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

It's the LAW of AVERAGES.

**THeory of 26 #11**

ND = 10.2 + Dealer 16.2 = 26.4

First non-dealer $\begin{array}{c} 0 \ 4 \ 3 \ 2 \ 1 \ 0 \end{array}$

Dealer $\begin{array}{c} 16 \ 26 \ 42 \ 52 \ 48 \ 28 \ 9 \ 4 \ 10 \end{array}$

How does non-dealer overcome this?

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

- This means nondealer on hand one is concerned with scoring more points.
- Don't worry about balking crib.
- Take pans, runs, 15-25 - spread the pain.
- Dealer plays defense - helps overplay scoreless ou'pogs - lay off field - avoid runs - slow game down.