

GATHERING OF THE KNOBS

Hook & Ladder Inaugural Cribbage Tournament Rule Sheet

- Two (2) teams compete with each team consisting of 2 players.
- Team winning 2 out of 3 Games wins the Match and moves on to the next round.
- It is a double elimination tournament.
- Bracketing of teams is at random.

The Judge:

- Decisions are made by the tournament judge, who will answer questions and settle disagreements between players relating to the rules of play and the health of the tournament.
- Decisions of the judge are considered final.
- **Please remember to keep fair play in mind as this is a friendly outing for all participants.**

Deciding First Dealer:

- The cards are cut by each team member at the start of the match to determine the dealer.
- Low card deals. Ace is considered the lowest card.
- Remainder of games, the losing team will deal.

The Shuffle:

- Be aware of your opponent's shuffling techniques and report anything that makes you uncomfortable.
- It is prohibited at any time during the shuffle or deal to view or display the bottom card of the deck.
- **Shuffling Courtesy Cut** - After dealer shuffles, deck is offered to opponent who may then cut the cards (always cut toward the dealer) or tap the deal to waive the cut for that deal. This is not mandatory.
- No points will be awarded for having the opposing team cut the cards.

The Deal / The Cut:

- Players are dealt out 5 cards per person.
- **For The Crib** - Each player discards one and sets it aside for the dealer in doubles play.
- **Hole Card or Cut Card** - The card that is cut and placed on the remainder of the deck and is used in counting the value of each hand and the crib. It is prohibited to view or display the bottom card of the cut.
- A "Jack Cut" as the Hole card, always counts two points for the dealer.

Card Playing / Pegging:

- **"Go"** - Called by a player who cannot play a card without exceeding the cumulative count of 31; the opponent scores one point, or two if reaching exactly 31 yet never three for a go that leads to a 31.
- **Pegging** - The marking of scored points by advancing the rear peg ahead of the front peg and releasing it. Do NOT touch your opponents' pegs for any reason at any time.
- **Run or straight, single:** Sequence of three or more consecutive cards in any order during the play of the cards. For example, 3-5-6-7-4 counts three when the 7 is played and counts five when the 4 is played.
- **Muggins** - Taking the opponent's points when that opponent fails to peg those points before the other player starts their turn. *Muggins is prohibited in this tournament.*

The Show:

Once the play is complete, each player in turn, starting with the player on the left of the dealer, displays their own hand on the table and scores points based on its content *in conjunction with the cut card*

- 15 – For causing the count to reach exactly 15 a player scores two points.
- Pair – Completing a pair (two of a kind) scores two points.
 - Three of a kind is the same as three different pairs, or 6 points.
 - Four of a kind is 6 different pairs, or 12 points
- Flush - Four cards of the same suit held in the hand count four points;

- Flush - Five cards including the starter card of the same suit count five points in the hand or crib.
- "Jack of the Same Suit" as the Hole card in the hand or crib counts one point.
- Run or straight, multiple used in counting hands and crib:
 - Double run: two three-card or four-card straights, including one pair; for example, A-2-3-3 or A-2-3-3-4.
 - Double-double run: four three-card straights, including two pairs; for example, 8-8-9-9-10.
 - Triple run: three three-card straights, including three of a kind; for example, J-Q-Q-Q-K.

Winning the Game / Match:

- **Game** – A single win awarded when one team has scored 121 or more points irregardless of by how much they have outscored their opponents.
- **Skunk & Double Skunk** – To win by 31 or more points (Skunk) or 61 or more points (Double Skunk). This does not count as an extra game win for determining best x out of y wins.
- **Match Winner** - Team winning 2 out of 3 Games wins the Match and moves on to the next round.