RULE LEAGUE
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PRINTABLE SCORING CHART

CRIBBAGE SCORING CHART

WHAT YOU COUNT	POINTS	HOW IT WORKS
Fifteens	**2 each**	Every different group of cards that adds up to 15. Aces count 1; 10, J, Q and K count 10.
Pair	**2**	Two cards of the same rank. Three alike score 6, four alike score 12.
Run	**1 per card**	Three or more cards in rank order, any suits. The ace is low, so J-Q-K is a run and K-A-2 is not.
Flush in the hand	**4 (or 5)**	All four hand cards share a suit: 4 points, or 5 if the starter matches too.
Flush in the crib	**5**	Only counts when all five cards, including the starter, share a suit.
Nobs	**1**	You hold the jack that matches the starter card's suit.
His heels	**2**	Starter card is a jack: the dealer scores 2 straight away.

Count in this order: fifteens, pairs, runs, flush, nobs. The starter card counts as part of every hand, and the crib is counted by the dealer after their own hand. The best possible hand is 29 points: three 5s and a jack in hand, with the fourth 5 as the starter and the jack matching its suit. First to 121 wins.

HAND COUNTER

HAND AND STARTER	15S	PAIRS	RUNS	FLUSH	NOBS	TOTAL

For personal, at-home use.