

Southern Alberta Summer Games

CRIBBAGE

Draft Date: February 21/2018



Date: Wednesday, July 4, 2018

Time: Check in: 8:30 am Start Time: 9:00 am **Singles**
Check in: 12:00 pm Start Time: 12:30 pm **Pairs**

Location: Parkside Manor of Taber, 4830 50 Ave, Taber AB T1G 1H1 403-223-4247

Age Groups and Events:

Open age groups. No age limits.

- Singles
- Pairs (any two individuals)

Regional Representation:

3 Pairs teams from each region.

3 Singles from each region.

We reserve the right to restrict registration at a later date, only if required. We will be able to host 40 pairs and 40 singles.

Format:

Tournament – Pairs and Singles

Guaranteed 8 games

Rules and Regulations:

1. Every athlete must be able to produce appropriate identification at all times.
2. The rules of the facility must be respected at all times.
3. The Southern Alberta Summer Games has a Zero Tolerance Harassment Policy. If a competitor, coach, parent, or spectator is abusive in any way towards officials, other competitors or volunteers, they will immediately be ejected from competition.
4. The American Cribbage Congress Tournament Rules (2016) will be in effect. Any exceptions to these rules will be outlined below.
5. Also note the following:
 - For each game, the winner whom reaches 121 points first will receive a “0” on their scorecard and the losing team will record the number of points left (121 minus their score).
 - Neither penalty, nor extra premium will be scored for a skunk.
 - As soon as a player pegs out, no further counting can be done.
 - Cut for crib in each game. Lowest card wins the deal.
 - When counting, cards must be placed face up on the table.

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In the event of a misdeal, the dealer will deal again. Misdeals qualify if a card is found faced in the pack, if a card is exposed during dealing, if the wrong number of cards is dealt, or if the pack is found imperfect.

- Any points missed cannot be counted once a player has finished moving his peg.
 - If a player places a peg short of the amount to which he is entitled, he may not correct his error after he has played the next card or after the cut for the next deal. If he pegs more than his announced score, the error must be corrected by his opponent at that time.
 - No “muggings” are allowed. (Players get whatever they have.)
 - Opposition agrees with your score before you peg.
6. The scoring system will be based on the least points scored for your 8 games. Should there be a tie; a winner is declared with a one game playoff to decide winner and runner up. If three-way tie exists go to “who beat who” in tournament (amongst those tied). If a tie still exists, then the two players would playoff in a single game.
 7. Breaks may be taken during the tournament, however, they should not interrupt the flow of the tournament.
 8. Games must be completed within a reasonable amount of time (20 minutes) so as not to interrupt the flow of the tournament.
 9. It is the responsibility of all players to check the scoring or pegging of score at all times. Any irregularity in score must be pointed out immediately before play resumes. Players must place their cards on the table when counting so that all may check. Counting begins with the player on the left of the dealer and revolves to the left ending with the dealer, who will count both his hand and the crib.
 10. Scorecards must be verified at the end of each game by a signature of the opposite team.
 11. The Convenor and his appointed representative will call for the game to start and any player or players not present at this time will forfeit that game to their opponent.
 12. Anyone deliberately causing the count to be confused by knocking the cribbage board to the floor, turning the board over so that the pegs fall out, or pulling all or enough pegs out so that the correct count is in doubt will immediately forfeit the game to his opponents regardless of the score at the time of this rule's infraction.
 13. At no time will anyone be allowed to interfere with the play at any table. If this is being done you are required to notify the Convenor or his Assistant.

General Rules for Cribbage:

Two-Handed Play (Singles)

1. Two players use a standard 52-card pack. Cards rank:

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K (high) Q J 10 9 8 7 6 5 4 3 2 A (low)

2. The object of the games is to be the first to score 121 points or over, accumulated over several deals.
3. The first deal is determined by cutting the cards. The player cutting the lowest card deals and has the first crib. If the cards cut are equal, there is another cut for first deal. The deal then alternates from hand to hand until the game is over. The dealer shuffles, and deals 6 cards face down to each player one at a time.
4. Each player chooses two cards to discard face down to form the crib. These four cards are set aside until the end of the hand. The crib will count for the dealer.
5. Non-dealer cuts the stack of un-dealt cards, lifting the upper part without showing its bottom card. The dealer takes out the top card of the lower part, turns it face up and, after non-dealer replaces the upper part, places it face up on top of the pack. This turned up card is called the start card – it will count for combinations as part of both players' hands as well as of the dealer's crib.
 - a) If the start card is a jack, the dealer immediately pegs 2 holes – this is called two for his heels.
 - b) The jack as a start card cannot be counted for pegging if player's peg is past the 115th hole.
6. Starting with the non-dealer, the players take turns to play single cards. You play your own cards to form a face-up pile in front of yourself, keeping them separate from the other player's cards. In this stage of the game, the total pip value of the cards played by both players must not exceed 31. The pip values of the cards are:

Ace = 1; 2 to 10 = face value; Jack = 10; Queen = 10; King = 10.

- a) As each card is played, the player placing a card announces the running total.
- b) 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. Bringing the total to exactly 31 pegs 2, but 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 the last.
- c) The cards that have been played are turned over and a fresh round of play starts with the un-played cards in exactly the same way. The opponent of the player who played last in the previous round (scoring thirty one for two or one for last) 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 any player has cards left, there is a further round. Play continues for as many rounds as necessary until all players' cards are exhausted. In that case the player who still has cards simply carried on playing and scoring for any combinations formed until all his cards have been played.

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- d) It is never possible to score “one for last” and “31 for 2” at the same time. They are alternatives. If you make exactly 31 for two points you do not get an additional “one for last”.
7. A player who makes any of the following scores during the play pegs them immediately.
- a) 15: if you play a card which brings the total to 15 you peg 2 claiming Fifteen two.
 - b) 31: as mentioned above, if you play a card, which brings the total to exactly 31, you peg 2.
 - c) 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. Note that (for example) a 10 and a queen do NOT make a pair even though they are both worth 10 points.
 - d) Pair Royal: If immediately after a pair, a third card of the same rank is played, the player of the third card shall score 6.
 - e) Double Pair Royal: Four cards of the same rank, played in immediate succession. The player of the fourth card scores 12.
 - f) Run: a set of 3 or more cards of consecutive ranks (irrespective of suit). Note that ace is low so, for example, ace-king-queen is not a run. The player of a card, which completes a run, scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene. Example: cards are played in following order 4-2-3-5-6-. The player of the 3 scores 3 for a run, then the player of the 5 scores 4, and the player of the 6 scores 5.
 - g) Last Card: If neither player manages to make the total exactly 31, whoever played the last card pegs 1. Note that to score for pair, pair royal, and double pair royal or run, the cards must have been played consecutively during a single round of play. If one player had to say “go” while the combination was being formed, the combination is still valid, but if both players are unable to play, causing a new round of play to be started from zero, all combinations are started afresh.
8. During the Show, players retrieve their cards put down during play and score 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:
- a) 15: any combination of cards adding up to 15 pips scores 2 points.
 - b) Pair: A pair of cards of the same rank scores 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 scores 12 points.

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- c) Run: Three cards of consecutive rank (irrespective of suit) scores 3 points for a run. A run of four cards scores 4 points (this 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.
- d) 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 that there is no score for flush during the play – it only counts in the show.
- e) One for His Nob: If the hand contains the jack of the same suit as the start card, you peg 1 for his nob.

Note that when scoring a hand, the same card may be counted and scored as part of several different combinations.

- 9. After non-dealer's hand has been shown and the score is pegged, 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 player's 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.

Four-Handed Play (Doubles)

- 1. One player from each pair will be designated to keep score. The other player will then cut the pack of cards to determine who deals first. The player cutting the lowest card will deal first (Ace is low).
- 2. All the scoring features are identical to the two-handed version. Partners sit opposite each other. One member of the partnership is elected to peg and the other two players cut for first crib. Cards are dealt clockwise one at a time, five to each player.
- 3. Each player puts one card in the dealer's crib. Dealer then offers the un-dealt stack to the opponent on his left to cut for start. (Cut back for crib, forward for start). When three players are forced to say "go", the fourth player earns the point for last card. In the show, counting begins at the dealer's left and ends with the dealer.
- 4. Sitting pairs are responsible for properly filling in the scorecards. Moving pairs must check for correctness and one member of each pair to initial scorecards at end of each game.
- 5. Moving players shall move to the next higher numbered table, i.e. Table #1 to Table #2; except players on the last Table who shall move to Table #1.

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Registration Deadline:

Registration Deadline as designated by your Regional Director

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. **Signed consent forms must accompany the waivers.**

No late registrations will be accepted.

Events will be cancelled if there are one or less individuals or teams registered. Should any event be cancelled due to lack of registrations, the athletes being affected by the cancellation will be given an opportunity to re-register in another suitable category provided that event is scheduled to run.