

CRIBBAGE LESSON 1 - HAND RECOGNITION & COUNTING

FIFTEEN = 2 points
PAIR = 2 points

THREE OF A KIND (pairs royal) = 6 points
FOUR OF A KIND (double pairs royal) = 12 points

DOUBLE RUN OF THREE = 8 points, plus fifteen's, flush points, and jack of nobs
(Show 3 common examples)
DOUBLE RUN OF FOUR = 10 points, plus any 15-2's, flush points, or nobs
(Show 3 common examples)

TRIPLE RUN = 15 points, plus fifteen's, flush, or nobs
(Show 3 common examples)
QUADRUPLE RUN = 16 points, plus 15-2's, flush points, or nobs
(Show 3 common examples)

FLUSH IN HAND = 4 points
= 5 points if starter card matches suit
FLUSH IN CRIB = 5 points as starter card must match suit of cards in crib

JACK OF HIS HEELS = 2 points to dealer when jack is starter card
JACK OF HIS NOBS = 1 point in either hand when jack matches suit of starter card

THESE HANDS ARE OFTEN MISCOUNTED:

A A-6-7-8 (Raggedy-Ann)
There are 13 points. Find them.

8 2-2-6-7(Raggedy-Andy)
There are 11 points. Find them

6 2-3-4-9
There are 9 points. Find them.

5 2-4-6-9
Do you see nine points?

HERE ARE TWO OTHERS OFTEN MISCOUNTED:

How many points are in each of these hands?

A K-2-2-3

3 A-2-3-9

RECOGNIZE THESE HANDS AS THEY COUNT VERY BIG!

5H 5-5-5-JH = 29 points(15 for 16, 4 of kind for 12, & nobs)
MOST FOLKS PLAY A LIFETIME AND NEVER HOLD THE ELUSIVE 29-POINT HAND.
NATIONAL AWARDS ARE PRESENTED TO THOSE WHO SCORE 28 OR 29 IN SANCTIONED
PLAY.

5-5-5-5 with any 10-point card = 28 points(15 for 16 + 4 of kind for 12)

$$\theta = 19, 25, 26, 27$$

MEMORIZE THE FOLLOWING 24-POINT COMBINATIONS AND SAY "24-WHERE'S THE BEAR?" IF PLAYING IN OUR CRIBBAGE CLUB. "I HAVE 24!" WILL WORK ANYWHERE ELSE.

A	7-7-7-7	= 24 points(15 for 12 + 4 of kind for 12)
3	3-3-3-9	= 24 points(15 for 12 + 4 of kind for 12)
3	6-6-6-6	= 24 points(15 for 12 + 4 of kind for 12)
4	4-4-4-7	= 24 points(15 for 12 + 4 of kind for 12)
4	4-5-5-6*	= 24 points(15 for 8 + quadruple run for 16)
6	7-7-8-8*	= 24 points(15 for 8 + quadruple run for 16)

* any two cards doubled in this three card run in combination with the starter card = 24 points

THERE ARE ONLY TWO WAYS IN WHICH 23 POINTS CAN BE SCORED. THOSE HANDS ARE AS FOLLOWS:

4	5-5-5-6	= 23 points(15 for 8 + triple run for 15)
5H	5-5-J-JH	= 23 points(15 for 14, 3 of kind for 6, pair for 2, & nobs)

TWENTY-TWO POINTS CAN ONLY BE SCORED WITH THREE FIVES AND A PAIR OF TEN-POINT CARDS.

5	5-5-K-K	5	5-5-Q-Q	5	5-5-J-J	5	5-5-10-10
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(15 for 14, 3 of a kind for 6, and the pair for 2)

TEN COMBINATIONS WILL SCORE 21 POINTS(NOT TO INCLUDE FLUSHES).

3	3-3-4-5	= 21 points(15 for 6 + triple run for 15)
4	4-4-5-6	= 21 points(15 for 6 + triple run for 15)
4	5-6-6-6	= 21 points(15 for 6 + triple run for 15)
5H	5-5-10-JH	= 21 points(15 for 14, 3 of kind for 6, & nobs)
5H	5-J-J-JH	= 21 points(15 for 12, 3 of kind for 6, pair for 2, & nobs)
5	J-J-J-J	= 21 points(15 for 8, 4 of kind for 12, & nobs)
6	7-7-7-8	= 21 points(15 for 6 + triple run for 15)
6	7-8-8-8	= 21 points(15 for 6 + triple run for 15)
7	7-7-8-9	= 21 points(15 for 6 + triple run for 15)
7	8-8-8-9	= 21 points(15 for 6 + triple run for 15)

(see supplement for flushes)

THERE ARE 63 WAYS TO GET 20 POINTS. THE FOLLOWING WILL GIVE YOU AN IDEA OF SOME OF THE COMBINATIONS POSSIBLE.

A	A-7-7-7	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
2	2-2-2-9	= 20 points(15 for 8 + 4 of kind for 12)
3	3-3-3-6	= 20 points(15 for 8 + 4 of kind for 12)
3	3-3-9-9	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
3	3-4-4-5	= 20 points(15 for 8 + quadruple run for 16)
3	3-4-5-5	= 20 points(15 for 8 + quadruple run for 16)
3	3-6-6-6	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
3	4-4-4-4	= 20 points(15 for 8 + 4 of kind for 12)
4	4-4-7-7	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
	5-5-5-5	= 20 points(15 for 8 + 4 of kind for 12)
5	5-10-10-10	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
5	10-10-10-10	= 20 points(15 for 8 + 4 of kind for 12)
5	5-5-10-Q	= 20 points(15 for 14 + 3 of kind for 6)
6	6-6-6-9	= 20 points(15 for 8 + 4 of kind for 12)
6	6-9-9-9	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)

Royal Ann $\heartsuit \heartsuit \heartsuit \heartsuit$
 $1 \ 6 \ 7 \ 8 \ + \ 1 \ = \ 17$

6	6-7-7-8	= 20 points(15 for 4 + quadruple run for 16)
6	6-7-8-8	= 20 points(15 for 4 + quadruple run for 16)
6	6-6-9-9	= 20 points(15 for 12, 3 of kind for 6, and pair for 2)
6	9-9-9-9	= 20 points(15 for 8 + 4 of kind for 12)
7	7-7-7-8	= 20 points(15 for 8 + 4 of kind for 12)
7	7-7-8-8	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
7	7-8-8-8	= 20 points(15 for 12, 3 of kind for 6, & pair for 2)
7	7-8-9-9	= 20 points(15 for 4 + quadruple run for 16)
7	8-8-8-8	= 20 points(15 for 8 + 4 of kind for 12)
7	8-8-9-9	= 20 points(15 for 4 + quadruple run for 16)

(There are a number of flush hands which will total 20 points with the benefit of the starter card. Recognize these as they represent excellent point potential when held. See supplement to this lesson regarding flushes.)

THERE ARE ONLY 4 WAYS TO GET EIGHTEEN POINTS (NOT INCLUDING NOBS OR FLUSH).

2	2-3-4-4	= 18 points(fifteen for 2 + quadruple run for 16)
3	3-3-6-6	= 18 points(fifteen for 10, 3 of kind for 6, & pair for 2)
3	6-6-6-9	= 18 points(fifteen for 12 + 3 of kind for 6)
8	A-7-7-7	= 18 points(fifteen for 12 + 3 of kind for 6)

OVER 250 WAYS EXIST TO GET 15-17 POINTS WITH MORE THAN 160 POSSIBLE WAYS TO TALLY A SIXTEEN-POINT HAND ALONE. SO THESE WILL NOT BE LISTED WITH ONE EXCEPTION TO FOLLOW.

The following is the rarest hand in cribbage in my opinion. I have witnessed three times as many 29-point hands. The Royal Ann is comprised of A-6-7-8 in a suit (flush in hand) with an ace cut for the starter card and counts seventeen points. The reason that this hand is so rare is that often we retain one other middle card rather than hold the flush in the hand. Players will retain three fives with a Jack nearly 100% of the time if a chance to cut 29 exists. Because of this, 29 hands will be observed more frequently than this elusive ROYAL ANN. Is it possible to score this hand in the crib?

A AH-6H-7H-8H (15 for 8, run for 3, pair for 2, and a flush of 4)= 17 points
(Of course the flush in hand can be in any suit). This hand pays \$75 in our club!

IT IS NOT POSSIBLE TO HOLD A HAND OF 19, 25, 26, OR 27 POINTS. IF YOU FIND THAT NUMBER OF POINTS, YOU HAVE MISCOUNTED THE HAND OR CRIB.

IN CASE YOU WONDERED, THERE ARE 220 HANDS WHICH WILL PRODUCE ZERO POINTS! If you count all possible cards of a suit, there are over 1,000,000 ways to score zero. I WON'T BOTHER TO LIST THEM FOR THE SAKE OF BREVITY.

RECOGNIZING GOOD HAND POTENTIAL, MAXIMIZING POINT POTENTIAL, AND HOLDING THOSE CARDS WHICH HAVE THE GREATEST CHANCE OF BENEFIT BY THE CUT WILL WIN MANY GAMES OF CRIBBAGE. HAND RECOGNITION AND KNOWING WHICH CARDS TO HOLD FOR MAXIMUM COUNT IS A MAJOR LESSON IN PLAYING QUALITY CRIBBAGE.

YOU SHOULD KNOW THE NUMBER OF POINTS IN YOUR HAND AT THE TIME OF DISCARDING AND SHOULD KNOW IN WHAT WAY THE STARTER CARD BENEFITS YOUR HAND. KNOWING THESE TWO FACTORS WILL SPEED UP YOUR PLAY CONSIDERABLY AS COUNTING THE HAND BECOMES ONLY A FORMALITY. HAND RECOGNITION AND COUNTING THE POINTS ARE VERY CLOSELY RELATED.

WHY SHOULD YOU FLUSH? READ ON!