

NATIONAL CRIBBAGE PAIRS CHAMPIONSHIP

GENERAL RULES

1. The Championship to be held annually. The Trophies to be considered won outright if won by any pair thrice in succession or five times in all. In the event of a player holding a Trophy ceasing to be a member of the club named when entering the Championship, or the club ceasing to be a member of the Union, the Trophy to be returned to the Head Office of the Union. The Trophies to be held by the winning players at their club until the Semi Final stage of the next contest or until disposal instructions are issued by the Union Leisure Secretary. The Winners to be recognised as the Club Union National Cribbage Pairs Champions.
2. Trophies to be awarded to the Winners and Runners Up. The Winners also to receive a Trophy Replica, and Plaques (or other prizes) to be awarded to the Runners Up and Semi Finalists. Prize Vouchers will be awarded to the Winners, Runners Up and losing Semi Finalists and these will be announced prior to the Contest.
3. All players must be at least 18 years old, and hold Associate and Pass Cards issued by the clubs they represent.
4. Entrance fees will be announced prior to the Championship and a club may enter as many pairs as they wish.

5. The Championship shall be a knock out basis. Players shall be grouped for the rounds so as to minimise travelling. No pair from one club shall be drawn to meet each other prior to Quarter Finals.
6. In all rounds preceding the Semi Finals, the games to be played at the clubhouse of the players first named in the draw. Home players shall submit to their opponents, within seven days of the despatch of the draw, at least four suggested dates for play, two of which shall be weekend dates (Saturday or Sunday). Should the Home players fail to submit dates within the time allowed, the responsibility for suggesting four dates to be automatically transferred to the Away players. The Home players are then required to accept one of the dates. The fixing of playing dates and times to be by mutual agreement. Games may only be played in affiliated clubs, and extensions of time for play will only be granted in exceptional circumstances.
7. The results forms to be completed, signed by both players, and forwarded to the Union Leisure Secretary to reach him not later than the date notified on the draw. It is the winner's responsibility to submit the results, though it is preferable that both competitors do so. **Competitors whose results are not received by the closing date will be automatically disqualified. It is strongly recommended that the results be sent by Recorded Delivery. Provisional Results can be faxed, phoned or E-mailed to this office.** The Union Leisure Secretary to keep a record of all games. Extensions of time for play will not be granted, unless there are exceptional circumstances.
8. Any protests must be made on the spot to the opponents, following which the game must be completed. The protesting player may then appeal to the Union Leisure Secretary within 72 hours of the game finishing. The appeal to be accompanied by a fee of £10, such fee to be refunded at the discretion of the Union Recreation Committee.
9. The combined Semi Finals and Final to be played on a Saturday at a neutral club selected by the Union Leisure Secretary. The games to be completed within three calendar months of the completion of the Rounds. Second class return railway

fares or actual fares (whichever is the lesser) plus £5 out of pocket expenses to be paid to each player.

10. The Union Leisure Secretary to fix the date and time for commencing the Semi Finals and Final. In the event of a player or team arriving more than 30 minutes after the scheduled start that player or team will be disqualified. The Union representative(s) must be informed if a late arrival is envisaged. Semi Final pairings to be determined by a draw.
11. The Union Recreation Committee to have the power to settle all matters arising even if not covered by these rules and its decision shall be final. . In the event of a misdemeanour being committed by a competitor or supporters, the committee have disciplinary powers to suspend or bar the offender and/or his club from competing in Union Contests and its decision is final.

PLAYING CONDITIONS

1. Five card Cribbage to be played, each game being 121 up. Matches in the Rounds and Semi Finals shall be the best of five games. In the Final the match to be the best of seven games..
2. There shall be one cut for crib and deal. Ace is lowest. The loser takes second deal, following which the players deal alternately. In cutting, at least four cards must be cut, and not more than half a pack. Note there are no additional pegs for the non-crib.
3. If the dealer exposes one of his adversary's cards the latter scores two points and may demand a new deal providing he does so before looking at his cards. When a faced card occurs in dealing there must be a fresh deal..
4. If the dealer misdeals without being aware of it till one of the hands has been taken up, his opponent may score two points and the cards must be dealt over again. It is a misdeal when too few or too many cards are dealt. Both players have the right of shuffling the cards, but the dealer may claim to do so last.

5. When a Knave is turned up, the dealer is entitled to score “two for his Heels”, but if he neglects to do so until he has played his first card, he cannot do so at all.
6. he non-dealers must discard for crib before the dealer. A card once laid out by any player cannot be taken up again. The dealer alone is entitled to touch the crib, but not until he takes it up to count after he has counted his hand. If one of the players confuses his cards with the crib, he forfeits two points and his opponent has the option of claiming a fresh deal.
7. The player who takes more points than he is entitled to when scoring his hand, or crib, or any points in play, may be put back as many points as he has over scored, and have them added to his opponents score. A player has no right to touch his opponent’s pegs except to put them back when he has over scored. If he does so he forfeits two points. If a player in scoring, pegs short of his actual score, he cannot recover, and loses the hole or holes.
8. Should a player put his cards away without scoring for them he forfeits any points he might have claimed. When a player scores a game as won, when in facts he has not won, he loses the game. A player must peg out by placing his peg in the “game hole” before he calls the game; if he fails to do so he loses the game. A player does not have to score exactly 121 to win a game.
9. If a player neglects to play when he can do so without going beyond 31, his opponents score two points.
10. Sequences or Runs. Three or more cards of any suit but forming a regular numerical succession (as two, three, four; Knave, ten, nine) count one for each card to the last player. The sequence need not be played in the same order, so long as the cards exposed for the time being form an unbroken series.
11. In the event of a dispute on play, the rules contained in “Hoyles Games” to be the deciding authority.