

Cribbage Scoring

Every point in the hand and in the play. First to 121 wins.

Card values A = 1 · 2–9 face value · 10 J Q K = 10 · suits matter only for the flush and nobs

♥ COUNTING THE HAND

Fifteen

any set of cards totaling exactly 15
every distinct set counts separately

2
EACH

Pair

two cards of one rank; suits are irrelevant

2

Three of a kind

three cards of one rank
three pairs, never a pair plus a triple

6

Four of a kind

four cards of one rank
six pairs

12

Run

three or more consecutive ranks
count a run only at its longest
ace is always low; Q-K-A is not a run

1
PER CARD

Flush

all four hand cards in one suit
a matching starter makes it 5
three suited cards plus the starter score nothing

4

Crib flush

four crib cards plus the starter, one suit
four suited crib cards alone score nothing

5

Nobs

a jack matching the starter's suit

1

*The starter counts as a fifth card in every hand and in the crib.
Count in order: non-dealer's hand, dealer's hand, then the crib.*

♠ DURING THE PLAY

Fifteen

the count hits exactly 15

2

Thirty-one

the count hits exactly 31
replaces the go point, never 2 + 1

2

Go / last card

when no one can play under 31, or the cards run out, whoever laid the last card
2 if it lands exactly on 31, never 1 + 2

1

Pair

your card matches the rank of the card before

2

Three of a kind

the third card of that rank in a row

6

Four of a kind

the fourth in a row

12

Run

the last three or more cards make consecutive ranks, in any order
unbroken by a pair or a gap

1
PER CARD

At the cut, before any card is played: a jack starter pegs the dealer 2 for his heels.

The count resets to zero after every go or 31; cards never combine across a reset. Suits never score in play. Reaching 121 wins at once, in any phase; no exact count needed.

EXAMPLE · HOW COMBINATIONS STACK



16 points

FIFTEEN	7♦ + 8♣	+2	2	PAIR	7♦ + 7♠	+2	8
FIFTEEN	7♠ + 8♣	+2	4	RUN OF FOUR	6♥ 7♦ 8♣ 9♦	+4	12
FIFTEEN	6♥ + 9♦	+2	6	RUN OF FOUR	6♥ 7♠ 8♣ 9♦	+4	16

"Fifteen 2, fifteen 4, fifteen 6, a pair is 8, and a double run of four makes 16." The 8♣ scores four times; one card may sit in every combination it genuinely belongs to.