



How to Score in Cribbage

Calculating Changes

Member Activity

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- ◆ Face cards = 10, Ace = 1
- ◆ The Turn Up card is only used in the Show & Count part of the game. Both players can use it.
- ◆ Scoring rules are for all parts of the game.
- ◆ Players must 'announce' why they are getting points as they count them.
- ◆ Rules are in **bold**. Other text is explanation.

Main Scores

- ◆ Fifteens
 - **Any combination of cards totalling 15 is worth 2 points.**
 - Example: If a player holds 10, 5, 4, A and the Turn Up is K, the count is announced as...
Fifteen two - 10 + 5 ... *Fifteen four* - 10 + 4 + A ...
Fifteen six - K + 5 ... *Fifteen eight* - K + 4 + A.
- ◆ Pairs
 - **Any two cards 'of a kind' is a pair and counts for 2 points.**
 - Example: If a player holds 7, 7, 10, Q and the Turn Up is Q, the count is announced as...
Four for pairs - two 7s and two Qs.
- ◆ Multiple Pairs

Three of a kind and four of a kind are counted as multiple pairs.

 - **3 of a kind is called a Pair Royal = 6 points.**
 - **4 of a kind is called a Double Pair Royal = 12 points.**
 - Example: If a player holds 10, 10, 8, 8 and the Turn Up is 10, the count is announced as...
Six for a Pair Royal plus two for a pair makes eight.
 - Example: If a player holds 7, 7, 7, 6 and the Turn Up is 7, the count is announced as...
Twelve for a Double Pair Royal.
- ◆ Runs
 - **Any sequence of three or more consecutive cards is a run.**
 - **The score is the number of cards in the run.**
 - During Plugging, the run does not have to be in order, but the run cannot be broken by an out of sequence card.
 - Example: If a player holds A, 2, J, Q and the Turn Up is K, the count is announced as...
Three for a run - J, Q, K - A = 1 so is not in the run.
 - Example: During Plugging, if the cards are played in this order - 4, 2, 3, 5, 6 - the person who plays the 3 scores 3 for a run, then the player of the 5 scores 4, and the player of the 6 scores 5
 - Example: During Plugging, if the cards are played in this order - 4, 2, 3, 4, 3 - the person who plays the first 3 scores 3 for the run 4, 2, 3, then the person who plays the second 4 scores 3 for the run 2, 3, 4, but the person who plays the second 3 scores nothing for it because the 3 does not complete a run

- Example: During Plugging, if the cards are played in this order - 4, 2, 6, 5, 3 - the person who plays the final three scores 5 for the five card run, but nothing is scored before them because there was no run.
- ◆ Flushes
 - **A flush is a collection of four cards of the same suit, not including the Turn Up.**
 - **Four flush cards in the hand and a Turn Up card of the same suit counts as a five point flush.**
 - When counting the Crib, the flush *must* be five cards. In the Crib a four card flush is not counted.
 - Flushes don't score during Plugging.

Special Scores

- ◆ His Heels
 - **The person** (always the dealer) **who Turns Up a Jack gets two points** and announces...
Two for his heels or sometimes *Two for doing it.*
- ◆ His Hat
 - **When Showing & Counting a person who has the Jack of the same suit as the Turn Up card gets an extra point and announces...**
One for his hat or sometimes *One for his nob.*
- ◆ Some special points occur during Plugging:
 - **31**
If a person plays a card that makes the total exactly 31 they get 2 points and announce...
Thirty-one for two.
 - **Go Point**
If a person can't play a card without going over 31 they announce *Go* and the other player continues laying cards until they either reach *Thirty-one for two* or can't play without going over 31 and announces...
One for go.
 - **Last Point**
Sometimes the last card played may not involve either 31 or Go. The player who plays this last card gains one point and announces...
One for last.