

CRIBBAGE

(PARTNER EVENT)
(INDIVIDUAL EVENT)

Players can qualify for both the partner event and the singles event.

ELIGIBILITY

First, second, third, fourth, fifth and sixth place teams from each region will be eligible to take part at the provincial level. If for some reason teams placing in the top six are not able to go to the finals then the seventh, eighth place teams etc. will be approached. AT NO TIME WILL A REGION BE ABLE TO REPLACE A TEAM WITH ONE THAT DID NOT TAKE PART IN THE REGIONAL FINALS. Exception: not enough participation in one region to hold a regional play-off.

EVENT CLASSIFICATION

- TEAM: ONE classification - teams of two, (two males, two females, or a mixed team). Each region is allowed to send 6 teams, 12 people.
- INDIVIDUAL: For individual, each region is allowed to send six players.

MINIMUM # OF ENTRIES RECOMMENDED

Team: 10

Individual: 20

RULES & REGULATIONS

Rules on Cribbage as printed in *Hoyle's Rules of Games*, Third Revised Edition, edited by Morehead and Mott-Smith will apply with the following amendments:

1. At the start of the tournament each team will be designated an "A" team or a "B" team. The teams designated "A" will always move no matter if they have won or lost.
2. Players will draw cards for deal, the lowest card deals first. Cards will be cut from left of dealer; the player cutting the deck MUST not expose the card cut.
3. Scores must be pegged strictly in order, hand of opponent left of the dealer, then the hand of the dealer's partner, the other opponent, the dealers hand, and crib.
4. Misdeal: There must be a new deal by the same dealer if a card is found faced in the pack, if a card is exposed in dealing, or if the pack be found imperfect.

5. Wrong number of cards: If one hand (not crib) is found to have the wrong number of cards after laying away the crib the other hands and crib being correct, a misdeal is declared and cards are re-dealt by the one who misdealt the hand.
6. Error in pegging: If a player places a peg short of the amount to which he is entitled, he may not correct his error after he has played the next card. If he pegs more than his announced score, the error must be corrected on demand at any time before the play resumes.
7. A twenty minute time limit will be in place. After a full game (121 points) or twenty minutes (whichever occurs first), players will sign their opponents score cards & their own.
8. Unnecessary talking is not allowed.
9. Muggins rules will not apply.

CRIBBAGE COURTESIES

1. Players are not to touch their opponents cards or pegs during play.

OFFICIALS

There will be a head judge identified at the start of the tournament. Score sheets will be picked up after every game.

EQUIPMENT

Cards, crib boards and score sheets will be provided by the Host Community.

TYPE OF DRAW

A total of 8 games will be played, against 8 sets of opponents. After every game, team "A" will move. Highest scores after 8 games will be declared the winners.

TIE BREAKING SYSTEM

If two teams are tied with total points at the end of the tournament a sudden victory play-off will take place, a sudden victory game will be played.

MEDALS

Gold, silver, and bronze medals will be awarded for first, second, and third place respectively. All members of the winning teams will receive a medal. Medals will be presented immediately following the event or at a central location at a predetermined time.