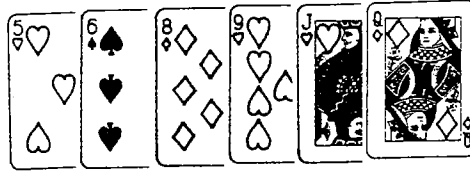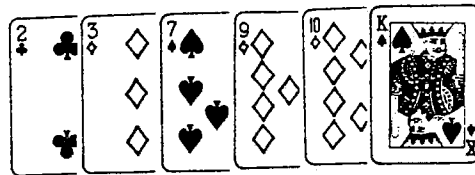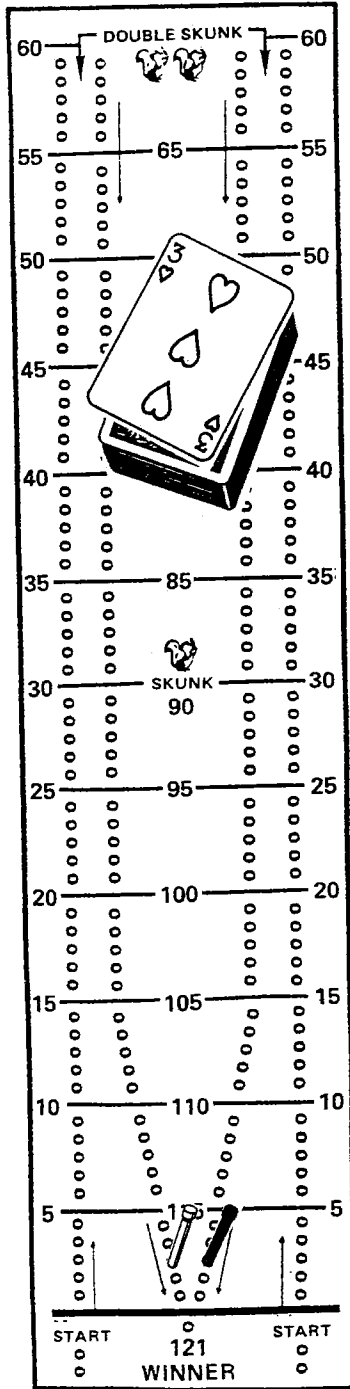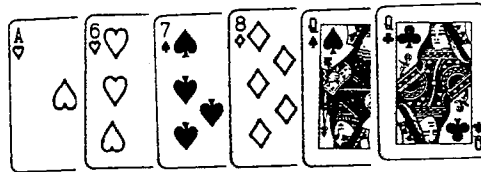## End Game Pegging

Your lead (Jake's crib)
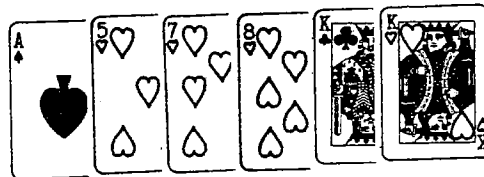You both need three points to win the game

This is a subtle hand. Discard the 9-jack. Lead the 8 in an attempt to entice a 7 (53% chance). Your 6 then wins the game. Another option is to hold the 5-6-9-queen and lead the queen in hopes of enticing a 5 (and a 6 or 9 response is also likely). Enticing a 5 has only a 40% chance of succeeding--13% less than enticing a 7 (holding the 5-6-8-queen and leading the 8). And even if you were successful in enticing a 5, Jake would probably get the "go" and win the game.

Discard the 10-king (this hand illustrates the unfavorable bias for "ten" cards when pegging is of prime importance). Lead the 3. Jake's chances of pairing the 3 are 27% (you have seen two 3's). And if Jake has a 3 for "6," your 9 will score "15-2."
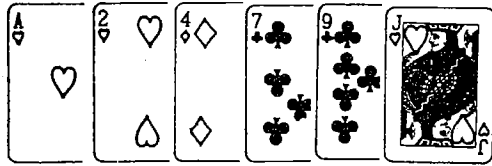

Discard the queens. Lead the 7. If Jake pairs the 7, your ace will score "15-2." If Jake plays an 8 on your 7 lead, your 6 will form a run of three and the game is yours. The chances of Jake having a 7 or 8? 80% (less the slight bias shown these cards).
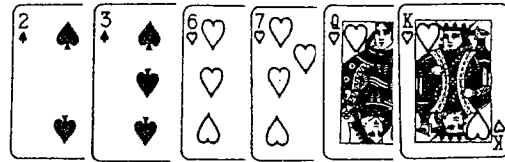

Discard the 7-king of clubs (you can fake a flush with the king of hearts). Lead the king of hearts in an attempt to entice a 5 (27% chance). If successful, pair Jake's 5 and hope to get the "go" and the game with your ace. The odds of Jake having the third 5? A meager 13%.
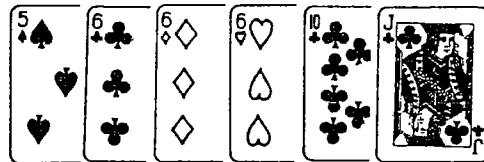
Three of hearts is the starter card
Jake's lead (your crib)
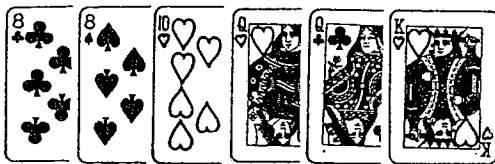You both need three points to win the game

Discard the 7-jack. The ace-2-4 are key cards in this situation. You must peg at least three points. As the dealer you are assured at least one point. The 9 is held in preference to the 7 as it will run the count nearer 31, increasing your odds of scoring with your small cards. Of course, the 2-9 forms the "Magic Eleven" and will stop any "ten" leads. You will be forced to gamble and pair Jake's lead, if possible. The unbiased odds of Jake scoring pairs royal are 27%; however, Jake will be leading an extremely biased selection (if he has a pair, that will almost certainly be his lead). But the risk must be taken...pair away.

Ouch! This is a terrible pegging hand. Your best chances are of holding a pair for last, hoping to play them back to back for three points. Discard the 10-king. Normally you would keep cards to cover as many of Jake's as possible, but the "ten" card bias cuts the odds too low for pairing a 10 or king.
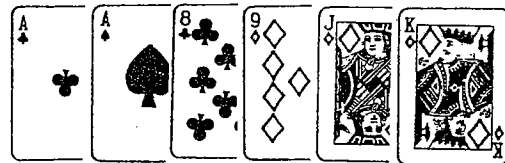
Discard the queen-king. Pair Jake's lead if possible. The 3 is your "safe" card (the 3 starter card cuts Jake's chances of having a 3). Entice any play that you can retaliate for two points.

Discard two 6's. Play the 10 on any of Jake's logical ace-2-3-4 leads. If he responds with a "15-2," then play your jack. With luck that will be a "go" and your lone 6 will score "31." Then hope for a "ten" lead. And if Jake's first lead is a "ten," play your 5 for two points.

This is an ideal pegging hand. Discard the 8-jack. If Jake leads from small cards, play the 9. If he leads from middle cards, play the king. And if he leads a "ten" card (jack-queen-king), play the 9. If a 10 is led, play the king. Keep the aces for a back to back pair to win the game.

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