

DOUBLE-RUN HYPNOSIS

Don't fall in love with those double-runs. Many who play this game are mesmerized by them as dealer or non-dealer. Frequently, there is a better hand to retain among those six cards. Here are some double runs which generally should not be retained.

A-5-5-6-7-8

As dealer hold A-6-7-8, discard 5-5, and start with nine points

2-3-4-5-5-8

As dealer retain 2-3-4-8, discard 5-5 since the latter discard averages 8.876 points to own crib.

3-4-4-4-5-X

3-4-4-4-5-5

As dealer hold 3-4-4-4, discard 5-X or 5-5, and start with ten points.

4-5-6-7-7-X

When dealing, retain 4-5-6-X, discard 7-7, and begin with nine points.

5-5-5-6-7-X

As dealer or non-dealer hold 5-5-5-X for 14 points and discard 6-7.

2C-3C-4C-4d-9C-Qs

2D-3D-4D-4s-8D-Qh

As dealer, hold the flush for nine points, discard the 4-Q rather than 8 or 9-Q. Hold one more point than the double run would provide and improve the crib average. Any cut that would have resulted in 16 points with the double run will also score 16 with the flush. Non-dealer should also hold the flush in preference to the double run as it allows an escape card in pegging, and by leading the larger card (8 or 9) provides some pegging opportunities not present with the double run.