

- HANDS OF CRIB
- MM-CUPSK-010
5. DEAL / CUT
- Cards are cut to determine first deal - low
Card deals - what is low?
- Six cards are dealt to each player alternately
Cards are cut prior to deal - Cards are cut
to determine starter card. Starter is used
as fifth card in scoring hand / crib
Demonstrate shuffle, proper cut, etc.

6. Discarding to Crib
keep 4 cards and discard two.

7. PLAY of HANDS

Play starts by playing one card face up and
stating value of card.

Dealer follows and states count

Play alternates to a count of 31 or "go"

Pegging portion of game will be covered in two
future classes