

Bellingham Bowling Club Cribbage Singles Competition – 2019:

The first Cribbage competition will be held between the 1st April and 30th September 2019. This length of time will allow entrants to fit in matches in-between the busy bowls season.

To enter, please let me know before the next Crib evening on the 28th March. There will be a small entry fee of £2 per person just to cover the cost of a trophy and engraving.

Competition Rules:

1. The first matches are to commence from 1st April and the last match must be played by 30th September. The results for any matches played on or just before 30th September must be sent to me by email or telephone/text etc by Friday 4th October.
2. Each entrant must play every other entrant within the competition period. For example; if we have 12 entrants, then you need to play 11 matches. Players must arrange their own matches.
3. Matches will consist of a best of three (3) games of 121 points (twice round the board plus one).
4. Should one player win the first two games, there will be no need to play the third game (unless you want a friendly of course).
5. All matches will begin with a fair cut of the deck for first box. This means that the player who cuts first will take the card on the underside of the cut deck and then replace the remaining cut cards to the rest of the deck. This is so the other player has a similar (less one card) chance of the pack. Remember in Cribbage the lowest card always wins the cut and ace is always low.
6. The loser of the first game has first box in the next game even if that player had first box in the first game.
7. In the event of each player winning a game, this will force a third game decider. The players then cut again for the chance to win the first box. In this case, the player who had the first cut at the start of the match, will on this occasion cut second.
8. Results of matches should be sent to me either by email or text message by the winning player. It might be that some matches are played when I am around, in that case, you can just let me know the result. When sending in your results, please let me know each game points score.

For example;

Joe Bloggs V Jo Bloggs:

Game 1: Joe Bloggs 121 - Jo Bloggs 115

Game 2: Jo Bloggs 121 - Joe Bloggs 109

Game 3: Jo Bloggs 121 - Joe Bloggs 120

Jo Bloggs wins 2-1

Email is: ggs5817@gmail.com

Telephone: (M) 07814147363 (H) 020 8697 1711

9. Three league points awarded per match. The league winner will be the person with the highest number of league points at the end of the season. League points will be awarded as follows:

Win 2-0 = 3 points for the winner (bonus point for winning match 2-0)

Win 2-1 = 2 points for the winner

Lose 1-2 = 1 point (bonus point for the match loser winning one game)

Lose 0-2 = 0 points

A league table will be prepared and sent by email or given to players at the end of each month and will look like this;

Player name	Games played	Won	Lost	Points for	Points against	League Points
Jo Bloggs	1	1	0	357	350	2
Joe Bloggs	1	0	1	350	357	1

10. In the event of two or more players having equal league points at the end of the season, there will be a playoff between those players only as follows;

- (i) Two players equal, a best of three game playoff.
- (ii) Three or more equal players, each player plays each other in a mini league on the same league points scoring basis.
- (iii) If no outright winner can be determined after any playoff matches, then a further round of matches shall be played between those players having equal playoff league points until there is an outright winner.

Any further clarification for the competition rules, please let me know.

Also attached is a scoring sequence which follows normal Cribbage rules.

I hope you would like to join in.

Many thanks.

Garry

Cribbage (Crib) game scoring sequence:

Order	Sequence	Points available
1.	Shuffle/cut/deal (lowest card wins the cut and an Ace is always low and counts 1)	2 points – For any upturned Jack at the cut (2 for his heels) This is known as the starter card.
2.	<p>Pegging</p> <p>For any combination score to 15</p> <p>Any run of three cards (in any order) 2 points</p> <p>Any run of four cards (in any order) 3 points</p> <p>Any run of five cards (in any order) Rare 4 points</p> <p>Any run of six cards (in any order) Very Rare 5 points</p> <p>Any run of seven cards (in any order) Extremely rare 6 points</p> <p>7 points</p> <p>For any pair of the same denomination 2 points</p> <p>For any triplet of the same denomination 6 points</p> <p>For any fours of the same denomination 12 points</p> <p>For laying the last card to a total of 31 2 points</p> <p>For laying the last card up to 30 or less where no one can lay a card up to 31 1 point</p> <p>(Note: The total value of the cards in any pegging sequence must not exceed 31)</p>	
3.	<p>Each player's count and the dealer's crib or box in this order;</p> <p>For any score to 15 with two or more cards) 2 points</p> <p>Any run of three cards 3 points</p> <p>Any run of four cards 4 points</p> <p>Any run of five cards 5 points</p> <p>For any pair of the same denomination 2 points</p> <p>For any triplet of the same denomination 6 points</p> <p>For any fours of the same denomination 12 points</p> <p>Flush of four same suited cards (not including the starter card) 4 points</p> <p>Flush of five same suited cards including the starter card 5 points</p> <p>For a Jack in the hand or box that is the same suit as the starter cut card 1 point (1 for his nobs)</p> <p>Note; use the starter card for these scoring sequences</p>	

Note:

All cards are counted as face value regardless of their suit from 2 to 10. All Court cards (J, Q, K) are counted as 10 and the Ace is always 1.

An Ace may not be counted in a run with court cards and can only be used in a low sequence with a 2, 3, 4 or 5.

The maximum anyone can score in their hand/crib-box is 29 and it is impossible to score 19 in one hand