

5-4

TRAP PEGGING PLAYS
SUPPLEMENT TO LESSON #4

NON-DEALER FIVE SPOT TRAP

You may not have recognized at the outset of these classes, that you could become a polished trapper. Well, at least you will not need a trapping license to conduct your trapping venture. Some cards are easier to trap than others. The easiest card to trap is the five spot. The deck of 52 is comprised of 16 ten-point cards and four fives. That's nearly 40% of the deck; so it likely that ten point cards with one or more fives will be available in one of three hands played. The jack is a distant second. The A, 2, 3 (in that order) are the next easiest cards to trap. It is possible to trap any card, although these referred to are the most frequent and most easily trapped.

The non-dealer seldom has an advantage in pegging. These five trap-plays are designed to benefit the non-dealer. The examples given are high percentage plays and allow non-dealer to outpeg the dealer. **IF YOU LEAD FROM THIS HAND AS SHOWN, YOU WILL BE AMAZED AT THE NUMBER OF SUCCESSFUL TRAPS.**

In this example, you must have three functioning cards (6-6-4). The fourth card can be any card in the deck. When you hold these three cards with any other fourth card, lead the six. Some would argue that the six is the best lead anyway in as much as you have two of them in your hand which decreases the chance that dealer will be holding cards to work with six spots. If the dealer has a five, he certainly will not play it on your six lead. The dealer will play a ten-point card running the count to 16. Once that count is reached, your trap play is generally on the way to successful completion as you drop the six for a count of 22. Dealer (if holding 10 pt cards with one or more fives)has no choice except the five-spot play for a count of 27. You play the four-spot for 31 for a run of three plus 2 (combined total of five points). This play works whether dealer holds a five with three ten-point cards, two fives with two ten-pointers, or a ten-point card with three fives.

SINCE THIS IS NOT A LEG-HOLD TRAP, NO ENVIRONMENTAL GROUP WILL ATTEMPT TO OUTLAW. SOME FOLKS HAVE DEVELOPED A NOTICABLE LIMP AFTER HAVING THIS TRAP SPRUNG ON THEM SEVERAL TIMES IN QUICK SUCCESSION. RECOVERY HOWEVER IS QUITE RAPID AND THERE ARE NO LASTING SCARS.

In the following variation of the non-dealer five trap, you must possess 6-7-7-10, 6-7-8-J, 6-7-9-J, or other combination where you can hold the 6-7 as your final remaining cards. If you have two sevens as indicated in the example, lead from the seven. If you have the eight or nine in combination with the six-seven, lead from the eight so that you keep your trap jaws open with the 6-7 ready to spring on the five-spot. If you lead from the 7, 8, or 9 and dealer plays a ten-point card, there is a strong possibility that your trap play will work. Of course, you must have a card that will put the count over 26. Otherwise the five-spot

you planned to trap will be played and unavailable to allow the trap play. The dealer is then forced to lead remaining ten-point card, non-dealer response is the seven spot, forcing dealer to drop the five-spot and making count of 22. Your six spot completes the trap at 28 for a run of three and a go.

FIVE SPOT TRAP FOR DEALER

The key to the dealer trap is to hold a minimum of two cards which will combine with the five-spot to form a run of three (3-4, 4-6, 6-7) and then playing those cards so that non-dealer cannot safely dump the five without the risk of a run. Look at the following example in which the dealer holds a 3-6-7-8. Notice the magic eleven in this example as well and notice the progression of play which leads to the 31 for two for the dealer and the run of three on the end of the play with a go. The trap nets five or six points and the non-dealer pegs none. If you need to peg out to win the game as dealer and your opponent needs eight or more points to count out, holding this hand will often win the game for you as dealer. If you were dealt 3-6-7-8-9-K, hold the magic eleven, discard the 9-K, and go for the potential trap. Your crib is not likely to count anyway, so don't fret about dropping the 9-K to your side of the table. In many cases, you will peg six holes (2 for the 31 with the 3-8 combination and the trap of the five for run of three and go).

Other hands that work well for the dealer to trap the five are:

1-6-7-8 or 2-6-7-8

On a 10-point lead, dealer must play the eight. Don't get cute by making count 11 in the first example. You will force your opponent to dump the five to make the count 16. It's still possible that you can trap the five by playing the seven to make a count of 23. If you get a go at 23, play the 6 for the run of three. This is not the preferred way of trapping. Although if your strategy was to trap the five, don't give up on it. On either of the above hands, don't worry about the small card. If your opponent had small cards (especially a five point couplet 1-4 or 2-3), it is unlikely that the opening lead would be a ten-pointer.

Be watchful for combinations which include two ways to trap the five of your opponent. For example 2-4-6-7 provides excellent 5-trap potential. If pegs are needed, don't worry about the 31 with the 4-7 prospect on a 10-pt lead. Play the deuce, keeping the 4-6-7 intact. An experienced player may drop the five at this point. Go for it anyway! If the play is another 10-pointer for a count of 22, play the 7 for 29 and likely go. You still have 4-6 to trap the five spot.

usually Trap 5's twice a game