REVIEW OF LESSONS ONE THROUGH THREE

LESSON #1 - HAND RECOGNITION AND COUNTING

1. Recognize big hands and big-hand potential. (3-3-3-3-9, 4-4-4-4-7, 6-6-6-6-3, 7-7-7-7-A equal 24 points; triple runs for 15 points and quadruple runs for 16 points; 5-5-5-5-ten point card for 28 & 5-5-5-J with five starter to match suit of Jack for 29).

2. Know how many points you have prior to and after turn of starter card.

3. It pays to flush!

4. What are the two ways in which 23 points can be scored?

LESSON #2 - DISCARDING OWN CRIB

1. In cases where you are holding twelve points or potential for twelve points, can you "load" your crib and still retain potential for twelve points or more in hand? (A-A-2-3-4-K with 2-3 to crib; 2-6-6-7-5-5 with 5-5 to crib; or 2-6-6-7-5-J with 5-J to crib).

2. You can sacrifice up to four points in hand to discard 5-5 subject to 1. above. You can sacrifice up to two points in hand to discard 2-3, 5-J, 5-6, 5-K, 5-10, 5-Q, or 4-5 to own crib subject to same question.

3. Small hand rule applies to hands of less than eight points. No sacrifice of points is made on small hands. Very important to maximize points, think of combined values of crib and hand count, and remember any five point combination has a minimal value of two.

4. Remember the deck of 52 is comprised of sixteen 10-point cards, four fives, five point combinations of A-4 (8), 2-3 (8). That's 36 cards that count five or 10 - 70% of the deck. Play those probabilities and you'll give up on hunches.

LESSON #3 - DISCARDING TO PONE

1. King is most effective balking card followed by queen. (9-K followed by 9-Q; 6-K followed by 6-Q, 8-K followed by 8-Q, etc.)

2. Only two discard options average less than 4.0 to opponent. 10-K averages 3.848 & 9-K averages 3.939.

3. All discards have a greater value when placed in opponent's crib.

4. Best discards to opponent in order of preference are: 10-K, 9-K, 6-K, 9-Q, 6-Q, 8-K, 7-10, 6-10, A-Q, 7-Q, 7-K, and 8-Q. These all average less than 4.3.

1) 6-7/10 of each wins decided by crib
2) Avoid cards of sequence

5) Cards of same suit