

# Cribbage Tournament Rules

## Cribbage Tournament overview

This tournament is organized as a general fund-raiser for Silver Star Masonic Lodge, with the net proceeds of the event to benefit a community outreach project (e.g., little league sponsorships, parade registrations, “bikes for books”, and the like). Funds are raised by player donations at/before registration time.

### ✓ Registration

Each player must pay (donate) an entry fee for participation, and may win Cash Prizes. Registration is defined as purchasing a ticket from the Registrar (Secretary of Silver Star, No. 286, F. & A. M.). The minimum recommended donation for registration is \$20.00 for one entry, and there are 32 possible entries in the bracket structure. Registration is concluded before game start. Registered entrants who arrive/join the game after game start may be allowed to participate in unstarted rounds based on their then current bracket position, unless said bracket position indicates they've already been eliminated (see details below).

### Purchasing Tickets

Each entry costs \$20.00 as a minimum. Amounts in excess of the minimum do not change/improve a registrant's initial bracket position, nor waive any other participation guidelines. Only Masons and their invited guests may register. Once you have registered, you are eligible to participate in the Cribbage Tournament.

### ✓ Prizes

The prizes are in fixed amounts (\$50/\$30/\$20), and therefore the tournament requires a minimum number of registered players to avoid the Organizers from “calling off” or cancelling the tournament. The minimum number is based on the sizes of the prizes and other costs associated with the tournament. The minimum number for this tournament is 13.

### ✓ Refund Policy

The tournament will be cancelled and refunds will occur if the minimum number of registrants is not achieved at least 48 hours prior to the beginning of the event. In the event of cancellation, a full refund will be made to each participant within 5 business days of the date of the cancellation announcement. Refunds will be in the form of a check and will be sent by US Mail.

Further, players may receive a full refund if the request is made at least 72 in advance of the scheduled event. No other refund requests, partial or full will be made within 48 hours of the event. Cancellation as a result of *vis major*<sup>1</sup> will result in partial refund after expenses of the event are paid, divided among the registered participants in proportion to their contribution at the time of cancellation.

## Playing in Cribbage Tournaments

The style of tournament is simple Double Elimination with each bracket playing a single game per round. Tournament Play is scheduled and timed. Each round is limited to a maximum of 20 minutes of play time.

## Double Elimination Cribbage Tournaments

In double elimination cribbage tournaments a single defeat does not preclude the player from winning. If the game ends in a draw, a new game is played until one of the players wins. After the 1st round, the players are subdivided into two brackets: the winners of the 1st round play in the Winners Bracket while the losers of the 1st round go to Losers Bracket. In every round, the losers in the Winners Bracket step

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<sup>1</sup> *vis major* - is defined as a greater or superior force: an irresistible force; force majeure; or a loss that results immediately from a natural cause without human invention and that could not have been prevented by the exercise of prudence, diligence, and care."

down to play in the Losers Bracket. Also at every round, the losers in the Losers Bracket are eliminated from the tournament, while the winners are paired with each other for the next round. The top player listed in each pair is responsible for setting up the table.

At the very last final round, the winner of the Winners Bracket plays with the winner of the Losers Bracket for the 1st prize. To get the 1st prize, the winner of the Winners Bracket needs just one win out of the maximum of two games. The winner of the Losers Bracket, however, needs to win 2 games in a row in order to win the 1st prize.

### **Determination of Winners**

The Organizer of the event will provide a tournament 'Marshall' who will determine any scoring questions and will arbitrate any disagreements during tournament play. By registering and/or participating in any tournament, you agree to be bound by these determinations and to recognize the Marshall's decisions as final.

Initial bracket position will be determined by registration order. Each round will consist of one game of 6 card cribbage played to 121 points. The first player to reach at least 121 points wins that game and the round. If neither player has reached 121 points by the conclusion of time limit for that round, the player with the most points "pegged" is the winner of that game. If the players are tied, the one who got to the current score first wins.

If a registered player is not present at the scheduled start time for a round of play, they forfeit (lose) that round, and the other player advances. If both players are absent and they are in the "winners' bracket", the "upper" player in the bracket will forfeit the round and be dropped to the losers bracket, while the "lower" player in the bracket will be eliminated, causing a 'bye' in the succeeding "winners' bracket" round. If both players are absent and they are in the "losers' bracket", both are eliminated, causing a 'bye' in the succeeding "losers' bracket" round. Exceptions to these guidelines (e.g., for the final round) will be determined by the Marshall, whose decision shall be final.

### **Muggins**

As this is a friendly, fund-raising, game, Muggins will not be in effect. Any questions regarding scoring should be referred to the tournament Marshall who shall render final judgment.

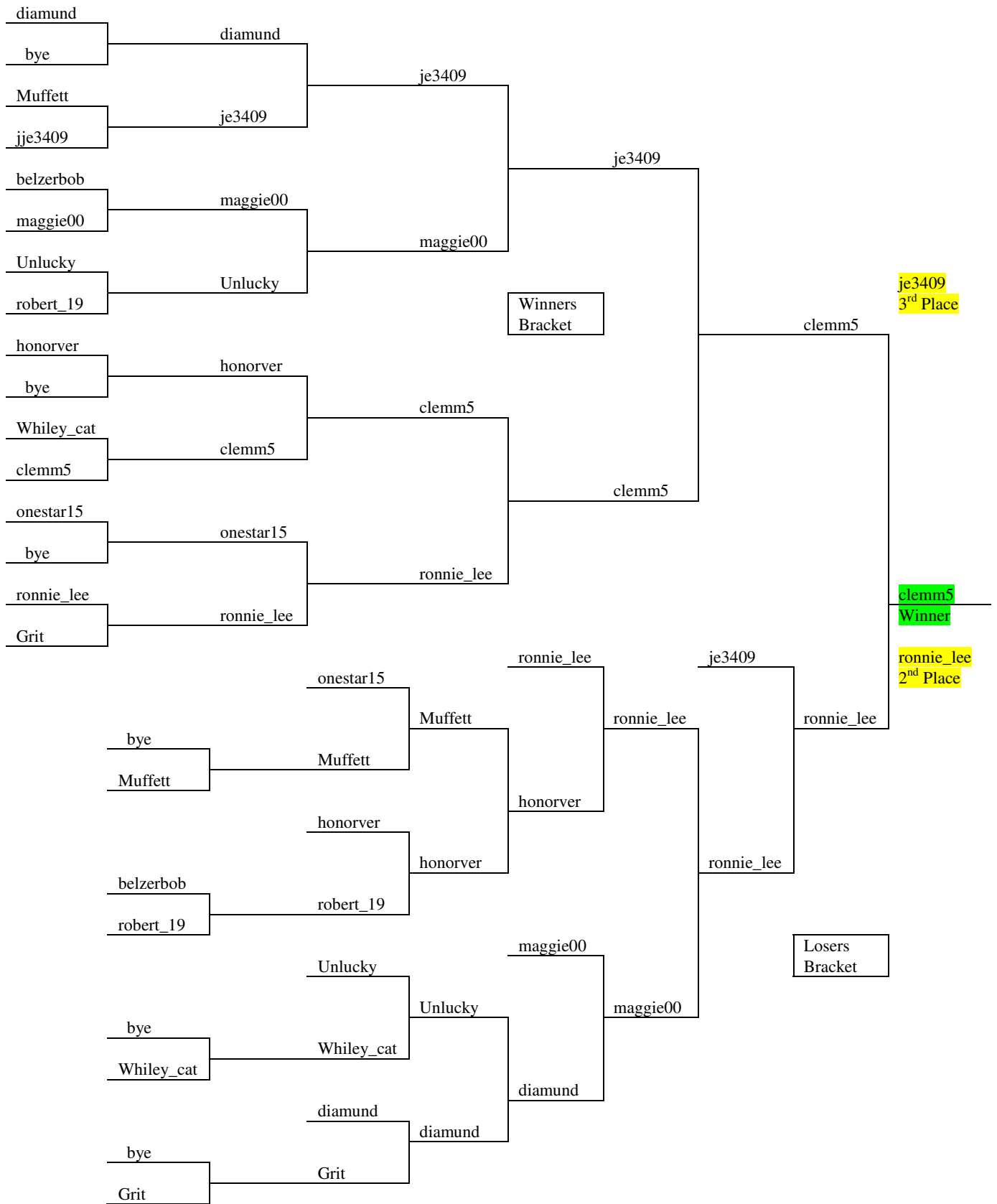
### **SAMPLE GAME**

A sample Double Elimination Cribbage tournament is illustrated below.

Cribbage tournament '32 POS/DE/6 CRD/121 PTS/20 MIN MAX/20 USD'

Final Standings: <b>1-st Place: clemm165</b> - won <b>\$50</b> <b>2-d Place: ronnie_lee</b> - won <b>\$30</b> <b>3-d Place: jje3409</b> - won <b>\$20</b>
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Please see the sample bracket diagram on the next page that represents a concluded tournament.



# Six Card Cribbage Basic Rules and Strategy

## Number of Players

The basic game is for two players.

## The Cards

A standard pack of 52 playing cards is used. All suits are considered equal. The rank and value of the cards are as follows: K Q J 10 - 10, A - 1, 9 8 7 6 5 4 3 2 - the corresponding number of points.

## Object of the Game

Be the first player to score 121 points. Points are scored for combinations of cards either occurring during the play or occurring in a player's hand or in the cards discarded before the play, which form the crib or box.

## Board, Pegs and Scoring

The cribbage board is used to show the score accumulated by each player during the play of a game (front peg) and the amount of the latest incremental score (difference between front and rear pegs).

## Deal

The first deal is determined randomly. The deal then alternates from hand to hand until the game is over. The dealer shuffles, the non-dealer (Pone) cuts the cards, and dealer deals 6 cards face down to each player one at a time. The undealt part of the pack is placed face down on the table.

At the end of each hand, the played cards are gathered together and the whole pack is shuffled by the new dealer before the next deal.

## Discard

Each player discards two cards to form the "crib", which belongs to the dealer. This 4-card crib is set aside until the end of the hand. Non-dealer (or Pone) will try to throw cards that are unlikely to make valuable combinations, but must balance this against keeping a good hand for himself. Dealer, on the other hand, may sometimes find it pays to place good cards in the crib - especially if they cannot be used to best advantage in hand.

## Starter Card

The pone cuts the remainder of the pack to select a starter card, which is used in counting the value of each player's hand and the crib. In online implementation it is one of the undealt cards, that is turned face up.

If the starter card is a Jack, the dealer immediately pegs 2 holes - this is called "Two for His Heels."

## Play of the Cards

Starting with the non-dealer, players alternately play (place face up on the table, keeping them separate from the other players' cards) one card at a time. The cumulative value of the cards played is announced as each card is played.

In this stage of the game the total pip value of the cards played by both players must not exceed 31. If a card is played which brings the total exactly to 31, that player pegs 2 points - called '31 for 2'.

A player who cannot play without exceeding 31 does not play a card but says 'Go', leaving his opponent to continue if possible, pegging for any further combinations made. If neither player can lay a card without going over 31, then the last player to lay a card pegs one for the go or one for last.

The cards that have been played are turned over and a fresh round of play starts with the unplayed cards in exactly the same way. The opponent of the player who played last in the previous round (scoring "1 for last" or "31 for 2",) plays first in the new round.

This second round of play again continues until neither can play without going over 31. The last player again scores "1 for last" or "31 for 2", and if either player has any cards left there is a further round. Play continues for as many rounds as necessary until both players' cards are exhausted.

Towards the end, it may happen that one player has run out of cards but the other still has several cards. In that case the player who still has cards simply carries on playing and scoring for any combinations formed until all his cards have been played.

### **Scoring During Play**

A player who makes any of the following scores during the play pegs them immediately:

**15:** If you play a card which brings the total to 15 you peg 2 points claiming Fifteen two.

**31:** As mentioned above, if you play a card which brings the total to exactly 31 you peg 2.

**Pair:** If you play a card of the same rank as the previous card (e.g. a king after a king) you peg 2 for a pair.

**Royal Pair:** If immediately after a pair a third card of the same rank is played, the player of the third card scores 6 for pair royal.

**Double Royal Pair:** Four cards of the same rank, played in immediate succession. The player of the fourth card scores 12.

**Run:** A run or sequence is a set of 3 or more cards of consecutive ranks (irrespective of suit) - such as 9-10-jack or 2-3-4-5. The cards do not have to be played in order, but no other cards must intervene. Score equals to a number of cards in a run.

**Last Card:** If neither player manages to make the total exactly 31, the player playing the last card pegs 1.

### **The Show and Scoring**

All of the cards that were put down during the play are now retrieved and scored for combinations of cards held in hand. First the non-dealer's hand is exposed, and scored. The start card also counts as part of the hand when scoring combinations. All valid scores from the following list are counted:

**15:** Any combination of cards adding up to 15 pips scores 2 points. For example king, jack, five, five would count 8 points (four fifteens as the king and the jack can each be paired with either five). This combination would be marked as fifteen: 8.

**Pair:** A pair of cards of the same rank score 2 points. Three cards of the same rank contain 3 different pairs and thus score a total of 6 points for pair royal. Four of a kind contain 6 pairs and so score 12 points.

**Run:** Three cards of consecutive rank (irrespective of suit), such as ace-2-3, score 3 points for a run. A hand such as 6-7-7-8 contains two runs of 3 (as well as two fifteens and a pair) and so would score 12 altogether. A run of four cards, such as 9-10-J-Q scores 4 points (this is slightly illogical - you might expect it to score 6 because it contains two runs of 3, but it doesn't. The runs of 3 within it don't count - you just get 4), and a run of five cards scores 5. Flush: If all four cards of the hand are the same suit, 4 points are scored for flush. If the start card is the same suit as well, the flush is worth 5 points. There is no score for having 3 hand cards and the start all the same suit. Note also that there is no score for flush during the play - it only counts in the show.

**One For His Nob:** If the hand contains the jack of the same suit as the start card, you peg One for his nob.

After the pone's hand has been shown and the score pegged, the dealer's hand is shown, scored and pegged in the same way. Finally the dealer exposes the four cards of the crib and scores them with the start card. The scoring is the same as for the players' hands except that a flush in the crib only scores if all four crib cards and the start card are of the same suit. If that happens the flush scores 5.

## **Game End**

As soon as someone reaches or passes 121, that player wins the game. This can happen at any stage - during the play or the show.