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Pegging Pointer #6

By Dan Barlow

A useful strategy is to save a pair until the end of the play, hoping to play them consecutively. This works if opponent runs out of cards, or if he says Go, while the count is low enough to allow you to play on. Here are examples of both:

Opponent	You
9	6 (15-2)
4 (19)	7 (26)
3 (29)	Go
2 (31-2)	9
	9 (18-3)

Had you played a 9 when the count was 19, you would not have scored 2 points for your pair at the end.

Opponent	You
3	9 (12)
4 (16)	10 (26)
Go	2 (28)
	2 (30-3)
J	
Q (20-1)	

Had you played a 2 when the count was 16, you could not have paired your Deuces.

It can also be useful to save two cards which total 15, hoping to score 15-2 at the end, or two "touching" cards, hoping opponent is forced to help you score a run. Examples:

Opponent	You
9	6 (15-2)
3 (18)	7 (25)
2 (27)	Go
A (28-2)	K
	5 (15-3)

Had you played the King when the count was 18, you would not have scored a 15-2.

Opponent	You
Q	5 (15-2)
5 (20-2)	K (30)
A (31-2)	J
9 (19)	10 (29-4)

Had you played the Jack or 10 when the count was 20, you would not have scored a 3-card run.

To summarize, try to hang onto a pair, a 15-2, or two touching cards as your last two cards. Often you'll score big at the end of the play.



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