

Sarasota School of
Arts and Sciences
Cribbage Club
2011-2012

Cribbage, or **crib**, is a [card game](#) traditionally for two players, but commonly played with three, four or more, that involves playing and grouping [cards](#) in combinations which gain points. Cribbage has several distinctive features: the cribbage [board](#) used for scorekeeping, the [eponymous](#) *crib* or *box* (a separate hand counting for the [dealer](#)), two distinct scoring stages (the play and the show) and a unique scoring system including points for groups of cards that total fifteen. According to [John Aubrey](#), cribbage was created by the [English](#) poet [Sir John Suckling](#) in the early 17th century, as a derivation of the game "[noddy](#)". While noddy has disappeared, crib has survived, virtually unchanged, as one of the most popular games in the [English-speaking](#) world.^[1] The objective of the game is to be the first player to score a target number of points, typically 61 or 121. Points are scored for card combinations that add up to fifteen, and for pairs, triples, quadruples, [runs](#) and [flushes](#). Cribbage holds a special place among American submariners, serving as an "official" pastime. The wardroom of the oldest submarine in the fleet carries [RADM Dick O'Kane's](#) personal cribbage board onboard, and upon decommissioning it is transferred to the next oldest boat.^[2]

Rules

Main article: [Rules of cribbage](#)

The players [cut](#) for first deal, and the dealer [shuffles](#) and deals five or six cards to each player, depending on the number of players. For two players, each is dealt six cards; for three or four players, each is dealt five cards. In the case of three players, a single card is dealt face down in the centre of the table to start the crib. Once the cards have been dealt, each player chooses four cards to retain, then discards the other one or two face-down to form the "crib" which will be used later by the dealer.^[3] At this point, each player's hand and the crib will contain exactly four cards. The player on the dealer's right cuts the deck and the dealer reveals the top card, called the "starter".^[4] If this card is a [Jack](#), the dealer scores two points for "his heels", also known as "his nibs".

The play

Starting with the player on the dealer's left, each player lays one card in turn onto a personal [discard](#) pile, stating the cumulative value of the cards laid (for example, the first player lays a five and says "five", the next lays a six and says "eleven", and so on), without the total going above 31. Once no more cards can be played, the cumulative position is reset to zero and those players with cards remaining repeat the process until all players' cards have been played. Players score points during this process for making a total of fifteen, for reaching exactly, or as close as possible to a total of thirty-one, for [runs](#) and for pairs. Players choose the order in which to lay their cards in order to maximize their score according to the scheme shown below. If one player reaches the target (usually 61 or 121), the game ends immediately and that player wins.

The show

Once the play is complete, each player in turn receives points based on the content of his hand *in conjunction with the starter card*. Points are scored for combinations of cards totalling fifteen, runs, pairs, [flushes](#) and having a Jack of the same suit as the starter card

("one for his nob"). The dealer scores his hand last and then turns the cards in the crib face up. These cards are then scored by the dealer as an additional hand in conjunction with the starter card.

Scores between 0 and 29 are all possible, with the exception of 19, 25, 26 and 27.^[5] Players may refer colloquially to a hand scoring zero points as having a score of nineteen.^[6]

Cribbage board



Modern 120-hole cribbage board

Visually, cribbage is known for its scoring board - a series of holes ("streets") on which the score is tallied with pegs (also known as "spilikins").^[7] Scores can be kept on a piece of paper, but a cribbage board is almost always used, since scoring occurs throughout the game, not just at the conclusion of hands as in most other card games. Points are registered as having been scored by "pegging" along the crib board. Two pegs are used in a [leapfrog](#) fashion, so that if a player loses track during the count one peg still marks the previous score. Some boards have a "game counter", with many additional holes for use with a third peg to count the games won by each side.

Rules for the club are the same for any classroom. Open to all grade levels.

Permission slip must be on file in order to participate and Parents must pick up by 5:30 or child will not be able to participate in club.

Parent/Student Permission Slip

Beginning September 7.

Dear Parents:

In an effort to offer strategies so that students can attack problems from multiple avenues, focus on time management, make new friends, and to promote self-confidence, SSA &S is starting a Cribbage Club on the 1st and 3rd Wednesdays of every month in Room 28 from 4:30 until 5:30.

My child _____

Has permission to participate in Cribbage club. I have read the attached information and agree to abide by all the guidelines and procedures.

Parent signature _____ Date _____