END GAME PEGGING

1. Entice the play
2. Lead the "sleeper" - camouflage hand
3. Work the traps
4. Keep counters for last (pair or 15-2)
5. If no counters keep two cards that could form a run.

**NEED 6+ to win**

1. Hold small pair and get count over 21
2. If no small pairs, work long runs
3. Keep for 4-5-6 combo (4-6, 4-5, 5-6) and try to play with six pegs

**NEED 10 or more**

1. Hold pair of 7's or smaller until end of play

**GENERAL CONSIDERATIONS**

1. Count the cards that will score - holding 2-5-5-6 and 4 is led - hold on - make the count - 10 & notice starter card.