

TOM CALD LEV 6

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 run 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.