

Official Game Rules

BATTLEFIELD
**CRIBBAGE** TM

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BATTLEFIELD CRIBBAGE™

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INTRODUCTION

Battlefield Cribbage (BFC) is a variation of cribbage that preserves the purity of cribbage while requiring new levels of strategy and skill. The scoring is virtually the same as cribbage but each player can see the field of play and make strategic moves, like a commander on a battlefield. BFC is a game that will amaze you with its the depth of play. It brings a new dimension to the game that cribbage players will adore. It has been said that Battlefield Cribbage is “cribbage on steroids”. The game leaves less up to luck and more up to the strategies you implement. BFC is a game that you will talk about the victory long after the game as ended.

For those of you new to cribbage, you may find the scoring a bit intimidating. But don't worry, after a few games, the scoring will become second nature and then you will begin to understand why so many love cribbage! These rules provide clear, straightforward, instructions and scoring examples so beginners can get up the learning curve quickly.

OBJECT OF THE GAME

The first player, or team, to score 121 points, or more, wins.

OVERVIEW

The game consists of multiple rounds called skirmishes. The skirmish is made of individual turns, until a player decides to end the skirmish or until the deck of cards is exhausted. During each skirmish there are two ways to score. The first is called ‘scoring the frontline’, which occurs after each individual player’s turn, often called ‘pegging’. The second is ‘scoring the battlefield’, which consists of scoring the best 4 out of 5 cards in the player’s hand in conjunction with a common card, or ‘turn card’. Scoring the battlefield occurs at the end of each skirmish. BFC also puts a joker into play. The joker is called the ‘kill card’ for it kills any hand that it is part of during the scoring of the battlefield.

NUMBER OF PLAYERS

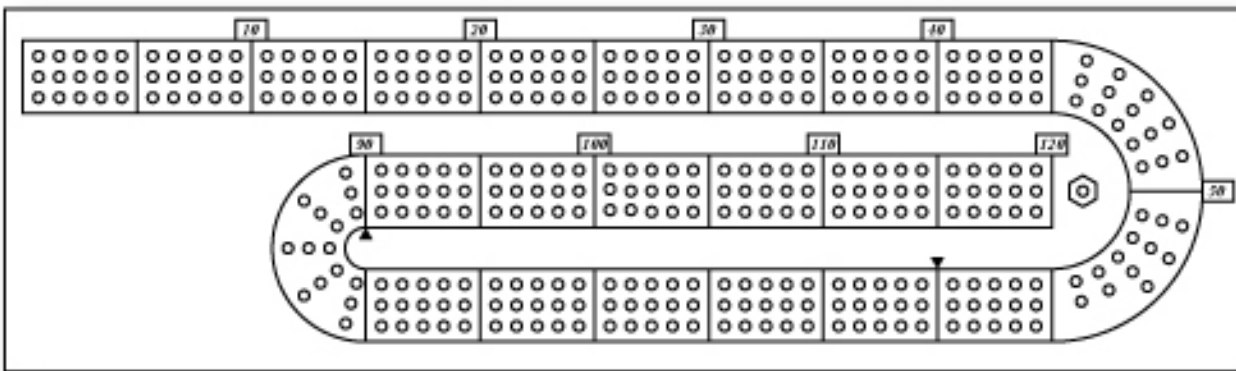
BFC can be played with 2, 3 or 4 players. In 4-player, the players can play either as individuals or as teams. In team play, your partner is the opposite player.



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EQUIPMENT

All you need is a cribbage board, a standard deck of 52 cards with a joker. The cribbage board is used to keep track of scoring during each skirmish. Two pegs are used to keep score. The peg in front indicates the current score and the peg in the rear shows the score before points were earned. Whenever points are earned the rear peg leap frogs the front peg the appropriate number of points.



CARD RANK AND VALUE

Rank	K	Q	J	10	9	8	7	6	5	4	3	2	Ace	Joker
Point Value	10	10	10	10	9	8	7	6	5	4	3	2	1	0

The joker is called the *Kill Card*. In scoring a skirmish, the joker kills the hand it is part of by making the value of the hand zero. If the joker becomes the turn card, all hands are killed.

GAME FLOW CHARTS

Flow charts explaining game play are included in the appendix. The charts may be useful to learn the rules.



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SETTING UP PLAY

Each player, or team, selects a track on the cribbage board.

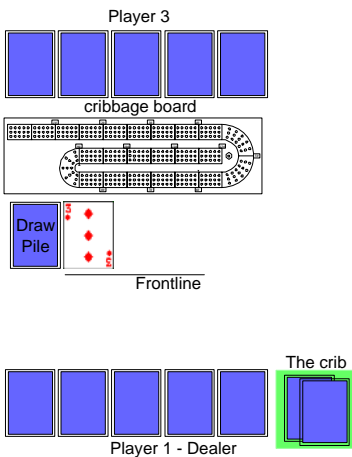
The deal is determined by cutting the cards. Low card deals. If playing partners, the players who cut the lowest two cards are partners, and the lowest card deals. In subsequent games, the dealer is the player who scores the winning point.

Shuffle the cards and allow the player to the right an opportunity to cut the cards.

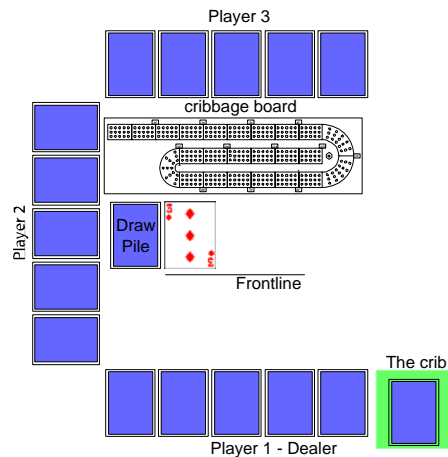
Deal 5 cards face down to each player. The players are not allowed to look at the cards but rather arrange them face down on the table in front of them. The dealer then places a set number of cards face down in the crib depending on the number of players as described in the table below.

	Cards Dealt to the Crib
2-player	2
3-player	1
4-player	None

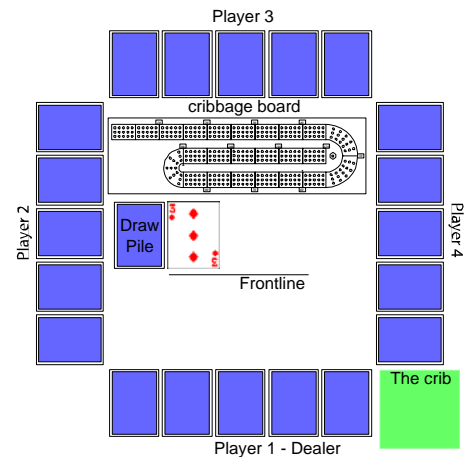
2-Player Set-up



3-Player Set-up



4-Player Set-up



One card is placed face up in the center of the table beginning the 'frontline'. The unused cards are placed next to the frontline becoming the draw pile.



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Throughout play the frontline will have cards placed on it. The first card placed is termed as the 'beginning' of the frontline, and the last card termed as the 'end' of the frontline.

PLAYING THE GAME

The play consists of a series of rounds (called skirmishes), which are made up of multiple individual turns. The player to the left of the dealer starts, and play passes to the left. At the end of each round, the deal is passed to the left.

Starting the first turn

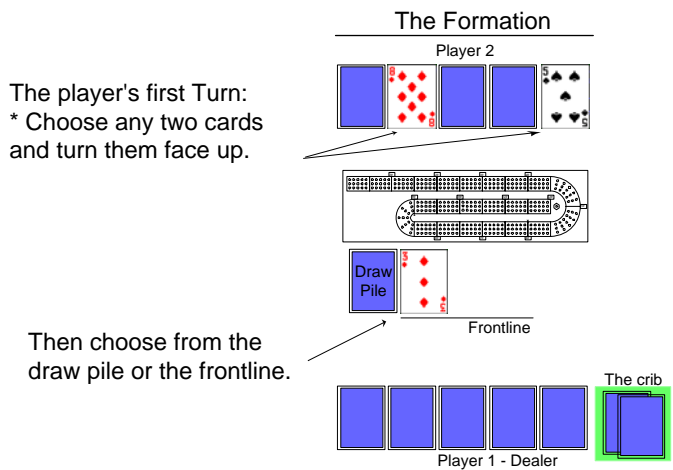
The first turn begins by choosing any two of the player's 5 cards (called their formation) to be turned face-up. Now they complete their normal turn.

Playing a normal turn

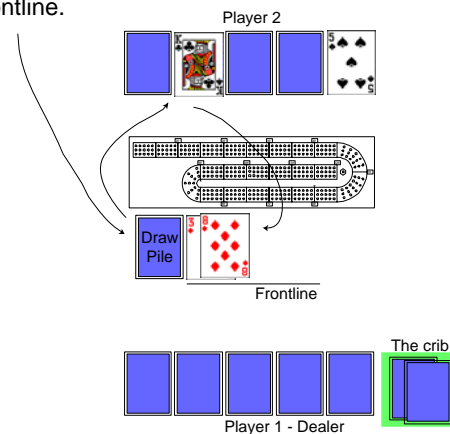
The normal turn begins by choosing between taking a card from the draw pile or picking up at the end card on the frontline. The turn ends when a card is placed on the end of the frontline and earned pegging points are scored, called scoring the frontline. Scoring of the frontline is described later.

Choosing from the Draw Pile

If the card is chosen from the draw pile the player looks at the card and makes a decision to replace a card in their formation, or to place it face up on end of the frontline. Any card in the formation may be replaced, whether it is face up or face down. The card from the draw pile is placed face up in the formation. The replaced card is then put face-up on end of the frontline. If the player does not wish to replace a card in their formation they may place the draw card face-up on end the frontline. The Frontline is scored (to be



Example - the king of clubs was picked from the draw pile and the 8D was replaced. The 8D was placed on the frontline.

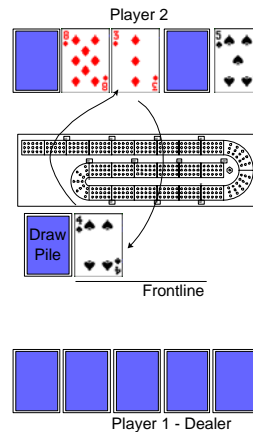


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described later) with the points pegged on the board. The player's turn is complete and play passes to the left.

Choosing from the Frontline

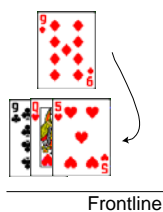
If the card from the end of the frontline is chosen, the player must replace one of the cards from their formation. The card being replaced can be any card, face up or face down. The card from the frontline is placed face up in the formation. The replaced card is then placed face-up on end the frontline. The frontline is scored and earned points, if any, are pegged on the board. The player's turn is complete and play passes to the left.



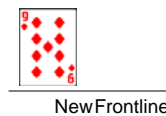
Example - the 3D was chosen from the end of the frontline. The player decided to replace a downcard, which was the 4S.

Renewing of the Frontline

Whenever a card is placed on the end of the frontline that causes the sum of the frontline to exceed 31 points, the player removes the existing cards in the frontline out of play and places the new card on the table as the beginning of a new frontline. The player pronounces a 'go' and the player to the right scores one point. The player renewing the frontline does not score any points.



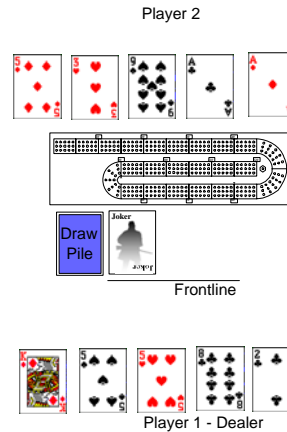
Add the 9D to the Frontline causing the sum of the cards to exceed 31. Therefore the cards are cleared away and the 9D starts the new frontline.



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A Cease-Fire

If the joker is turned over as the first card in the frontline at the beginning of a skirmish the skirmish is immediately over with dealer proclaiming a temporary cease-fire. Each player scores the battlefield as normal with the exception that each player scores all five of cards in their formation. The turn card, which is the joker, is not used in the scoring. The crib is not scored.

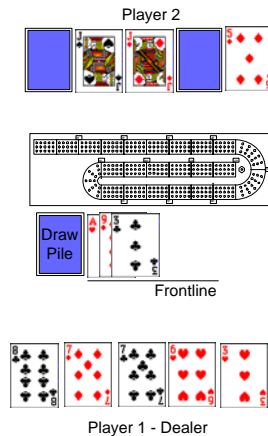


Ending a Skirmish

Play continues until one player reveals all five of their formation cards face up, or until there are only two cards left in the draw pile.

Turning all five cards in the formation face up

When a player reveals all five cards face up in their formation they have ended the skirmish. The remaining players each get a final turn. The player to the right of the player who ended the skirmish will place the final card on the frontline and this card becomes the turn card. The turn card is used as a common card in the scoring the battlefield. The player who places the turn card scores the frontline as normal and also gets an additional point for the last card played, unless the final value of the frontline is 31 where the player receives 2 points.



Player 1 ended the round. Player 2 gets one last turn and chooses the cut card.

Only two cards left on the draw pile

The skirmish ends when there are only two cards left in draw pile and the active player does not choose to use the card at the end of the frontline to place in their formation. In this case, the second to last card on the draw pile is placed face up on the end of the frontline. This card becomes the 'turn card'. The turn card is used as a common card in the scoring the battlefield. The player who places the turn card scores the frontline as normal and also gets an additional point for the last card played, unless the final value of the frontline is 31 where the player receives 2 points.



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At the end of a skirmish each player scores the best 4 out of 5 cards in their formation in conjunction with the turn card. This is called 'scoring the battlefield'. The card not used in scoring a player's hand will be given to the reserve (crib). Scoring of the hands starts with the person to the left of the dealer, and proceeds to the left. Finally, the dealer scores their own hand and also the reserve.

SCORING

Scoring the Frontline

Scoring the frontline is performed at the end of every turn. The total number of points earned is equal to the sum total of the points scored for the following items:

- ❑ the sum of the Frontline value equaling 15 or 31;
- ❑ runs of three cards or more, pairs or combinations of runs and pairs;
- ❑ laying the turn card if the final value of the frontline is not 31;
- ❑ Knobs.

Number of points earned	State of the Frontline	Notes
Points for sum of Frontline equaling 15 or 31		
2	15 or 31 The sum of <u>all</u> the card values on the frontline equal 15 or 31. (Ex. 7♥-8♣ or 10♥-K♣-Q♣-A♠)	
Points for runs, pairs or combination of runs and pairs		
2	Pair The last two cards on the frontline of the same rank. (Ex. 6♣-6♦)	
3	3-card run The last three cards on the frontline that are consecutive in rank. Order of the cards is not important. (Ex. 9♣-10♥-J♦)	Aces are low and therefore cannot make a run with a king and queen.



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4	<p>4-card run The last four cards on the frontline that are consecutive in rank. Order of the cards is unimportant. (Ex. 4♥-5♠-6♣-7♥)</p>	
5	<p>5-card run The last five cards on the frontline that are consecutive in rank. Order of the cards is unimportant. (Ex. 2♣-3♥-4♥-5♦-6♣)</p>	
6	<p>Three-of-a-kind The last three cards on the frontline that have the same rank. (Ex. 6♣-6♥-6♠)</p>	<p>In a three-of-a-kind there are three unique combinations of pairs worth 2 points each. (Ex. Given 6♣-6♥-6♠: score 6♣-6♥ for 2pts; 6♣-6♠ for 2pts; 6♥-6♠ for 2 pts)</p>
8	<p>Double run of 3 cards The last <u>four</u> cards on the frontline that when considered together provide two unique combinations of three consecutive ranked cards and a pair. Card order is not important. (Ex. 6♦-8♣-7♥-8♥ or 3♦-2♠-3♥-4♣).</p>	<p>When scoring the double run of 3 cards, the pair does not need to be adjacent cards in the sequence. The 8 total points earned are made up of 3 points for each unique run and 2 points for a pair (3+3+2=8). (Ex. Given 6♦-8♣-7♥-8♥ score 6♦-7♥-8♣ for 3pts; 6♦-7♥-8♥ for 3 pts; 8♣-8♥ for 2 pts)</p>
10	<p>Double run of 4 cards The last <u>five</u> cards on the frontline that when considered together provide two unique combinations of four consecutive ranked cards and a pair. Card order is not important. (Ex. 2♦-3♠-3♥-4♣-5♠).</p>	<p>When scoring the double run of 4 cards, the pair does not need to be adjacent cards in the sequence. The 10 total points earned are made up of 4 points for each unique run and 2 points for a pair (4+4+2=10). (Ex. Given 2♦-3♠-3♥-4♣-5♠ score 2♦-3♠-4♣-5♠ for 4 points; 2♦-3♥-4♣-5♠ for 4 pts; 3♠-3♥ for 2pts)</p>



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15	<p>Triple run of 3 cards</p> <p>The last <u>five</u> cards on the frontline that when considered together provide three unique combinations of three consecutive ranked cards and three-of-a-kind. Card order is not important. (Ex. A♣-2♥-3♠-3♦-3♣)</p>	<p>When scoring the triple run of 3 cards, the three-of-a-kind does not need to be adjacent cards in the sequence. The 9 total points earned are made up of 3 points for each unique run and 6 points for three of a kind (3+3+3+6=15). (Ex. Given A♣-2♥-3♠-3♦-3♣ score A♣-2♥-3♠ for 3pts; A♣-2♥-3♦ for 3 pts; A♣-2♥-3♣ for 3 pts; 3♠-3♦-3♣ for 6 pts)</p>
16	<p>Double-double run of 3 cards</p> <p>The last <u>five</u> cards on the frontline that when considered together provide four unique combinations of three consecutive ranked cards and two unique pairs. Card order is not important. (Ex. 4♦-5♣-5♦-6♠-6♦)</p>	<p>When scoring the double-double run of 3 cards, the pairs do not need to be adjacent cards in the sequence. The 12 total points earned are made up of 4 unique 3-cards runs at 3 points each and 4 points for the two pairs (3+3+3+3+2+2=16). (Ex. Given 4♦-5♣-5♦-6♠-6♦ score 4♦-5♣-6♠ for 3 pts; 4♦5♦-6♠ for 3 pts; 4♦-5♣-6♦ for 3 pts; 4♦5♦-6♦ for 3 pts; 5♣-5♦ for 2pts; 6♠-6♦ for 2pts)</p>
Points for a Knobs		
2	<p>Knobs</p> <p>When a jack is placed as the turn card. Points go to the <u>dealer</u> after the current player scores the frontline. (Ex. J♦)</p>	<p>Knobs also applies when scoring the battlefield at the end of a skirmish for any player who has the <i>jack of the suit</i> that is laid as the turn card in their formation scores one point.</p>



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Scoring the Frontline - Examples

The table below shows examples of scoring the frontline. This is not intended to be a comprehensive list of all the scoring possibilities.

Frontline	Points						Notes
	15 OR 31	Pairs	Runs	Knobs	Point for last card	Total	
6♥-9♣-7♦-2♣-3♥-2♠-A♠-A♦	2	4	12			18	All the cards add to 31. The last 5 cards provide a double run of 4 cards.
A♦-5♣-4♣-4♠-6♥-5♣		4	12			16	The last 5 cards provide a double run of 4 cards.
A♠-A♥-3♣-2♠-A♣		6	9			15	The last 5 cards provide a triple run of 3 cards.
7♠-7♦-8-9	2	2	6			10	All the cards add to 31. The last 4 cards provide a double run of 3 cards.
Q♠-K♦-J♣ [the J♣ is the Turn Card]			3	2	1	7	Knobs is only awarded if the jack is the Turn Card.
8♣-3♠-2♣-4♥-6♦-5♦-3♣	2		5			7	All the cards add to 31. The last 5 cards provide a run of 5 cards. (2♣-4♥-6♦-5♦-3♣, the 3♠ in not considered).
4♥-7♠-A♥-J♣ [the J♣ is the Turn Card]	0			2	1	3	Knobs is only awarded if the jack is the Turn Card. No points are awarded for last card if the value of the hand is 31.
7♦-A♠-2♥-4♠-3♣			4			4	The last 4 cards provide a run of 4 cards.



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10♥-2♠-9♥-J♣ [the J♣ is the Turn Card]	2			2	0	4	Knobs is only awarded if the jack is the Turn Card. All the cards add to 31. No points are awarded for last card if the value of the hand is 31.
10♣-5♥	2					2	
J♥-K♠-A♣-Q♥-Joker	2					2	The joker is worth zero points; therefore the Frontline total is still 31 points.

You must pay careful attention to your opponent's hands when starting runs on the frontline. Points can quickly escalate. Remember, only the last 5 cards on the frontline can be used. Consider this example of a three-player game:

- ❑ The frontline starts with an A♣. [Frontline A♣]
- ❑ Player 1 lays the A♥, scoring 2 points for the pair. [Frontline A♣-A♥]
- ❑ Player 2 lays an A♠, scoring 6 points for three-of-a-kind. [Frontline A♣-A♥-A♠]
- ❑ Player 3 lays a 3♦, scoring zero points. [Frontline A♣-A♥-A♠-3♦]
- ❑ Player 1 lays a 2♣, scoring 15 points for a triple run of 3 cards. [Frontline A♣-A♥-A♠-3♦-2♣]
- ❑ Player 2 lays a 4♦, scoring 12 points for the frontline value equaling 15, for 2 points, and a double-run of 4 cards for 10 points. [Frontline A♣-A♥-A♠-3♦-2♣-4♦].
- ❑ Player 3 removes the 4♦ and replaces it with a 2♠, scoring 16 points for a double-double run. [Frontline A♣-A♥-A♠-3♦-2♣-2♠]

Stopping here and adding the points for each player the totals are:

- ❑ player 1 – 17 points,
- ❑ player 2 – 18 points
- ❑ player 3 – 16 points.

Scoring the Battlefield

The battlefield is scored at the end of each skirmish. The player to the left of the dealer scores first and then scoring goes to the left with the dealer to score last. Players score their formation and the dealer also scores the reserve (crib).



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To score the battlefield the player turns all their cards face up. Four out of five cards in the formation along with the turn card are scored. The card that is not scored from the formation is placed into the dealer's reserve. The total number of points the player earns is the sum total of the following four items:

- ❑ the sum of the card combinations equaling 15;
- ❑ a flush;
- ❑ runs, pairs or combinations of runs and pairs;
- ❑ Knobs.

Number of points earned	State of the Frontline	Notes
Points for the sum of the card combination equaling 15		
2	15 Points are scored for each unique combination of cards whose values add up to 15. (Ex. A♥-7♠-7♦-8♣-3♠, has 3 unique combinations of 15 for a total of 6 points. First is A♥-7♠-7♦, second is 7♠-8♣, and another is 7♦-8♣).	
Points for a flush		
4	4-card flush A flush of four cards found in the Formation. This must be all four the cards used from the Formation for scoring (the Turn Card cannot be used in this case). (Ex. 10♣-3♣-4♣-K♣)	A four-card flush is not valid in a <i>Cease Fire</i> .
5	5-card flush A flush of five cards found in the Formation and the Turn Card. (Ex. 10♣-3♣-4♣-8♣-K♣)	



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Point value of runs, pairs or combinations of runs and pairs		
2	Pair Two <u>consecutive</u> cards of the same rank. (Ex. 6♣-6♦)	
3	3-card run A run of three consecutive ranked cards. (Ex. 9♣-10♥-J♦)	Aces are low and therefore cannot make a run with a king and queen.
4	4-card run A run of four consecutive ranked cards. (Ex. 4♥-5♠-6♣-7♥)	
5	5-card run A run of five consecutive ranked cards. (Ex. 6♣-7♥-8♥-9♦-10♣)	
6	Three-of-a-kind Three cards that have the same rank (there are three unique combinations of pairs worth 2 points each). (Ex. 6♣-6♥-6♠)	In a three-of-a-kind there are three unique combinations of pairs worth 2 points each. (Ex. Given 6♣-6♥-6♠: score 6♣-6♥ for 2pts; 6♣-6♠ for 2pts; 6♥-6♠ for 2 pts)
8	Double run of 3 cards Four cards that when considered together provide two unique combinations of three consecutive ranked cards and a pair. Card order is not important. (Ex. 6♦-8♣-7♥-8♥ or 2♦-3♠-3♥-4♣).	When scoring the double run of 3 cards, the pair does not need to be adjacent cards in the sequence. The 8 total points earned are made up of 3 points for each unique run and 2 points for a pair (3+3+2=8). (Ex. Given 6♦-8♣-7♥-8♥ score 6♦-7♥-8♣ for 3pts; 6♦-7♥-8♥ for 3 pts; 8♣-8♥ for 2 pts)
10	Double run of 4 cards Five cards that when considered together provide two unique combinations of four consecutive ranked cards and a pair. Card order is not important. (Ex. 5♠-6♦-8♣-7♥-8♥ or 2♦-3♠-3♥-4♣-5♠).	When scoring the double run of 4 cards, the pair does not need to be adjacent cards in the sequence. The 10 total points earned are made up of 4 points for each unique run and 2 points for a pair (4+4+2=10). (Ex. Given 5♠-6♦-8♣-7♥-8♥ score



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		5♠-6♦-7♥-8♣ for 4 points; 5♠-6♦-7♥-8♥ for 4 pts; 8♣-8♥ for 2pts)
15	<p>Triple run of 3 cards</p> <p>Five cards that when considered together provide three unique combinations of three consecutive ranked cards and three of a kind. Card order is not important. (Ex. A♣-2♥-3♠-3♦-3♣)</p>	<p>When scoring the triple run of 3 cards, the three-of-a-kind does not need to be adjacent cards in the sequence. The 9 total points earn are made up of 3 points for each unique run and 6 points for three of a kind (3+3+3+6=15). (Ex. Given A♣-2♥-3♠-3♦-3♣ score A♣-2♥-3♠ for 3pts;. A♣-2♥-3♦ for 3 pts; A♣-2♥-3♣ for 3 pts; 3♠-3♦-3♣ for 6 pts)</p>
16	<p>Double-double run of 3 cards</p> <p>Five cards that when considered together provide four unique combinations of three consecutive ranked cards and two unique pairs. Card order is not important. (Ex. 4♦-5♣-5♦-6♠-6♦)</p>	<p>When scoring the double-double run of 3 cards, the pairs do not need to be adjacent cards in the sequence. The 12 total points earned are made up of 4 unique 3-cards runs at 3 points each and 4 points for the two pairs (3+3+3+3+2+2=16). (Ex. Given 4♦-5♣-5♦-6♠-6♦ score 4♦-5♣-6♠ for 3 pts; 4♦5♦-6♠ for 3 pts; 4♦-5♣-6♦ for 3 pts; 4♦5♦-6♦ for 3 pts; 5♣-5♦ for 2pts; 6♠-6♦ for 2pts)</p>
Points for a Knobs		
1	<p>Knobs</p> <p>A point is given for the Jack of the <i>same suit</i> as the Turn Card.</p>	

Scoring the Battlefield - Examples

The table below shows examples of scoring the battlefield. This is not intended to be a comprehensive list of all the scoring possibilities.



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Formation (best 4 of 5 cards)				Turn Card	Point Values						Notes
					15's	Flush	Pairs	Runs	Knobs	Total	
5♦	5♣	5♥	J♠	5♠	16	0	12	0	1	29	This is the highest possible scoring hand in Cribbage.
4♥	6♣	5♥	5♠	4♥	8	0	4	12	0	24	There are four unique runs of 4-5-6 totaling 12 points.
6♥	5♥	5♦	4♠	5♠	8	0	6	9	0	23	
J♠	J♥	5♥	5♠	J♣	12	0	8	0	0	21	In this case, Knobs only applies to the dealer and the points were given after the Frontline was scored but before the Battlefield is scored.
7♦	8♠	8♥	9♦	7♥	8	0	4	8	0	20	This is a double run of 4 cards.
3♠	4♠	5♠	6♠	4♦	4	4	2	8	0	18	
J♠	10♠	4♠	5♥	3♠	4	0	0	3	1	8	In order to score a 4-card flush all 4 cards must be in the Formation.
A♠	2♦	2♣	3♥	5♥	0	0	2	6	0	8	This is a double run of 3 cards.
3♦	9♣	A♦	J♦	7♠	0	0	0	0	0	0	A hand that adds up to zero points is called the 19-hand, because it is not possible to score 19 points in a hand.

STRATEGIES

BFC leaves less up to the luck of the draw and focuses more on strategy. Position on the board, the point spread of your opponents, the number of cards out of play, and the kill card are just a few of the factors that will influence your strategy.

Strategies to consider:

- ❑ Watch the player to the right and build a hand that feeds off of their likely discards.
- ❑ In fourhanded partner play, build your hand to complement your partners. For example, if your partner collects 5's and face cards, it would be good if you collect face cards. If either partner is able to place the turn card, then both hands can score extremely high.



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- ❑ Play cards to your opponent to tempt them to end the round so you will have the opportunity to lay the turn card, and greatly increase the points in your hand (and your partners).
- ❑ Scoring on the frontline, also called 'pegging', can be a very effective tool when your opponents are working to secure a good hand for scoring the battlefield. Remember a bird in the hand is better than two in the bush. Carefully consider starting runs on the frontline. Runs can easily become double or double-double runs on the frontline- to your advantage or dismay!
- ❑ Use the kill card (joker) as leverage to prevent a player from ending the round by threatening to kill the entire round if you are allowed to place the turn card.
- ❑ Use the kill card as a zero point added to the frontline to prevent your opponent from getting a point for a 'Go'.
- ❑ Avoid starting a two-card run or a pair on the frontline on the first turn. Your opponent will have four cards to score a third card in the run or a three-of-a-kind.

TABLE TALK

Prior to playing the game the players should agree upon the level of table talk allowed. For beginners table talk can be very helpful and even fun as new strategies are pointed out. For experienced players table talk could be used to mislead bringing a fun level of tension. In tournament play it is suggested that table talk not be allowed.

SOFTWARE VERSION OF BATTLEFIELD CRIBBAGE

Visit BattlefieldCribbage.com to purchase the BFC game that can be played on Windows and Macintosh platforms. Sharpen your skills and strategies, and enjoy playing anytime!

CREDITS

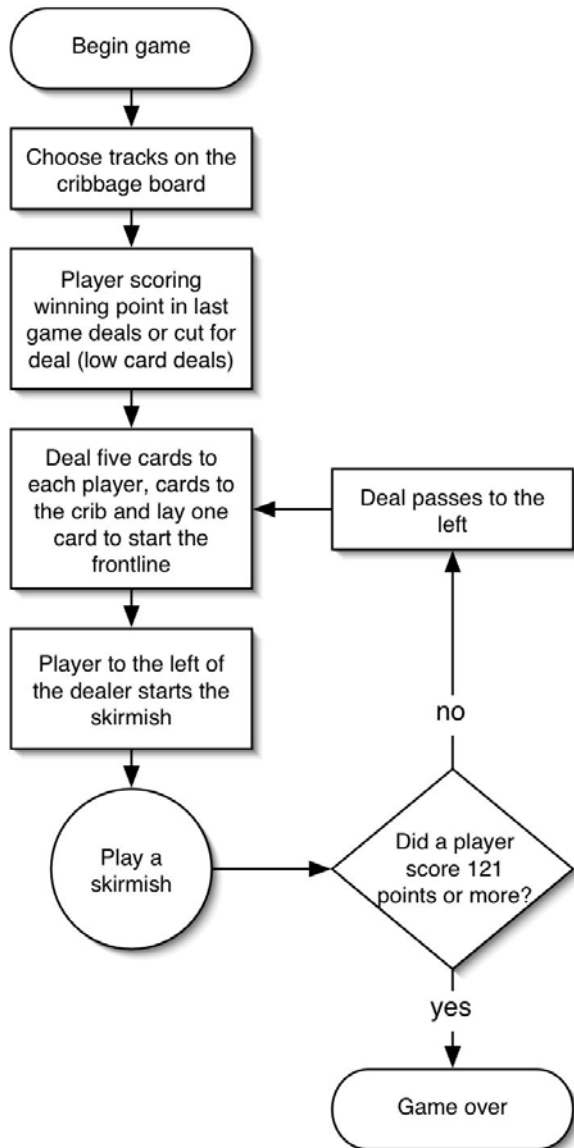
Shane Murphy developed Battlefield Cribbage in 2004. Special thanks for those who help evaluate the games rules including Chris Graber, Randy Sletto, Mike Beyer, Steve Levin and Brendan Murphy.



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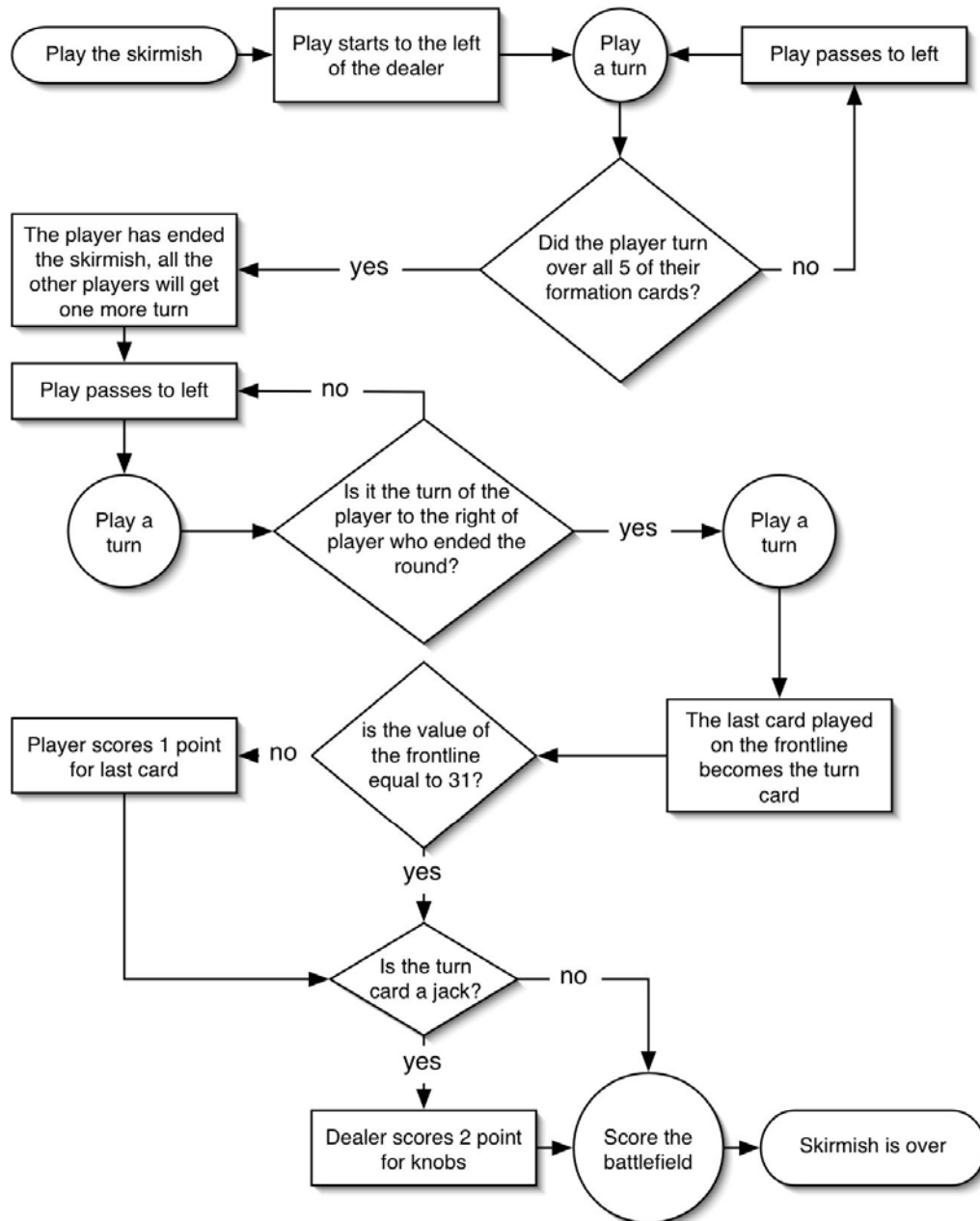
APPENDIX

Play the Game



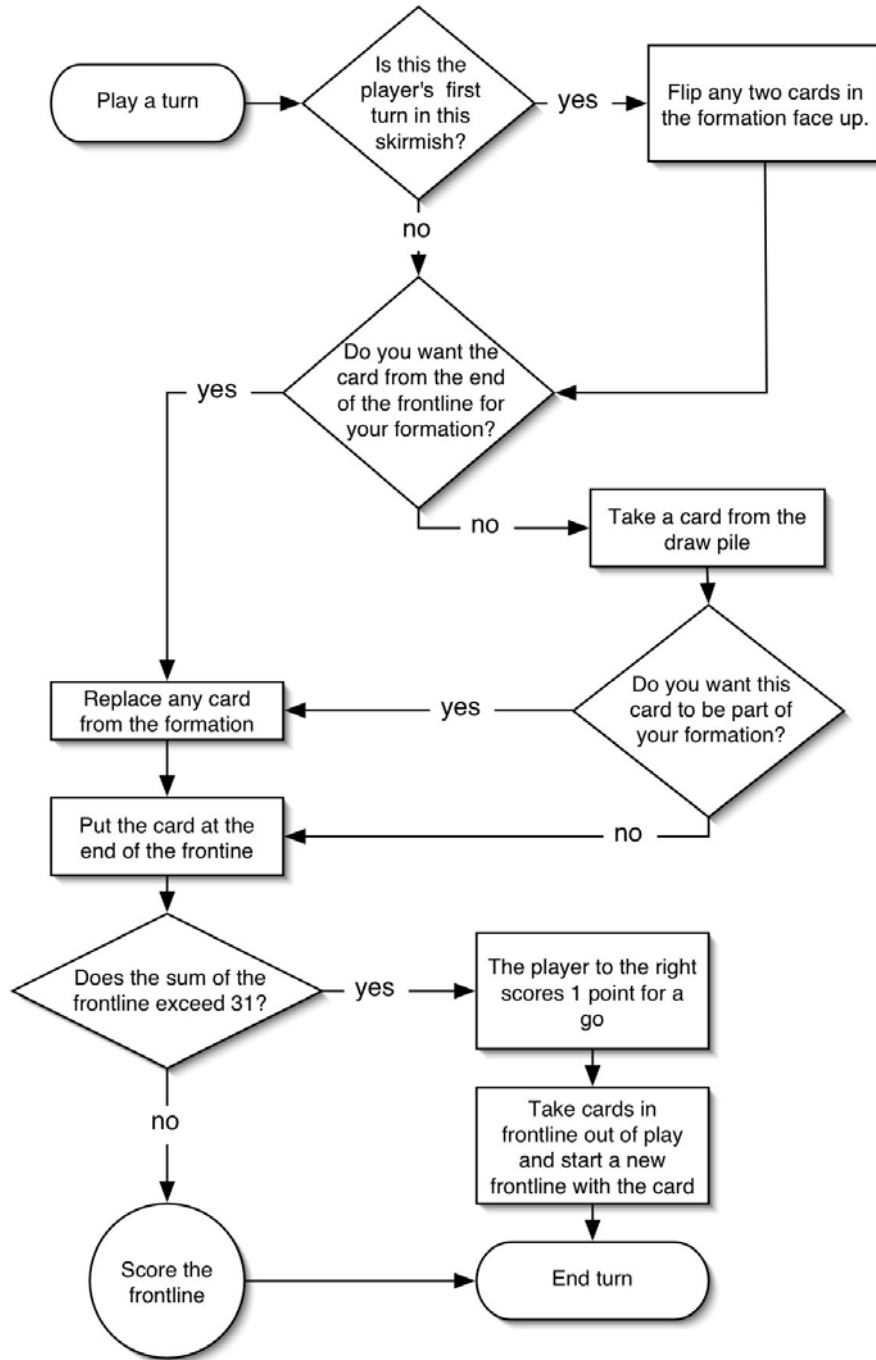
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Play a Skirmish



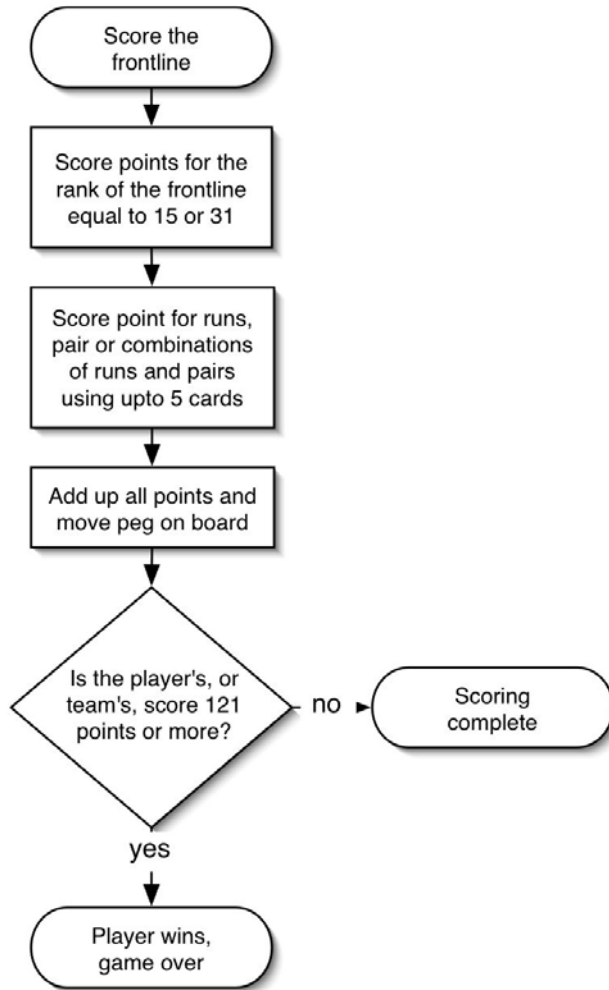
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Play a Turn



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Score the Frontline



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Score the Battlefield

