

CRIBBAGE

1. Players will use their own boards and cards.
2. It is the responsibility of the players to be sure there are the correct number of cards in the deck. No penalty will be imposed if there is an incorrect number of cards. A new deck shall be used to continue the game.
3. Low cut wins deal. Pegs and positioning of board. Loser deals thereafter.
4. Misdeal is re-dealt.
5. If a card is exposed or dropped during the deal, cards will be re-dealt.
6. Cards placed in crib may not be picked up again.
7. Should the opponent cutting the cards look at the bottom card, the other player [team] has the option to reshuffle and re-cut that portion of the deck.
8. A cut Jack will count as two (2) points which must be pegged before the dealer plays his/her first card.
9. A Jack in the hand or crib of the same suit as the cut card will count as one (1) point.
10. Hand and crib must be laid out plainly in view when counting and must remain so until the opponent understands the count.
11. Player not dealing will count and peg first.
12. Players will count their own hands; no assistance should be asked for or given.
13. Players pegging more points than entitled will take only points allowed.
14. Once score has been pegged, it can only be changed before the hands are removed from the table and only upon agreement of the opponent.
15. A player found pegging backwards will use peg not moved as his forward peg and continue play in the proper direction.
16. No penalty point (MUGGINS) will be awarded.