DISCARDING TIPS by "RAS"

If you wish to "balk" your opponent's crib, there are some discard options more likely to produce two points or less. The following are the twenty best choices to "pone" to minimize crib size. Even so, any of these choices can lead to twelve points or more. The discard option and average are shown in each case.

| 10-K* | 3.848 | 7-K | 4.245 |
|-------|-------|--------------|-------|
| 9-K* | 3.939 | 8-Q | 4.299 |
| 6-K* | 4.077 | A-K | 4.330 |
| 9-Q* | 4.119 | A-9 | 4.339 |
| 6-Q* | 4.142 | 4-K | 4.364 |
| 8-K* | 4.151 | 3-K | 4.433 |
| 7-10 | 4.170 | 2-K | 4.453 |
| 6-10 | 4.223 | 4-Q | 4.502 |
| A-Q | 4.236 | Q-K | 4.517 |
| 7-Q | 4.242 | 6 - J | 4.532 |

*If you have less than eight points in your hand, consider a sacrifice of up to one point in order to make these discards to opponent. If a small opponent crib will give you board position, a sacrifice of up to one point is also beneficial. Remember if your board position is not acceptable, retain your points. Defensive play protects your advantageous board position. Playing overly defensive when already behind is likely to put you out of the game entirely.

If you wish to "load" your crib, there are some discard options more likely to produce eight points or more. The following are the twenty best choices to maximize crib size. Even so, the best of these can tally two points on occasion. The discard option and average are shown in each case.

| 5-5* | 8.876 | 5-7 | 6.009 | Remember that any combination of 5 points total or a discard which |
|------------------|-------|-----|---------------|--|
| 2-3* | 7.135 | 3-5 | 5.971 | includes a 5 is guaranteed to be worth two points to the crib. |
| 5-J* | 7.089 | 7-7 | 5.873 | |
| 5-6* | 6.809 | 2-2 | 5.821 | |
| 5-K* | 6.726 | 6-6 | 5.762 | |
| 5-10* | 6.698 | 5-8 | 5.564 | |
| 5-Q* | 6.594 | 2-5 | 5.536 | |
| 4-5 [*] | 6.534 | 4-4 | <i>5.5</i> 35 | |
| 7-8 | 6.443 | A-A | 5.507 | |
| 3-3 | 6.075 | 8-8 | 5.496 | |

*As a rule of thumb, if you have twelve points or more or the potential to cut twelve points or more, keep the hand. In other cases sacrifice up to two points in the hand to discard one of the top discards indicated. There are some exceptions which we'll discuss over time. Notice how far down the list the 7-8 and 7-7 are. AND YOU THOUGHT YOU WERE LOADING YOUR CRIB WITH THESE UNTIL YOU COUNTED THE POINTS!