

CLUBS NZ NATIONAL CRIBBAGE TOURNAMENT

RULES

1. OBJECT:

This is a singles tournament, but it will be played with partners. At the completion of the tournament, the individual with the most points is declared the Tournament winner and awarded the Blenheim WMC Trophy. Runner-up is awarded the Matthijssen Cup.

A team Trophy (Jack Hampton Memorial Trophy) has been instituted. The team trophy winner is determined on the highest accumulated scored of the eight nominated players from each Club, on the first day of play only.

2. CONSTITUTION OF THE GAME:

A game shall consist of four completed deals: i.e. – one deal and one crib hand for each player, or 121 points – whichever comes first.

3. SCORER:

One player from each pair shall be designated the scorer.

4. DETERMINING THE DEAL:

Cards to be spread out on the table. One draw each. Lowest card wins the deal. (King high, Ace low)
Top and bottom cards of the spread cannot be selected. If two or more players cut the same denomination, these players shall re-cut until the lowest card is found.

5. DEALING:

- (a) Each player shall be dealt five cards individually. When dealing , one up – all up. Dealer deals again. Any other card exposed to be returned to the hand. If cards are misdealt, a re-deal shall be done.
- (b) 1 : If play has started and a player finds they have too many cards, this is to be corrected by the opposition drawing a card, or cards, from the offending hand.
2 : If the crib is found to be short of cards, then the dealer will correct this by taking a card, or cards, from the top of the stack.
3 : If the crib is found to have too many cards, then the dealer will correct this by laying the mixed cards face down on the table and removing the surplus card or cards.

6. CRIB HAND:

Each player discards one card into a crib hand, which forms an extra hand for counting purposes only for the dealer. Once a card has been placed in the crib hand, it cannot be retrieved or replaced.

7. CUTTING THE PACK:

The person on the dealer's left cuts the pack, and the card left face down shall be turned face-up and placed on top of the complete pack by the dealer. When cutting, the bottom card cannot be looked at. Should a card be exposed when cutting, the top card of the deck remaining is still the turn-up card. When a jack is cut, 2 points shall be taken by the dealer.

8. PLAYING THE HAND AND CRIBBING:

The person on the dealer's left leads the first card.

15 = 2 points.

Attaining 31 = 2 points

A "Go" = 1 point.

Pairing = 2 points

Same denomination – 3 consecutively = 6 points

Same denomination – 4 consecutively = 12 points

3 card run = 3 points

4 card run = 4 points. Etc. Runs do not need to be played consecutively.

Points for consecutive denominations or runs are in addition to points gained for 15, 31, or a "go".

When taking score – if incorrect points are taken, only the front peg can be adjusted. However, if the front peg is removed (apart from correction) the remaining peg becomes the front peg.

9. PENALTIES:

- (a) Crossing lanes or removing opposition pegs – automatic loss of game.
- (b) Failing to play a card to make 31 or less – 2 point penalty, and un-played card becomes dead. This card still registers in final count-up of hand)

10. COUNTING CARDS:

Cards to be counted face up on the table and pegged in turn. (Turn-up card is a communal card.)

The person on the dealer's left count their cards first, followed in order by the other players, with the dealer counting last.

Points are recorded as follows:-

15 = 2 points.

2, 3 or 4 cards of the same denomination = 2, 6, or 12 points respectively.

Runs: 3, 4 or 5 cards = 3, 4, or 5 points respectively.

4 or 5 cards of the same suit = 4 or 5 points respectively.

The Jack or "his nobs" in the same suit as upturned card = 1 point.

Counting the crib hand is the same as above, except all five cards must be of the same suit = 5 points.

Your own partner may assist in counting your cards.

Once the hand has been counted, and the points taken, no further recount can be taken.

- (a) Any player who picks up the crib before it is counted, other than the dealer, incurs a loss of game to the offender.
- (b) No player may pick up the crib before the count and pegging of all 4 hands has been done. Only then can the dealer pick up the crib to count it and peg accordingly.
- (c) Any disputes : Cards and board must remain untouched until dispute resolved.

11. COMPLETION OF GAME:

When each player has had a deal and the final dealer has counted and taken the crib hand, the game shall be declared completed. The pair that has scored the most points shall be declared the winner. If equal points are scored, the game shall be declared a tie.

12. RECORDING OF RESULTS:

Remain seated at your table until your result has been recorded by the designated recorders. 2 clips for a win, 1 clip for a tie, and a mark for a loss.

13. RECORDING COMPLETED:

Winners move to the right.

Losers must sit opposite each other to get new partners.

14. SITTING PLAYERS:

"Sitters" are to be identified. Where a player is designated as a "sitter", incoming player on the same side plays one game and moves on (win or lose). On the opposite side, incoming players take left seat, plays one game then moves to the right seat (win or lose), plays one game, then moves from the table (win or lose).

15. TIES:

In the event of a tie, the pack must be cut to see who moves on. Lowest card wins (Ace low)

In the event of there having to be a play-off to determine the winner of the trophy, a game (2 deals each – best of three) will be played.

16. GENERAL:

There will be a break after each set of 9 games.

When there is an interval – e.g. morning tea, and afternoon tea – players return to the table that they would have been on had there been no break. Following the lunch break, players may choose to sit in any location.

No fifth person to stand behind the players during play.

Rules drawn up at Porirua, 2003. Ratified Hornby, 2004.

Amended New Plymouth, 2007, Nelson 2008, Papanui 2010, Porirua 2011., Woolston 2013, Manurewa 2017