

KEY CONNECTORS

Small Card Connector -----3 or trey

Of the small cards, if you can only discard one small card to your crib, the three is the strongest. The three also is of greater value when discarded to opponent crib. For example, the 3 with a J is better than A, 2, or 4 to own crib. So would be the case with 8 or 9. To your opponent crib, the A-K is safest, followed by 4-K, followed by 2-K. So it would be with 8 or 9.

The Multiple Connector-----Five spot (5)

This is the strongest card in the deck. It connects with A-9, 2-8, 3-4, 3-7, 4-6, 6-7, and any of those X-pointers. It also adds points to crib when 2-3 or A-4 is present. The five averages nearly six points to own crib even when combined with Ace or nine. Conversely, this is most dangerous card in deck to toss to opponent crib.

Mid-card Connector-----Seven

Strongest of mid cards (6-7-8-9) when discarded to own crib. If you can only put one mid-card to your crib, let that card be the 7. Avoid putting the seven spot to opponent crib if possible. King or Queen combined with nine is safest, followed by the 6, followed by the eight. If you don't have those try the K or Q with the 7.

Face Card Connector-----Jack

Those X-pointers are not equal. The Jack is the key connector among these. If you can only put one X-pointer to your crib, let it be the Jack. Avoid the Jack to opponent crib. Any of those other face cards are better with the King being the safest. Ace with the King is considerably safer than Ace with the Jack. So it is with the deuce, the trey, four, six, seven, eight, nine, and ten spot. And remember the Jack is worth one point 25% of the time in any case. Why give it away?