

Cribbage

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any person not present at the scheduled commencement of play and throughout the competition is in default and is automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are obligated to complete the competition regardless of their record. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition

NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level, but must qualify at the District level before going to the Summer Provincial Games.

C) TOURNAMENT SET-UP

1. Play will be Round Robin format
2. A minimum of 12 games should be played.
3. One game of 121 points constitutes a match
4. Time limit of twenty (20) minutes. If the game is incomplete after time is up, then both teams count remaining points needed to peg out. (Warning should be given with five (5) minutes remaining).

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. If there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the lowest total of losing scores will be the winner
 - c. If necessary, then an extra game should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The provisions of the laws of Cribbage shall apply as outlined in Morehead& Mott-Smith, Hoyles Rules of Games, with the exceptions listed under “Tournament Set-Up” and “Cribbage Rules Summary.”

F) EVENT REQUIREMENTS

Equipment	<ol style="list-style-type: none">1. 20 regulation size card tables2. 20 new decks of standard playing cards.3. 20 standard cribbage boards with pegs.
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4. Scorecards, pens, etc.

Facilities

1. The facility must be well illuminated and large enough to appropriately space 20 regulation size card tables.
2. The facility should be air-conditioned.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convener
- B) Two (2) Official Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Cribbage Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. At the end of each, game teams will move according to a posted schedule or as indicated on their tally card.
3. Tally cards are to remain on the table at all times.
3. To determine the dealer at the beginning of the game, cards will be cut by each player with the low card getting the deal. Ace is lowest.
4. Cards must be dealt one at a time and a flashed card, during the deal, requires a re- deal.
5. The team scoring 121 points first or who is leading at the 20 minute time limit marks their scorecard with a "W" for win and their winning scores. The losing team will write their score with as many points as needed to peg out on the tally card using three digits. (For example 17 becomes 017.) All scores and wins recorded on the tally card must be initialed by the opposing team.
6. Counting is done in clockwise rotation from the person left of the dealer. If a team gets two points for having a jack cut, pegs out or counts out to accomplish 121 points, the game is over and no more counting can be done.
7. While counting, cards must be placed face up on the table. There is no Muggins in Ontario Senior Games, but a player may ask for a count of their hand. After the pegs have been moved no further points can be scored for that hand.