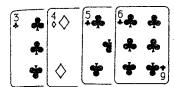
Applying Logic

(hmmm...no 1-4 or 2-3 combinations)

(An ace is a possibility)

(Logic saves two points)



"Fifteen-two"

"Thirty-one"

(Probably all "ten" cards)

"Thirteen"

"Eighteen"





"Twenty-five"





"Fourteen"

(No 7, 8, 9 or king. Let's try to catch a 5)









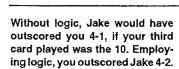
Employing logic gained an extra point. Most players would play the second 3 for "16," followed by Jake's probable "ten" card for "26." Your 4 would by only a "go" for one point.



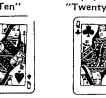
"Thirteen"



















"Twelve"



"Twenty-four"



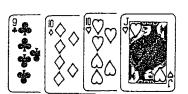
"Nineteen"

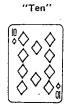


"Ten"

Applying Logic

(hmmm, no 5)









"Go"

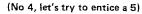
Normally, the jack would be "dumped" on your second play. Logic saves a point. And since your 10 opening lead was "safe," your third card played is another "safe" 10.



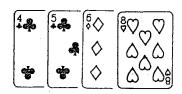


"Seventeen"

"Thirty"



(It worked)











If you play your 6 for your second play, Jake would have paired it safely. The 4 as your second play is covered by your 5 or 6 if Jake establishes a run with a 2 or 5. Your use of logic and playing the "safe" 4 gives you the pegging edge of 6-3. Playing the 6 as your second play would have cut the margin to 3-2.









"Twenty-three, a run of three"



"Six"