

NZ NATIONAL CRIBBAGE TOURNAMENT

Brief Summary of Rules:

Target is eight minutes game time and two minutes nipping time.

Dealing: One completed deal each (Four deals per game) or 121 points – whichever is first.

Cards to be spread out on table. One draw each. Lowest card wins the deal (King high, Ace low) Top and bottom cards of the spread cannot be selected. When dealing, one up – all up. Any other card exposed – return to hand.

When cutting, bottom card must not be looked at. Should a card be exposed when cutting, the top card of the deck remaining is still the turn-up.

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.

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.

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.

When a Jack is cut, two points taken by the dealer.

Scoring:

- (a) Two points only for 15/2 with last card. Two points only on 31 – no extra for last card.
- (b) When taking score – if incorrect points are taken, only front peg can be adjusted. However, if front peg is removed (apart from correction) the remaining peg becomes the front peg.

Penalties:

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

Counting:

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

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

No fifth person allowed to stand behind players during play.

No players to move until score cards have been nipped.

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