

## DOUBLE-RUN HYPNOSIS!!

Don't fall in love with those double-runs. Many folks are blinded by them whether as dealer or non-dealer. Often there is a better hand to retain. Here are some common examples of double-runs, which should not be retained.

A-A-2-3-4-X

A-2-3-4-4-X

As dealer hold A-A-4-K or A-4-4-K, discard 2-3 to crib.

A-5-5-6-7-8

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

2-5-6-6-7-X

As dealer hold 2-6-6-7 and discard 5-X to crib.

3-4-4-4-5-X

3-4-4-4-5-5

As dealer, hold 3-4-4-4, discard 5-X and 5-5 respectively to your crib, and start with ten points.

4-5-6-7-7-X

As dealer, hold 4-5-6-X, discard 7-7 to crib and start with nine points.

6-7-5-5-5-X

As dealer or non-dealer, hold 5-5-5-X, discard 6-7, and start with 14 points.

2c-3c-4c-4d-9c-Qs

2d-3d-4d-4s-8d-Qh

As dealer, hold the club flush for nine points, discard 4-Q to crib rather than 9-Q or 8-Q. Non-dealer should also hold the flush for nine points when an escape card is needed as in end of game pegging. Non-dealer should also hold the flush in preference to the double run when offensive pegging is needed, lead the larger card and make the count 22 with the play of the trey.

# REMEMBER TO FLUSH!!!

Look for the flush. It is often overlooked. Many times the flush is preferable to holding other cards. Most players note the double-run; many players overlook the flush and the potential benefit of holding. Some of the advantages of holding flush are:

1. Increased opportunities to score. There are 13 cards of a suit.
2. Can often hold an extra point. For example, double run 2-2-3-4 counts eight. 2-3-4-(6, 8, 9, or 10 pt. card) in suit counts nine.
3. Often a better discard to opponent or own crib is possible when holding the flush.
4. Player is more able to disguise hand in play. Once opponent sees two cards of same suit, the other two can be anything. Flush offers greater opportunities to peg because of this and a greater variety of cards.
5. Holding flush often provides an escape card if you wish to avoid pegging.

LOOK AT THE FOLLOWING SCORING SITUATIONS AND NOTICE THAT MANY OPPORUNTITIES EXIST TO SCORE A GIVEN NUMBER OF POINTS IF RETAINING A FLUSH.

<u>SCORE</u>	<u>15's &amp; SEQUENCES</u>	<u>FLUSH</u>
6	1250	1199
7	146	242
8	841	815
9	77	123
10	200	716
11	8	146
12	499	436
13	2	77
14	97	185
16	54	96
18	4	37