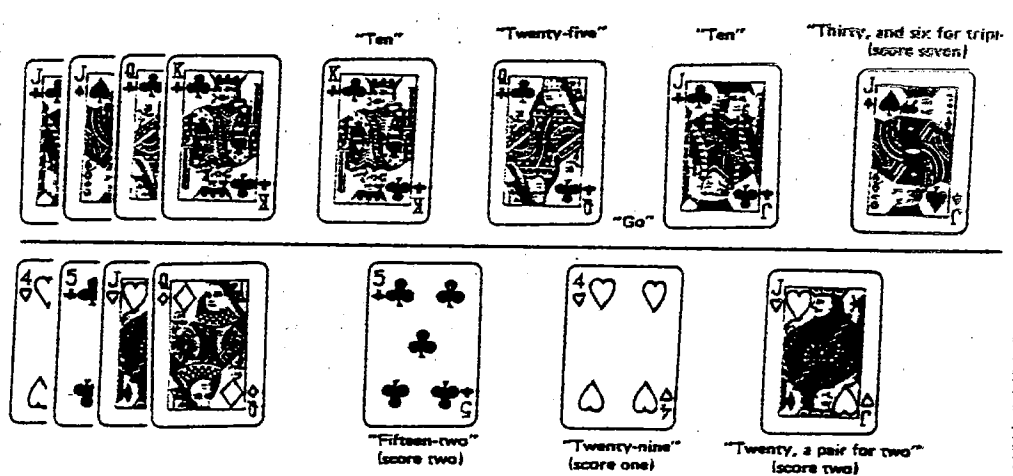


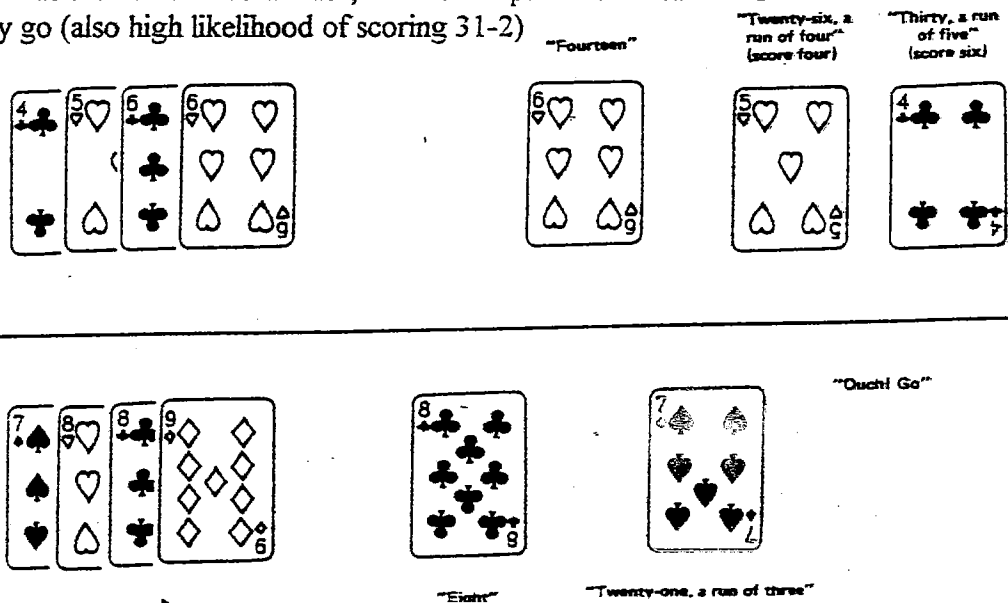
THE JACK OR RATTLE-TRAP (This will really rattle some folks!)

The second easiest card to trap in cribbage is the jack. It is commonly available since the jack is the key connector among the ten-point cards and has the potential for an extra point when matching the suit of the starter card. This trap is possible by either dealer or non-dealer although dealer will score this trap more frequently. Of course, the secret to the trap is to keep the pair of jacks as your final two cards. As non-dealer offer a 10-point card as opening lead in hopes of drawing the play of a five for fifteen-two. The king is the ideal lead if you have king. Your opponent is far more likely to take a 15-2 than pair your opening lead in most board situations. Of course, you can avoid this trap by dumping the lone jack on a count of 12 or more. Six points and a go may cause quite a rattle! If it happens twice in a single game, folks have been known to go home early.



DEALER TRAP OFF 7/8 LEAD

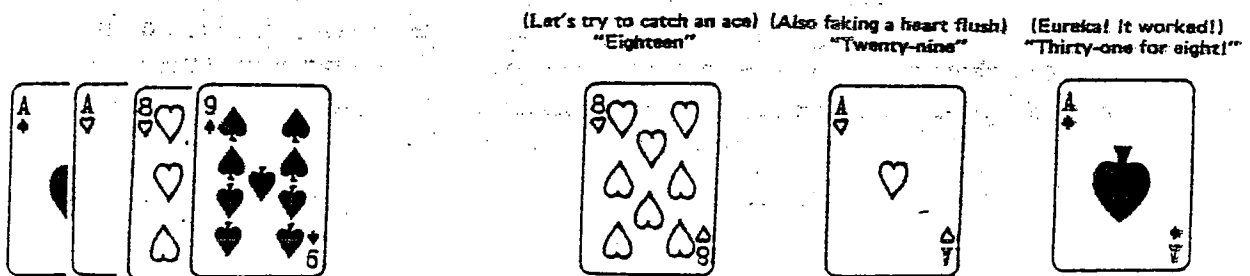
This is an excellent pegging maneuver. If the opening lead is a 7 or 8 and dealer holds they key cards (4-5-6), entice the run by playing the six. It is very likely that your opponent has only middle cards when leading from a 7/8 and will find it necessary to take the run for three rather than pair your six for two points. Dealer plays the five for a count of 26 and a run of four, a frequent go is announced and you drop the four-spot for a run of five. In giving up three pegs, you have scored ten peg points. This works even better when you are holding 4-5-6-6 as the dealer. In that case, if the six is paired the dealer triples the six for six and a likely go (also high likelihood of scoring 31-2)



LOW CARD TRAP

The low card trap is often successful with aces deuces, or treys. It is also possible with 4-4 although it is increasingly difficult as the size of the pair increases. If you are holding two aces, your effort is to get the count to 29, ideally with the play of an ace by your opponent. If proper cards are available to you and large numbers of pegs are needed, make the count 28 so that it leaves room to gain both the pair and the triple for 31. Understand though the lower the count, the more likely your opponent can play a card and destroy your pegging strategy. Of course with a pair of deuces, you want the count to reach 27, ideally with the play of a deuce by your opponent. With 3's want to manipulate count to 25. These small card traps are more likely to produce the intended result in the hands of the dealer. Also two small cards (A-2, A-3, 2-3, 2-4, 3-4, etc.) held until the end of the play often results in a score of 31 for a run of three (5 peg points). This play strongly favors the dealer. Of course, if you wish to avoid these small card traps, question the retention of a single small card. Perhaps you should have placed it in the crib. Why not lead it if non dealer? If you didn't do either of those, dump it as second card played. BOARD POSITION IS A MAJOR FACTOR AND TRAP-PLAYS OR ANY OTHER STRATEGY MUST BE A PORTION OF YOUR OVERALL OBJECTIVE TO WIN THE GAME.

In this example you are the dealer and you need eight points to win the game. Your opponent has first count and needs only five points to win. Most likely, you need to peg out to win this game. You have retained cards with pegging potential. (8-9-1-1) and the non-dealer opens with a 10-point card.



Situation: Your crib, and you need eight points to win the game. Jake has first count and needs only five points to win the game.

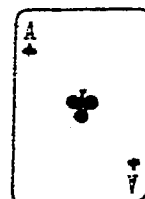
non-dealer →
Jake



"Ten"



"Twenty-eight"



"Ouch! Thirty"

C