

# Cribbage

*Revised November 2019*

Refer to the 55+ BC Games 'General Rules Book' for additional general rules that apply to all sports.

## 1. Age Categories

Men and Women 55+

## 2. Events

- a) Pairs event only

## 3. Participation

- a) Each zone may send an unlimited number of pairs plus isolation area
- b) Pairs may consist of two men, two women, or one man and one woman
- c) All pairs must have the same partners throughout the Games
- d) In an effort to eliminate byes, all pairs will be put into flights, by way of a draw. This draw will be conducted by the Host Society Sport Chair. The number of flights will be determined by the number of participants (pairs) entered.

## 4. Competition

- a) The general rules of cribbage for general play shall apply with 55+ BC Games exceptions
- b) The Host Society Sport Chair will post schedules, draws and results at the venue throughout the competition.
- c) Tournament Format
  - 1) All flights will play a triple round robin format over three days (Wednesday, Thursday, Friday)
  - 2) Standings will be determined by the number of points each pair accumulates (121 points for game winning pair and whatever points achieved for the losing pair)
  - 3) In the case of a tie in overall points, the pair with the most wins (121 points) will be given the higher standing
  - 4) The time limit of the games should be 20 minutes or at the discretion of the Host Society Sport Chair who should attempt to have all games completed before calling time.
  - 5) Playoffs will be played as follows: 1<sup>st</sup> place winners in all flights will compete in a single round robin competition for overall Gold, Silver and Bronze medals.
  - 6) If there are fewer than three flights, the Gold and Silver winners, after the round robin, will play a single round robin for the overall Gold, Silver and Bronze medals.
- d) Rules
  - 1) One game of 121 points constitutes a game (match).
  - 2) Ono penalty or premium for a 'skunk'
  - 3) Cut for crib to start each game. Lowest card deals.
  - 4) When counting a hand, cards must be face up on the table.
  - 5) In the event of a misdeal, the dealer shall deal again.
  - 6) Jacks cannot be counted for pegging if the participant's peg is past the 115<sup>th</sup> hole.
  - 7) Any points missed cannot be counted once a participant has finished moving his peg.
  - 8) Suit in a hand counts four points

- 9) Suit in a hand plus deck card counts five points
- 10) Suit in a crib plus deck card counts five points
- 11) Suit in a crib only does not count
- 12) Muggins will not be taken
- 13) **Scoresheets – volunteers should distribute individual score sheets for personal safekeeping use along with the co-signed score sheets to be handed in at the end of each three round play. Tally sheets should be stored safely immediately after scores have been documented.**
- 14) Participants will keep track of their own scores and turn them in to the scorekeeper. The scorekeeper will post all scores on a MASTER score sheet after each game. It will remain on display during playing time.
- 15) All scores must be recorded using a pen. No pencilled scoring will be allowed.
- 16) No person shall sit or stand at any table while competition is in progress except the pairs actually playing.
- 17) A time limit, to be set by the Host Society Sport Chair, will be enforced.
- 18) All cards must remain face down on the table until all cards are dealt in a round.
- 19) All cards must be visible during play. Cards are to be held above table height
- 20) The language used during play must be understood by all participants at the table
- 21) If possible, cards with larger digits and letters should be available for those who require them.

## 5. Medals

- a) Gold, Silver and Bronze medals shall be awarded to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> pair in the standings in each flight respectively.
- b) Gold, Silver and Bronze medals shall be awarded to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> pair in a playoff between the top participants in all flights.