



# Cribbage Rules

**Warning:** Contains small parts. Not suitable for children under 3 years. Choking hazard.

## Objective

- Be the first player (or team) to reach **121 points** by scoring during play and in hands.

## Setup

- Players: 2 to 4
- 4 players can play individually, or as 2 teams of 2 players with partners sitting opposite each other
- Board requirements:
  - 2 player or 2 team games require a minimum **2 track board**
  - 3 player games require a **3 track board**
  - 4 player individual games require a **4 track board**
- Use a standard 52 card deck
- Each player draws a card. Lowest card deals first

## Game Overview

Each round consists of three stages:

- **The Deal**
- **The Play (Pegging)**
- **The Show (Counting)**



[Link to this document](#)

## The Deal

Dealer shuffles and deals:

- **2 players:**
  - Each player is dealt **6 cards**
  - Each player selects **2 cards** to discard into the crib
- **3 players:**
  - Each player is dealt **5 cards**
  - 1 card is dealt directly into the crib
  - Each player selects **1 card** to discard into the crib
- **4 players:**
  - Each player is dealt **5 cards**
  - Each player selects **1 card** to discard into the crib
- The player to the left of the dealer cuts the deck, and the dealer reveals the top card as the starter
- If the starter is a Jack, the dealer scores **2 points** immediately



## The Play (Pegging)

Starting with the player to the left of the dealer, players take turns clockwise playing one card at a time, keeping a **running total**. The running total is the cumulative value of all cards played during the current pegging sequence.

- Number cards count as face value
- Face cards count as **10**
- Ace counts as **1**

Example:

- Player 1 plays 5 → total is 5
- Player 2 plays Queen → total is 15
- Player 3 plays Jack → total is 25
- Player 1 plays Ace → total is 26

## How The Play Works

- Each player plays one card per turn and states the new running total
- If points are scored (See **Scoring During Pegging**), the player states both the total and the points, for example “15 for 2”, and scores them immediately
- If a player cannot play without the running total exceeding 31, they say **Go**
- When a player says **Go**, the next player in turn order, including the player who last played, may continue playing cards and score points as long as the running total does not exceed 31.
- When no other players can play, the player who laid the last card scores **1 point**, or **2 points** if the total reaches exactly 31
- The running total resets to 0 and play continues with the next player after the one who played the last card
- Continue until all cards have been played
- The player who plays the final card scores **1 point**, or **2 points** if it makes 31

## Scoring During Pegging

During pegging, if any of the following scoring combinations occur based on the running total and the most recent cards played, the player states the new running total along with the points scored, for example “15 for 2”, and moves their peg to score right away.

- **Running total 15**  
If current running total reaches exactly 15 → 2 points

**Examples:**

- Jack, 5 → 15 → 2 points
- 2, 2, 4, 3, 4 → 15 → 2 points
- 7, 7, → 15 → 2 points



- **Pairs / Sets**

- **Pair** (two cards of the same rank played consecutively) → 2 points
- **Three of a kind** (three cards of the same rank played consecutively) → 6 points
- **Four of a kind** (four cards of the same rank played consecutively) → 12 points

**Examples:**

- 8, 8 → 2 points
- 8, 8, 8 → 6 points
- 8, 8, 8, 8 → 12 points

- **Runs**

- Three or more consecutive ranks → points equal to number of cards
- Ace is always low in a run (A-2-3 is valid, but Q-K-A is not).
- Based on most recent consecutive cards played
- Cards may be in any order

**Examples:**

- 5, 7, 6 → 3 points
- 5, 7, 6, 5 → last three cards form a run → 3 points
- 5, 7, 6, 4 → 4 points

Scoring only applies if running total does not exceed 31

If multiple scoring combinations are met with a single card, score all of them

**Examples:**

- **5, 5, 5:**
  - Three of a kind → 6 points;
  - Running Total 15 → 2 points;
  - **Total scored → 8 points**
- **3, 6, 6:**
  - Pair → 2 points;
  - Running Total 15 → 2 points;
  - **Total scored → 4 points**
- **2, 3, 1, 4, 3, 2:**
  - Run of 4 cards (1, 4, 3, 2) → 4 points;
  - Running Total 15 → 2 points;
  - **Total scored 5 points**
- **5, 2, 3, 4, 1:**
  - Run of 5 cards → 5 points;
  - Running Total 15 → 2 points;
  - **Total scored 7 points**
- **King, 7, 7, 7:**
  - Three of a kind → 3 Points;
  - Ends count with Running total 31 → 2 points;
  - **Total scored → 5 points**





## The Show (Counting)

After all cards have been played, each player, starting with the player to the left of the dealer and continuing clockwise to the dealer, scores their hand using their 4 cards and the starter card, based on the scoring combinations below. The dealer then scores the crib with the starter card.

### Scoring Combinations

Each hand is scored by forming combinations using the player's 4 cards together with the starter card. A single card can be used in multiple combinations.

- **15s**
  - Any combination of cards that totals 15 → 2 points each
  - Cards can be combined in different ways, and each valid combination scores separately
- **Pairs / Sets**
  - Two cards of the same rank → 2 points
  - Three of a kind → 6 points
  - Four of a kind → 12 points
- **Runs**
  - Three or more cards in consecutive rank → points equal to the number of cards
  - Ace is always low in a run (A-2-3 is valid, but Q-K-A is not).
  - Runs can include any combination of the 5 cards (your 4 cards plus the starter)
- **Flush**
  - 4 cards of the same suit in your hand only → 4 points
  - 5 cards of the same suit including the starter → 5 points
  - *In the crib, a 4-card flush does not score. Only a 5-card flush scores.*
- **Nobs**
  - A Jack in your hand that matches the suit of the starter → 1 point

Example #1:

Hand: 4♥, 5♣, 5♦, 6♠; Starter: 5♠

Scoring:

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• <b>15s:</b> <ul style="list-style-type: none"> <li>○ 5♣+5♦+5♠ = 15 → 2 points</li> <li>○ 4♥+5♣+6♠ = 15 → 2 points</li> <li>○ 4♥+5♦+6♠ = 15 → 2 points</li> <li>○ 4♥+5♠+6♠ = 15 → 2 points</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• <b>Pair / Set:</b> <ul style="list-style-type: none"> <li>○ 5♣, 5♦, 5♠ → 3 of a Kind → 6 points</li> </ul> </li> <li>• <b>Runs:</b> <ul style="list-style-type: none"> <li>○ 4♥, 5♣, 6♠ → 3 points</li> <li>○ 4♥, 5♦, 6♠ → 3 points</li> <li>○ 4♥, 5♠, 6♠ → 3 points</li> </ul> </li> </ul> |
|---|--|

**Total: 23 points**

Example #2:

Hand: A♥, 2♥, 3♥, J♥; Starter: 4♥

Scoring:

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• <b>15s:</b> <ul style="list-style-type: none"> <li>○ A♥ + J♥ + 4♥ = 15 → 2 points</li> <li>○ 2♥ + 3♥ + J♥ = 15 → 2 points</li> </ul> </li> <li>• <b>Run:</b> <ul style="list-style-type: none"> <li>○ A♥, 2♥, 3♥, 4♥ → 4 points</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• <b>Flush:</b> <ul style="list-style-type: none"> <li>○ All 5 cards are hearts → 5 points</li> </ul> </li> <li>• <b>Nob:</b> <ul style="list-style-type: none"> <li>○ Jack of hearts matches the starter suit → 1 point</li> </ul> </li> </ul> |
|---|--|

**Total: 14 points**





## Using the Scoreboard

- The total number of pegs included depends on the number of tracks on the board. In general, the board includes 3 pegs per track
- The board also includes holes to track wins
- Each player or team uses 2 pegs to track score and 1 peg to track wins
- Move the rear peg forward to track score.



[Link to game boards](#)

## Winning the Game

- First player or team to reach **121 points** wins
- The game ends immediately when a player reaches 121 points, even if the current pegging round or counting round has not finished
- A **skunk** occurs when the opponent finishes with **61 to 90 points**
- A **double skunk** occurs when the opponent finishes with **60 points or fewer**

## Tracking Wins (Match Scoring)

If you are tracking games won across multiple games, there are many possible situation combinations based on the number of players (2 to 4) and the result of each game (normal, skunk, or double skunk). Within each situation, there are different variants for how match wins are awarded.

All players must agree on a scoring variant before play begins or use a mutually agreed house rule. The tables below outline common variants for assigning games won.

### Notation

- **Columns** show the possible result of each non-1st place players
- **Rows** show the finishing position of the players, excluding the last place player
- The value in each cell is the number of **games won** awarded to that player
- P1 = 1st place, P2 = 2nd place, P3 = 3rd place, P4 = 4th place
- N = Normal, S = Skunk, SS = Double Skunk

### 2 Players or 2 Teams

#### Variant A

	P2-N	P2-S	P2-SS
P1	1	2	3

#### Variant B

	P2-N	P2-S	P2-SS
P1	1	2	4

#### Variant C

	P2-N	P2-S	P2-SS
P1	2	3	3

#### Variant D

	P2-N	P2-S	P2-SS
P1	2	3	4



### 3 Players

#### Variant A

Result & Positions	P2-N / P3-N	P2-N / P3-S	P2-N / P3-SS	P2-S / P3-S	P2-S / P3-SS	P2-SS / P3-SS
<b>P1</b>	1	2	3	2	3	3
<b>P2</b>	0	0	0	0	0	0

#### Variant B

Result & Positions	P2-N / P3-N	P2-N / P3-S	P2-N / P3-SS	P2-S / P3-S	P2-S / P3-SS	P2-SS / P3-SS
<b>P1</b>	2	3	4	3	4	4
<b>P2</b>	1	2	3	1	2	1

#### Variant C

Result & Positions	P2-N / P3-N	P2-N / P3-S	P2-N / P3-SS	P2-S / P3-S	P2-S / P3-SS	P2-SS / P3-SS
<b>P1</b>	2	3	4	3	4	4
<b>P2</b>	0	1	2	0	1	0

### 4 Players Individual

#### Variant A

Result & Positions	P2-N / P3-N / P4-N	P2-N / P3-N / P4-S	P2-N / P3-N / P4-SS	P2-N / P3-S / P4-S	P2-N / P3-S / P4-SS	P2-N / P3-SS / P4-SS	P2-S / P3-S / P4-S	P2-S / P3-S / P4-SS	P2-S / P3-SS / P4-SS	P2-SS / P3-SS / P4-SS
<b>P1</b>	1	2	3	2	3	3	2	3	3	3
<b>P2</b>	0	0	0	0	0	0	0	0	0	0
<b>P3</b>	0	0	0	0	0	0	0	0	0	0

#### Variant B

Result & Positions	P2-N / P3-N / P4-N	P2-N / P3-N / P4-S	P2-N / P3-N / P4-SS	P2-N / P3-S / P4-S	P2-N / P3-S / P4-SS	P2-N / P3-SS / P4-SS	P2-S / P3-S / P4-S	P2-S / P3-S / P4-SS	P2-S / P3-SS / P4-SS	P2-SS / P3-SS / P4-SS
<b>P1</b>	3	4	5	4	5	5	4	5	5	5
<b>P2</b>	2	3	4	3	4	4	2	3	3	2
<b>P3</b>	1	2	3	1	2	1	1	2	1	1

#### Variant C

Result & Positions	P2-N / P3-N / P4-N	P2-N / P3-N / P4-S	P2-N / P3-N / P4-SS	P2-N / P3-S / P4-S	P2-N / P3-S / P4-SS	P2-N / P3-SS / P4-SS	P2-S / P3-S / P4-S	P2-S / P3-S / P4-SS	P2-S / P3-SS / P4-SS	P2-SS / P3-SS / P4-SS
<b>P1</b>	3	4	5	4	5	5	4	5	5	5
<b>P2</b>	0	1	2	2	3	4	0	1	1	0
<b>P3</b>	0	1	2	0	1	0	0	1	0	0

