

## LAW THAT IS BEHIND THE GAME

The Theory of 26 will get you more wins  
with players of all levels!

It's the LAW OF AVERAGES

### THEORY OF 26

$$ND - 10.2 + \text{Dealer } 16.2 = 26.4$$

First non-dealer 10-26-92-52-48-78-9-8-104-120

Dealer - 16-26-92-52-48-78-9-8-104-120

How does non-dealer overcome this?

- 1. ND must play offense from 1st card played
- 2. Dealer should play defense

→ this means nondeler on hand one  
is concerned with scoring max points

a. Don't worry about breaking crib

b. Take pairs, runs, 15-25 - score the game

→ Dealer plays defense - holds maximum  
scoring on pairs - lay off crib - avoid  
runs - slows game down