

Corporate Cup

CARDS:

Sheep's Head

RULES:



1. This is “called ace” format with leaster if everyone passes- no doubles (to prevent skewing scores).
2. Each table will play 15 hands per round, if table has 6 players then play 18 hands (dealer sit out).
3. There will be 3 rounds.
4. After each round, the top two scores will move to next table.
5. Scores will be totaled from all 3 rounds.

SCORING:

1. Scoring is based on 1,2,3 with double duty on the bump. Positive/Negative points will be assessed.
2. Schneider is 31 for picker and 30 for non picking team.
3. Picking teams must score 61 to win.
4. Playing alone doubles stakes for that hand.
5. You may call a ten if you hold all 3 aces.
6. An “under” card is used if you are holding the aces(s) of your fall suit.

Corporate Cup

CRIBBAGE TOURNAMENT RULES



Format:

1. Count Cards 52.
2. Tables will be numbered.
3. Four people to a table. **We will assign you to a table.**
4. Deal cards, first person to get a Jack is the dealer and the second Jack to come up is the dealer's partner.
5. You do NOT get to take a person's points if they miss them.
6. If you and your partner win, you receive 131 points. Losers subtract from 120 (the number of pegs you have left).
7. If you skunk someone, put an "S" after your 131 score.
8. Every player will have a score card.
9. The losers move clockwise to the next table and the winners stay at that table.
10. You start dealing again for a Jack. You might get a new partner.
11. We will play nine games depending on how many people sign up. The person with the highest score at the end of the games WINS!! You can WIN on knobs.

Rules:

1. At the start of each and every leg, the pack is cut by a player from each pair to see which player initially holds the box and acts as dealer. Ace counts as low and lowest card wins the box. If both players draw the same scoring card the pack is cut again until one player has a lower card.
2. The Dealer deals 5 cards to each player alternately. Each player to box 1 card.
3. It is the responsibility of the player holding the box to ensure that the correct number of cards are in the box before further play commences. If the person holding the box finds an incorrect number of cards before further play commences then a reshuffle will take place with the same person holding the box again. If the hand has been completed and the box is then found to have an incorrect number of cards, then the box is null and void. The deal then passes to the next person.
4. An opponent of the dealer cuts the remaining cards. The Dealer turns over the top card. If the card is a Jack then the dealer scores 2 points. The opponents of the dealer do not have a three whole start.
5. All forward, backward, and mixed runs of any suit are allowed ie. 5678, 8765, 7685. A run is classed as a mixed run if any sequence of cards, starting from last card played, results in a run in any order ie. 6425 **is not** a run but 64253 **is** a run.

6. All picture cards count as 10.
7. ALL cards to be played out for pegging.
8. First pair to score a minimum of 121 holes winds the leg.
9. The partner of any player scoring will be allowed to check the player's score before moving the pegs.
10. It is the opponent's responsibility to check that the correct score is pegged. There is, therefore, no penalty for under or over pegging.

In each round a pair will play against opponents with the same score as themselves (or as near as possible). No pair is knocked out of the tournament at any stage.