in the hand (5 with the starter; in the crib only a five-card flush, 5), and **his nobs**, the jack of the starter's suit, 1.

Winning and skunks

The game ends the moment a player reaches 121 (or 61), even in the middle of a hand. In a game to 121, a loser below 91 is skunked and below 61 double skunked; in a game to 61, below 31, with no double skunk.

Sources: Wikipedia, *Rules of cribbage*; Bicycle Cards, *Cribbage*.

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porchcribbage.com
Count any hand with the online calculator

Practice on iPhone:
Porch Cribbage