RL **RULE LEAGUE**
ruleleague.com

PRINTABLE CHEAT SHEET

CRIBBAGE — RULES & SCORE SHEET

2	52	6→4	121
PLAYERS (STANDARD)	CARDS	DEALT → KEPT	TARGET SCORE

SETUP

PLAYERS	DEALT EACH	TO THE CRIB
2 (standard)	6	2 each, leaving 4 in hand
3	5	1 each, plus 1 extra dealt face-down to the crib

The dealer's **crib** is an extra 4-card hand, scored by the dealer only. Non-dealer cuts the deck; the dealer flips the **starter card**. Starter is a jack → dealer pegs 2 ("his heels") right away.

PEGGING — PLAYING TO 31

1. Non-dealer plays first. Alternate playing 1 card face-up; the running count can never exceed 31.
2. Can't play without busting 31? Say **"go"** — opponent keeps playing (and scoring) until they can't either.
3. Count stops → resets to 0; whoever didn't play last starts the pile again. Continue until both hands are empty.

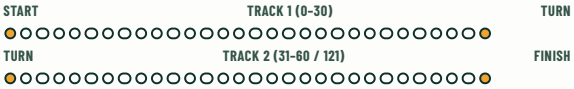
DURING PLAY	POINTS
Count hits exactly 15	2
Pair (matching rank just played)	2 (3-of-kind 6, 4-of-kind 12)
Run of 3+ consecutive ranks	1 per card
Count hits exactly 31	2
Last card before a stop (not 31)	1 ("go")

COUNTING YOUR HAND (4 CARDS + STARTER)

COMBINATION	POINTS
Fifteens	2 per combination summing to 15
Pairs	2 (3-of-kind 6, 4-of-kind 12)
Runs	1 per card, run of 3+
Flush	4 (hand only), 5 if starter matches too
Nobs	1 (jack matching starter's suit)

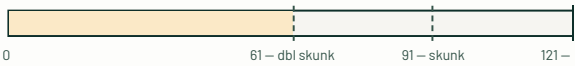
Count order: non-dealer's hand, then dealer's hand, then the crib (dealer only) — each combined with the starter card.

CRIB BOARD (2 TRACKS × 30 HOLES)



Two pegs per player: the back peg marks your previous score, the front peg your current score — jump the back peg over the front one each time you count points, so you can always see your last move.

RACE TO 121



Skunk and double skunk are optional bonus lines some tables play for an extra game — not part of every group's standard scoring. Agree before you start.

PLAYERS & GAME SCORE

P1 _____ P2 _____

HAND	P1	P2
1		
2		
3		
4		
Running		

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