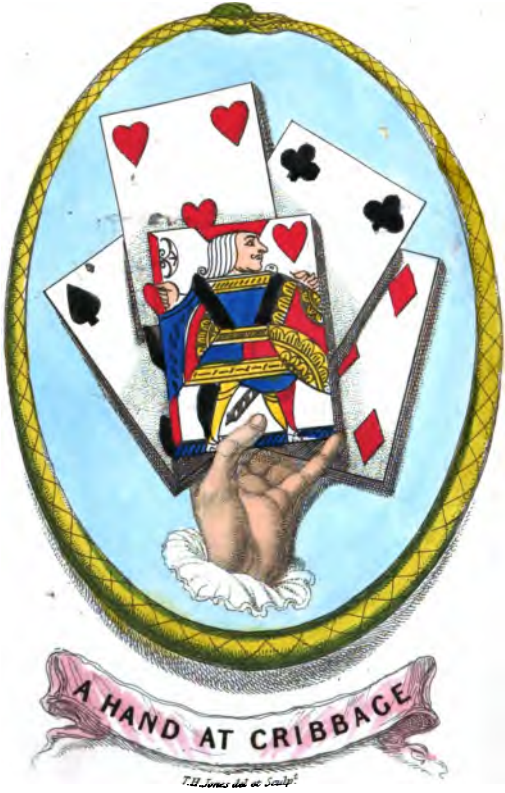
WALKER ON CRIBBAGE



Pub.d by SHERWOOD, GILBERT & PIPER Paternoster Row.

THE

CRIBBAGE PLAYER'S

TEXT-BOOK;

BEING

A NEW AND COMPLETE TREATISE ON THE GAME,

IN ALL ITS VARIETIES;

INCLUDING THE WHOLE OF

ANTHONY PASQUIN'S SCIENTIFIC WORK

ON

Five Card Cribbage.

BY

GEORGE WALKER.

LONDON:
SHERWOOD, GILBERT, & PIPER,
PATERNOSTER ROW.

1837.

LONDON:
GILBERT & RIVINGTON, PRINTERS,
St. John's Square.

PREFACE.

As a game of cards for two persons only, CRIBBAGE is universally popular, and both Piquet and Ecarté must give place to its pretensions. There exists, indeed, no similar species of amusement, in which the rival powers of chance and skill are so happily blended ;—and, while the influence of fortune is perpetually recognized as a source of pleasing excitement, there remains sufficient room for the exercise of the intellectual faculties, to insure their final attainment of success. In Cribbage, as in other games, the ignorant go on, playing at random,

and trusting solely to what they term "their luck;"—while those who are better informed, do not disdain to acquire the art of guiding that "luck" towards their own side of the board. During the run of a few consecutive games, skill may be compelled to yield to the power of adverse cards; but in a longer series of play, its influence will most certainly predominate.

There has never hitherto appeared but one really scientific Treatise on Cribbage; that one being the work of the well know ANTHONY PASQUIN [1]. At the time of first publication, his book attained considerable celebrity, and

[1] A TREATISE ON THE GAME OF CRIBBAGE, showing the laws and rules of the game, as now played at St. James's, Bath, and Newmarket; with the best method of laying out your cards, &c. Composed by several sporting gentlemen of the first celebrity, and digested by

was acknowledged as the most complete system of practical theory extant on the subject. It has long been out of print, and copies have become extremely scarce. Perhaps the strongest proofs of the public demand for the reproduction of some such volume, are now afforded in the numerous innocent questions addressed weekly to the Editor of BELL'S LIFE IN LONDON; requesting information and instruction on the most simple rudiments of the game.

ANTHONY PASQUIN, Esq., London, Symonds, 1807, 24mo. pp. 96. The real name of the author was WILLIAMS. Under the assumed name of Pasquin he produced several satires both in prose in verse; connected with Theatricals, the Fine Arts, and other subjects. Williams stood high in the fashionable Clubs and sporting circles of his day, and was one of the chosen associates of the Prince of Wales, afterwards George IV., Lord Barrymore, and others of the same stamp.

In the compilation of the following pages, the whole of Pasquin's work has been embodied, with such additions as the writer thought necessary to the formation of "The Cribbage-Player's Text-Book." The calculations have been revised,—the rudiments of the game explained for the improvement of beginners—and his own share of original matter being proportionably small, the Author is the more confidently entitled to pronounce his opinion as to the merits of the new edition, here presented, of "ANTHONY PASQUIN'S TREATISE ON FIVE-CARD CRIBBAGE."

G. W.

17, Soho Square,
January 8, 1837.

CONTENTS.

CHAPTER I.

PAGE

Of what the game of Cribbage consists..... 1

CHAPTER II.

For what you mark at Cribbage..... 8

CHAPTER III.

The Laws of Cribbage; with cases of illustration. 21

CHAPTER IV.

On counting at Cribbage..... 30

CHAPTER V.

On laying out for the Crib; including the best methods of discarding, both for your own and your adversary's Crib, in nearly eight hundred cases of hands at Five Card Cribbage 43

CHAPTER VI.

PAGE

General directions for playing the game of Five-Card Cribbage scientifically; including remarks on Betting, with statements of the different odds at various points of the score..... 78

Curious problem at Five-Card Cribbage..... 92

CHAPTER VII.

On Six-Card Cribbage..... 94

CHAPTER VIII.

On Three-Handed Cribbage..... 106

CHAPTER IX.

On Four-Handed Cribbage..... 108

Curious problem at Four-Handed Cribbage 115

CHAPTER X.

On various disputed points at Cribbage..... 117

CHAPTER XI.

On Cheating or False Play..... 121

CRIBBAGE MADE EASY.

CHAPTER I.

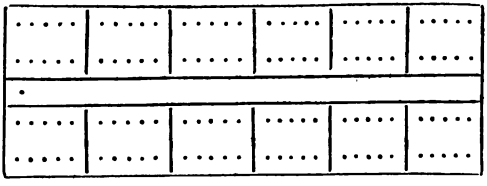
OF WHAT THE GAME OF CRIBBAGE CONSISTS.

Cribbage is a game played with the whole pack of fifty-two cards. There are several different descriptions of Cribbage, practised by either two, three, or four persons; but the only game worthy of the scientific player is that which is played by two persons, and termed Five Card Cribbage. This variety presents so much more scope for skill than Six Card Cribbage, that I shall here treat of it as The Game of Cribbage; giving, subsequently, an analysis of the remaining species of the game, as being branches only from the parent stem. At the same time it will be found, that most of the directions relative to Five Card Cribbage are, in a degree rather more remote, equally applicable to the other variations of the game.

The Game of Cribbage, then, is played by two persons, with fifty-two cards, and various numbers of points are therein won and lost, according to certain combinations of the cards being presented. Sixty-one points make the game, and he is consequently considered as the winner, who first suc-

ceeds in obtaining this number. The points are marked, for the sake of clearness, on a board called a Cribbage-board, in which are pierced sixty-one holes for the purpose. This board is placed horizontally, or across the table, midway between the players; and the reckoning is considerably facilitated, by the two rows of holes being sub-divided into minor divisions of five holes each. It is matter of indifference which way the end of the board at which you begin to mark is placed; but you must commence marking at that end of the board containing the sixty-first, or game-hole; beginning at the outside edge, and having passed along that to the top, returning home down the inside.

The following Diagram represents the Cribbage-board :—



To mark the game, each player is furnished with two pegs. On beginning the game, these pegs lie on the table, and he who first gains any points, commences marking his score, according to the number he is entitled to take. For example, suppose you begin by marking two points :—you take one of your pegs, and place it in the second hole; but on your marking for the second time, you

do not take out this peg, and advance it according to the number you have to score; but you leave it in the hole in which you had previously placed it, and mark your second number with the remaining peg, reckoning from the first peg. On scoring for the third time, you in like manner take out your back peg only, and compute from the foremost peg, which must never throughout the game be touched; all reckonings being made by your hindmost peg. Thus your pegs are alternately back and front, and by never permitting the front peg to be touched, *while it is a front peg*, it can always be seen by your antagonist whether you took your proper number or not. He who first attains the sixty-first, or end-hole, is the winner. To avoid confusion, it is usual for the pegs of each party to be of different colours; although the one player never, in any way, touches his adversary's half of the board.

Points are gained according as certain combinations of the cards present themselves; it will therefore be necessary, on starting, to point out in what manner the different cards are counted, as to their relative value.

Kings, Queens, Knaves, and Tens, reckon, indiscriminately, as ten each; and the remaining cards of the pack count according to the number of pips they bear; the seven, for seven; the nine, for nine; and so on for the others. The Ace counts for one. Understand, this does not relate to the scoring on the Cribbage-board, but to the relative value of the cards. I mention this for fear you should erroneously suppose that you were to mark on the board for every card you hold. Good players are welcome to call these details too minute; I have

play begins by the non-dealer's leading a card, which is played to by the dealer from his hand; each calling aloud, as he plays his card, the aggregate number of pips thus made up. For example, if the non-dealer lead off a King, he calls "ten," as the commencement of the reckoning; and supposing the dealer to reply with an eight, the latter calls "eighteen;" such being the number made up by the ten and the eight. By the bye, you must not suppose that you mark these points as you call; you can only mark for sequences, pairs, and other matters, as we will presently elucidate; but to proceed:—The dealer having played, and made eighteen, the non-dealer plays his second card, calling out the increased amount thus formed. In this manner the parties play alternately, until the aggregate number of pips, on the cards played, make just thirty-one, or as near that amount, without exceeding it, as can possibly be made by the cards in either hand. The player who makes thirty-one, takes two points; or one point, if he plays the last card under thirty-one. After thirty-one is made, or the point nearest to that sum, the remaining cards in hand, on both sides, are thrown down without being played out. To illustrate this, let us suppose a hand played out, as follows:—

A and B play. A leads a Three, and calls "three,"—B replies with a tenth card (Ten, Knave, Queen, or King,) and proclaims "thirteen;" A plays another tenth card, and calls "twenty-three;"—B answers this time with a five, and says "twenty-eight." A now finds that his remaining card, being a four, will not come under thirty-one, nor will it hit that number; he therefore declares his inability to play, by uttering the

monosyllable "go," at the same time throwing up his last card. Now, should B, on being told by A that "'tis a go," have a three, he plays it—makes thirty-one—and scores two points accordingly. But if, on the other hand, he cannot come in, any more than A, he throws up his last card also, and marks one for "the go," as it was B who made the twenty-eight, or number nearest to thirty-one. If B's last card, however, be a one, or a two, he must play it, because it does not exceed thirty-one; but he still can only mark one point for "the go." At Cribbage it is at all times optional as to which card you choose to play.

The points which each party has made, during the playing out of the hand, having been all taken at the time they were gained; and, the deal being finished, each party now completes his score, and marks that number of points towards game, to which he is entitled. The non-dealer reckons first; and, having marked his gains, if any, on the board, the dealer in his turn counts—first, his hand, and then his crib, for the crib belongs to the dealer.

Another deal then takes place, and is conducted in a similar manner; and so on, until either one of the parties has completed the required number of sixty-one, when he is proclaimed the victor, and the game is finished.

CHAPTER II.

FOR WHAT YOU MARK AT CRIBBAGE.

I NOW proceed to show of what the different things, or combinations of the cards, consist,—for which you are entitled to mark holes, or points, towards games; at the same time explaining certain technical phrases used in Cribbage; not forgetting that important one, so frequently used by the novice "FIFTEEN—TWO!"

Points in play can only be made by one of the seven following ways:—

Firstly, by Fifteens—Secondly, by Sequences—Thirdly, by Pairs—Fourthly, by Pairs-royal—Fifthly, by Double-pairs-royal—Sixthly, by the Knave being turned up—and Seventhly, by making thirty-one, or the nearest number thereunto.

Points on reckoning the hand and crib, after the hand is played out, can only be made by one of the seven following ways:—

Firstly, by Fifteens—Secondly, by Sequences—Thirdly, by Flushes—Fourthly, by Pairs—Fifthly, by Pairs-royal—Sixthly, by Double-pairs-royal—and Seventhly, by the Knave being of the same suit as the card turned up. The various points you are entitled to, under either of these several denominations, being added together, form the whole number contained in your hand or crib; and you must score accordingly.

We will now explain all these measures of value, in strict detail.

Fifteen.—Every time you make the number fifteen in play, you mark two. For example, your adversary leads an eight, and you reply with a seven, calling aloud "fifteen." For this you are entitled to mark immediately two points. Suppose, moreover, you had the lead, yourself, originally, and played a small card—say a four;—now, if your antagonist play another small card, and you can make fifteen by your second card, you may do so, and mark two as in the former case. Therefore, no matter what card or cards have been played, the party making the number fifteen, gains two points. As all tenth cards are equal, if one party lead, indifferently, any tenth card, the other player, on replying with a five, marks two for the fifteen.

When the hand is played out, and you proceed to sum up the amount of your hand, you take also two for each several fifteen you can make, by computing the cards you have just held. In this you are further allowed the assistance of the turn-up, or start-card, which is, in every respect, common property; and reckons, curiously enough, in favour of, and in unison with, each of the two hands as well as the crib. Every different combination of the cards which produces a fifteen, gives you two points; and this is independent of all that may have occurred in play. Thus suppose you held a Knave, a King, and a five,—you have a right to take four for the two fifteens; one of which is formed by the five and the King; the other, by the same five and the Knave. Furthermore, if a tenth card is in this case the turn-up, you take a

third two, for the third fifteen, made by combining the same five with such tenth card; and if, instead of the tenth card, another five were the turn-up, you make no less than eight, having four fifteens. To satisfy yourself of this, place two fives, a King, and a Knave, on the table; and you will soon perceive that as the King and Knave may reckon separately with each five, you get four points from each five. It is an important feature in Cribbage to be accurate in computing what is your due, but nothing save practice will lead to perfection. At the same time, there is less skill required in this, than in the other parts of the game; it being mere matter of arithmetical calculation. I must here warn you against the silly habit of ejaculating "fifteen—two," as our ancestors were wont to do, while reckoning up their fifteens. Count your hand to yourself, and call out the amount only, but not the items.

The dealer reckons his crib for fifteens, in the same way as he has examined his hand; using the start-card with each. Of course, he must not count his hand and crib together, nor may you reckon your cards in any way with those of your opponent, at the end of the hand. It will, I hope, immediately strike you—and if it has already done so, I pronounce you as certain to become a good player—that, as the crib consists of four cards, and the hand of only three, there is a greater probability of making fifteens in the crib, than from the hand,—in the proportion of five to four. In computing the points, after the deal, the crib, in fact, comprises five cards, and the hand four; since the turn-up card reckons with each. In the course of

this work, you will frequently find that I repeat the same thing in a different way, on purpose to fix it the better upon your attention.

THIRTY-ONE.—You are entitled to mark two points every time, that, in the course of play, you make up the exact number of thirty-one. But this only applies to play, and you do not, on reckoning your hand or crib, count for thirty-ones, as you do for fifteens.

END-HOLE.—Should neither player be able, in play, to make up the exact number of thirty-one, he who plays the card which approaches the nearest to that number, without exceeding it, marks ONE for the last card, or end-hole. This is also called, in Cribbage "parlance," taking "one for the go." So much do a few holes tell in the balance of a number of games, that to get the end-hole is a most material point. The TYRO thinks this of little consequence, the PLAYER appreciates it as it deserves.

PAIR, or PAIRS.—For every pair made in play, or in hand, two points become your due. To pair a card is to play one of the same description, not merely of the same suit. For instance, if a four is played, at any time during the playing out of the hand, and you can answer it with another four, without over-stepping the prescribed boundary of thirty-one,—you are said to "pair" it, and thereby gain a couple of points. In reckoning pairs, observe that Kings, Queens, Knaves, and tens, are to be computed each according to its kind; and not, as in counting fifteens, &c., for the same as each other. Thus, to pair a ten, you must play literally a ten, and could not be pronounced to pair

it in playing a Queen; although a queen and a ten, being both tenth cards, would each reckon for ten in computing fifteens. The distinction is, I hope, obvious.

To exemplify the mode in which pairs are made by play, let us suppose your adversary to lead a card which you are able to pair. If you think it advantageous, you pair him, and mark two points. Thus, if he has led a three, you pair him by playing another three; no matter which.

At the end of each deal, you also mark two points, for every pair you find in your hand or crib; having the turn-up card to reckon with, in addition, as in the case of fifteens, &c.

PAIR-ROYAL, or PRIAL.—A Pair-royal consists of any three cards of a similar description; either held in hand or crib, or else occurring in play:—as three Kings, three aces, three nines, &c. A pair-royal entitles the owner, or maker, thereof, to six points: *ex. gr.*—suppose your adversary plays a seven, and you play another seven, marking very properly two for the pair; then, should your adversary play a third seven in continuation of the series, such additional seven forms a pair-royal, and entitles the player thereof to six points.

Should you hold a pair-royal in hand or crib; you equally mark six points. Should you hold simply a pair, fours for instance, and a third four is turned up, you reckon the pair-royal, the same as if you had held the three fours in your proper hand.

You cannot, of course, form a pair-royal, unless by continuous cards. Imagine your adversary leads a two, and you pair him; he answers with

an indifferent card, say a six, and you play a third two. In this case you cannot score for the pair-royal, because the six has intervened.

DOUBLE PAIR-ROYAL, or DOUBLE PRIAL. — Four cards of a sort, constitute a double pair-royal, and entitle the possessor thereof to mark no less than twelve points; whether it occur in play, or in computing the hand or crib. The turn-up card reckons with hand and crib, in this, as in every other case. In my description of a pair-royal, I supposed your adversary to form one by playing a third seven; could you in that case have answered with a fourth seven, you would form a Double pair-Royal, and mark twelve points, in addition to the two you originally made by pairing his seven.

In taking six for a pair-royal, or twelve for a double-pair-royal, you are not to suppose that the six and twelve are merely increased numbers, bestowed as premiums for such combinations of the cards, and settled by arbitrary arrangement, independent of the rule that two points are allowed for every pair. I have seen persons who had played Cribbage for years, ignorant on this head, as well as some others. A pair reckons for two, and the same principle, applied to a pair-royal, produces six; because, as a pair-royal contains three distinct pairs, you score two for each pair. Place, for instance, three sixes in a row on the table, and mark them 1, 2, and 3, thus :—

1	2	3
Six	Six	Six

Here Nos. 1 and 2 form the first pair, Nos. 1 and 3 the second pair, and Nos. 2 and 3 the third pair;

without the same two cards having ever been reckoned more than once together.

Having analysed this example, you have possibly begun already to speculate as to the number of pairs to be found by *taking in pieces* a double pair-royal. The readiest way to attain demonstration is to place the four sixes, in a row on the table, as you did the three sixes, and number them 1, 2, 3, and 4, thus:—

1	2	3	4
Six	Six	Six	Six

Nos. 1 and 2 combined together, form a pair, and yield two points, for which carry out . . 2
— 1 and 3 form the second pair, and give two more 2
— 1 and 4 form the third pair . . . 2
— 2 and 3 form the fourth pair . . . 2
— 2 and 4 form the fifth pair. . . . 2
— 3 and 4 form the sixth pair . . . 2

Total . . 12

Thus we find we have six distinct pairs in a double pair-royal, and of course, are thereby entitled to twelve points. Observe, that in making these points, although we reckon the cards over-and-over again, they always unite in different associations, and the same two cards are never reckoned twice together.

Sequences.—A Sequence consists of three or more cards, following in successive numbers, whether of the same suit, or not, and entitles the

holder, or maker, to as many points, as there are cards included in the composition of the sequence; —being one for every card,—whether it occurs in hand, crib, or play. Sequences may thus be formed of three, four, five, or even six cards, if played continuously, however irregularly. Reckoning one point for each card, a sequence of three gives three points, a sequence of four, four points, a sequence of five, five points, and a sequence of six, six points. A sequence of two counts for nothing. To form a sequence in play, it matters not which of the cards is played first, or last, provided the sequence can be produced by a transposition of the order in which they fell. As in certain other cases, the Court cards, King, Queen, and Knave, rank in sequences, after their usual classification as to rank, and not all alike as tenth cards. The following examples will throw sufficient light on the formation of the sequence.

An ace, a two, and a three form a sequence of three; whether of clubs, hearts, spades, or diamonds, does not matter, since the three cards may be of three different suits, provided they rank in sequence. This is one of the most simple forms a sequence can assume; but sequences of four or more cards are formed on the same principle, being nothing but cards which follow in their order; and, in play, he who can so play a card as to form a sequence, becomes instantly entitled to as many points as there are cards in that sequence, and marks for them accordingly.

The following is an instance of the manner in which sequences arise in play:—

A, having to lead, plays the Four of Hearts.

B answers with the Two of Clubs.

A plays the Five of Diamonds.

B plays the Three of Spades, and marks four for the sequence composed of the two, three, four, and five; although these cards did not fall in regular order.

A then plays the Six of Clubs, and marks five for a sequence of five cards; made up of the two, three, four, five, and six.

B's last card being an Ace, he plays it, and marks six points, for the fresh sequence of six, formed by the addition of the ace, to the cards already on the table.

You here observe that it does not matter of what suit are the cards forming the sequence, nor does the order signify in which they are played. You must not pass thirty-one in making a sequence, but the above six cards quoted, only make twenty-one pips. If a sequence in play is once broken, it must be formed afresh, or cannot be acted on: *ex. gr.*—

A has the lead, and plays a Two.

B replies with a Four.

A plays a Three, and marks three for the sequence.

B pairs the Three, marking two for the pair.

A now plays a Five, but cannot mark four for the sequence of the two, three, four, and five, because the last of the two threes broke that sequence. Be sure you understand this.

I fear to trespass on your patience, but must give two more examples:—

A leads off a Two.

B replies with a Three.

A plays a One, (ace,) and marks three for the sequence.

B answers with a Two, and marks three for the sequence also; because the last one, two, and three, fell continuously, though irregularly; and were quite independent of the first Two.

Suppose lastly,—

A leads a Three.

B plays a Four.

A then plays an Ace.

B answers with a Two, and marks four points for the sequence formed by the one, two, three, and four.

Now if A's last card be a Five, he may play it, and make a sequence of five;—if it be a Three, he may equally form a sequence of three;—but should it be a Four, he can form no sequence with it; since there has been no Three played since the first Four, to serve as a connecting link in the chain.

In reckoning your sequences at the close of the deal, you use the card turned-up, along with your hand and crib; and reckon them every way they will. A single example of this will here suffice:—

Suppose the crib to consist of two Kings, (Clubs and Diamonds,) and two Queens, (Hearts and Spades,) the Knave of Spades being the card turned-up;—how many can you take for sequences?

Twelve, being four sequences of three each; to be computed by reckoning the Knave with the Kings and Queens; ringing the changes on the latter, somewhat in a similar manner to the mode in which you have been taught to form a double pair-royal. To simplify this, take the Knave, the

two Queens, and the two Kings, and spread them before you; when they will count thus:—

Knave, with Queen of Hearts and King of Clubs	3
Knave, with Queen of Spades and King of Clubs	3
Knave, with Queen of Hearts and King of Diamonds	3
Knave, with Queen of Spades and King of Diamonds	3
Points for the four sequences . .	12

THE KNAVE.—If you hold a Knave of the same suit as the card turned-up, you are entitled to one point, which you take on reckoning your hand. Should there be, in the crib, the Knave of the suit turned-up, the dealer, to whom the crib belongs, takes one point on reckoning his crib. In the euphonious phraseology of some cribbage-players, this is termed "one for his nob."

Should the turn-up card itself be a Knave, the dealer immediately scores two points; which, by way of antithesis with "his nob," are called "two for his heels." Similar phrases are, after all, rather to be considered as quaint, than vulgar. They recall to our minds the recollection of the once popular game of QUADRILLE, played by the Lady Teazles of the past century, in which the verb "TO BEAST" is so indefatigably conjugated.

A FLUSH.—A Flush cannot happen in play, but occurs only in computing the hand or crib. A

Flush signifies that all the cards in hand, or crib, are of the same suit, in which case you are allowed to mark one point for every card of which the Flush is composed. Thus, if your hand comprise three hearts, you will take, on scoring for your hand, three for the flush in hearts; and should the turn-up card chance to be also a heart, you will add another point for that, making four altogether. You are not permitted, however, to reckon a flush in the crib, unless the cards, of which the crib is composed, are of the same suit as the card turned up. It is essential to recollect the difference between a flush in the hand, and a flush in the crib.

In reckoning the hand and crib after the deal, you have been already informed that the non-dealer counts first. It will facilitate your reckoning, if you sum up the amount of points to which you are entitled, in the following order: Firstly, Fifteens—Secondly, Sequences—Thirdly, Flushes—Fourthly, Pairs; Pairs-Royal, or Double-Pairs-Royal—Fifthly, the point for the Knave. Reckoning up the hand, or crib, is technically termed "showing." Thus the non-dealer is said to have "the first show," a point of immense importance at certain stages of the game; since he may thus be enabled just to "show out," and consequently win the game; while the dealer may hold in his hand, and crib, points enough to make him out three times over, but altogether useless, since he has not the first show.

The non-dealer having reckoned the points, if any, in his hand, and marked his score, under the rigid surveillance of his adversary, the latter counts, and pegs for his own hand. When this is done, he (the dealer) turns up the crib, which,

hitherto, has not been seen by either party, and scores such points as may be therein contained, thus reckoning hand and crib separately. It is frequently the case, as you will speedily enough discover, that a hand or crib may not contain a single point. With a little care and practice, you will be enabled to call aloud, at a glance, the number to which you may be entitled. Nothing can be more detestable, than to hear persons telling over their treasures, in drawling detail,—"*fifteen two, and fifteen two's four,—let me see,—and a pair's six—and—and that's all—no,—one for his nob's seven!*" Between this, and the mode in which a Cribbage PLAYER calls his hand, there exists the same difference as between a person reading a book in the usual manner, and another slowly spelling every word. The turn-up card having started, look over your hand, and count your claim to yourself; proclaiming aloud your demand, if non-dealer, immediately on the hand's being played out. If, again, you have the deal, after reckoning and scoring your hand, count the crib in silence, and call the amount at once. Leave your hand and crib on the table, exposed; and mark your score. He who is to deal will collect the cards.

CHAPTER III.

THE LAWS OF CRIBBAGE.

It is impossible to form too early an acquaintance with the Laws of the Game, though it is unnecessary for the beginner to do more than occasionally peruse them. I recommend your constant observance of these rules, in the strictest sense; neither departing from them yourself, nor suffering others to do so. Without this, you might as well play at Dominos, as Cribbage. The laws of the game, here given, are those observed by all good players. To simplify their meaning, I have occasionally added cases of illustration; many points of the law being little understood, even by moderate players. Indeed, it must be admitted by all, that the strict rules of the game have never, hitherto, been laid down at the length they should be: and from this have arisen frequent disputes, and references to established authorities, which might have been, partially, if now wholly, obviated, by a proper DIGEST OF THE LAWS.

Law I.

In playing single games, the parties shall cut for deal every game, but in playing rubbers, they must cut only at the commencement of each rubber. The deal is won by him who cuts the lowest Cribbage-

card; tenth cards being all equal in cutting. The Ace is the lowest card in the pack. Should both parties cut alike, or should each cut a tenth card, —it is a tye, and they must cut again.

EXAMPLE. A and B cut for deal, and A cuts a King, while B cuts a Knave. In this case, it is a tye, and they must cut again; the King and Knave being both tenth cards.

Law II.

In cutting for the deal, he who cuts first, must not lift off fewer than four cards; nor must he leave a number so small, that he who cuts last cannot make a legal cut. He who cuts last must not lift less than four cards, nor must he leave less than four in the remainder of the pack.

EXAMPLE. C cuts first for deal, and leaves only seven cards. This is not a lawful cut, and C must cut again, since if his antagonist, D, then lift the four cards which are the minimum he may cut, he would only leave three behind him, instead of four.

Law III.

In dealing, the cards must be delivered one at a time, and, during the dealing, neither party shall touch any one of the cards in either hand.

Law IV.

No penalty is attached to the dealer's showing any, or all, of his own cards, in dealing; whether purposely or otherwise. But should the dealer show any one of his adversary's cards, in dealing,

the latter may immediately score two points; and, in addition, if he thinks proper, may demand a fresh deal; but this must be done before touching any of his cards. Should the dealer, in dealing, meet with a faced card in the pack, there must be a new deal.

(I need hardly add, that in all cases of a new deal, the pack must be shuffled and cut again, and also that the deal never passes, as it does in Whist, by way of penalty, but the dealer deals over-again.)

Law V.

Should the dealer miss deal, and not discover the error before either one of the hands is taken up, his adversary is entitled to mark two points; and there must also be a fresh deal, as there must be, in fact, in every case of a misdeal. If, during the deal, the non-dealer expose any one of the cards to view, the dealer has the option of dealing again; without, however, being suffered to look at any of his cards before demanding the fresh deal.

(No penalty is consequent upon showing any, or all your cards, during the playing out of the hand; nor on showing the cards you throw out for the crib, however improper to do so.)

Law VI.

Either player may shuffle the cards prior to dealing, but the dealer shall have, if he choose, the last shuffle. After the cards are cut for the deal, no one can touch the pack, previous to dealing, except the dealer.

Law VII.

Should the dealer give his adversary more than five cards, the non-dealer may mark two points, and there must be a fresh deal; but, in such case, the non-dealer must discover the error, before he takes up his cards, or he cannot claim the two, though there must still be a new deal. Should the dealer, in dealing, give himself more than five cards, his adversary may mark two points, and either call a fresh deal, or draw the extra card, or cards, from the hand of his opponent. Should the dealer give to either party less than five cards, there must be a fresh deal; and should the dealer deal two cards at once to either party, there must be a new deal, unless his adversary consent to his withdrawing the surplus card; in which case it must be placed on the top of the pack.

Law VIII.

Should either player be discovered to have more than five cards in hand, his adversary may mark four points, and demand a new deal. (Always count your cards before you take them up.)

Law X.

From the time the dealer, having dealt, lays down the pack, until the time the non-dealer cuts for the start, if either party touch the pack, his adversary may mark two points.

Law X.

In cutting the pack for the start-card, the non-dealer shall not lift off less than three cards, nor leave less than four behind.

Law XI.

Should the dealer turn up a Knave, and neglect scoring the two points for such Knave, until he has played his first card, he cannot take the two points.

(He is, however, in time to take the two points, after his adversary has played his first card; a distinction of some consequence, since we are all liable at times to forgetfulness.)

Law XII.

The non-dealer shall lay out for the crib before the dealer. In laying out for the crib, a card once quitted cannot be recalled. If either party mix any of his cards with the crib, his adversary may mark two holes; and has, in addition, the choice of calling a new deal. No one but the dealer has a right to touch the crib; and he, himself, is not justified in touching it, until he take it up for the purpose of counting it.

Law III.

Should either party take more points than his due, either in play, or in scoring for his hand or crib, or in inflicting any penalty for breach of law, —his adversary shall first put him back as many points as he has over-marked, and may then add such points to his own score.

EXAMPLE.—E inadvertently marks six for his crib, instead of four. F replaces E's foremost peg at a distance of four holes behind the other peg, and then marks to his own game the two points. But if, in the very proper infliction of this penalty, F, by mistake, takes E. down too many holes, he

becomes in his own turn the aggressor; and E inflicts a similar penalty in like manner. So too, if after taking back E's score, it is satisfactorily proved that E was originally correct in his computation, the latter must replace his pegs, as they were when first touched by F; and then, taking in addition the supernumerary holes from F, marks at once for the whole score.

Law XIV.

Should either party mark fewer points than he ought, his adversary cannot add them to his own score. (It is a vulgar error to suppose, that if G, having to score eight, mark but six,—H, his opponent, can take the two points, and add them to his own score. I think it the more necessary to speak decidedly on this point, inasmuch as it is a case of frequent dispute. It is, surely, penalty quite sufficient, that G should lose the two points he might have taken, without his being punished in addition, for what may be termed, his unthinking generosity,—*anglicè* "his folly.")

Law XV.

No player can call upon his antagonist to assist him in making his score.

EXAMPLE.—Suppose K to say to L, "am I not twelve?"—L replies, properly enough, "I shall neither tell you, nor shall I pass any opinion on the subject. If you take more than you ought, I shall take you down;" *et voilà tout!*

Law XVI.

Should either player touch any one of his opponent's pegs; except for the purpose of taking down

any score improperly calculated, or for the purpose of replacing them if accidentally knocked-out, his adversary may mark two points. Should either player touch one of his own pegs, except when entitled to score, the opposite party may score two points. Should a player displace both his pegs, accidentally, he must allow his opponent to replace them, according to the best of his judgment; or in the event of not submitting to this, shall be declared the loser of the game;—and, should either party displace his foremost peg, however inadvertently, he must replace it in the hole immediately behind his back peg, wherever the latter may happen to be. (His back peg becomes thus his front peg.)

Law XVII.

Should either party score the game as won, erroneously, he loses that game.

Law XVIII.

Either player having too many, or too few cards in hand, at any one time, entitles his adversary to score two holes; and gives him, in addition, the option of demanding a new deal.

Law XIX.

Unless previously specified, LURCHES shall not be played.

EXAMPLE.—M is said to lurch N, should he attain the end, or sixty-first hole of the board, before the latter has pegged the thirty-first hole; or in other words, before N has turned the corner. A Lurch counts as a double-game. On beginning to play, always ask your adversary, "do we play Lurches?"

Law XX.

In the act of marking points on the board, should the pegs be once quitted, the score cannot be altered. If any points which ought to be taken, remain unscored after the playing subsequently of two cards, such points shall not be taken at all. Should either player put his cards on the pack, without taking for them, whether hand or crib, he forfeits such points.

Law XXI.

Should either party show a card, it being his turn to play, he must play that card, if it will legally come in. If otherwise, no penalty.

Law XXII.

Should either party neglect to play, when he can come in, under thirty-one, his adversary may mark two holes. (In addition to this, at Six-Card Cribbage he is disqualified from playing his other cards.)

Law XXIII.

The hand, or crib, when counted-for, must be spread conspicuously on the table; and remain there until the opposite party appears satisfied as to the correctness of the amount.

Law XXIV.

No penalty can be exacted for calling the number erroneously, while playing the hand.

EXAMPLE.—P plays a nine, and Q answering with a five, calls "thirteen," by mistake. P then superadds a two, calls "fifteen," and wants to mark two points for such fifteen. In this he is wrong; it being equally his fault with his adversary's, that the first amount of pips was erroneously proclaimed

thirteen, instead of fourteen. Courtesy will teach you to set your opponent right, on the occurrence of similar mistakes.

Law XXV.

The three holes allowed the non-dealer at the commencement of the game, may be taken by him at any time during the game. But should he, unwittingly, suffer his adversary to peg into the end-hole, without having taken them, it is too late to rectify the error. (The game is, in fact, then already over, being won by the other party's attaining the sixty-first hole.)

Law XXVI.

Should either party refuse submission to any penalty he may have rightly incurred, his adversary may immediately throw up his cards and claim the game.

Law XXVII.

No bystander shall in any way advise, dictate to, interfere with the players, or touch the cards.

(A bystander is, of course, not justified in suggesting that omissions have been made in the reckoning, &c. but I confess, I think, that should the looker-on see anything which might, however accidental in its origin, savour of unfair play, he ought instantly to interfere, and expose the irregularity.)

Law XXVIII.

All disputes on points unprovided for in the Laws of Cribbage, must be referred to the decision of a third party, whose judgment shall be received as final.

CHAPTER IV.

ON COUNTING AT CRIBBAGE.

THE difficulties attendant on counting, correctly, on all occasions, whether hand or crib, will, as I have already said, soon vanish before attention and practice. In the chace after perfection, no assistance, however adventitious, is to be disdained. Take a pack of cards, and either alone, or with the assistance of a friend, whom I suppose also to be a learner, deal out a number of hands in detail. Then examine these hands, individually, and reckon up the number of points they would yield, if held at Cribbage; lifting a start-card to be combined with them. The principal difficulties of reckoning you will find to arise from the several modes in which fifteens and sequences (the latter more especially) may be computed. The summing up the value of pairs, pairs-royal, &c. is, on the other hand, so simple and straightforward, that you can hardly err respecting them, after a very few trials. To reckon correctly the amount of the three cards of which your hand is originally composed, would be sufficiently easy, were it not for the subsequent introduction of the turn-up card, which, though useless in play, counts, at the end of the deal, as a component part of your hand. We will now examine a few cases of counting, shaped in the form of questions, which I advise you to study repeatedly, until you are perfectly

conversant not only with the examples themselves, but also with the principles of computation on which they are founded.

First Question.—How many points must be taken for a hand of cards, composed of the King of hearts, the six of spades, and the four of diamonds—with the two of spades turned up?

Answer.—None! There not being to be found among the four cards combined as above, either pairs, sequences, flushes, or fifteens; consequently, the hand is altogether worthless.

Second Question.—In the last example, which, as far as it goes, we may term a study, suppose—that, instead of the two of spades, the five of spades had been the card turned up. In such case, pray how many points might you then mark for the hand?

Answer.—Seven; and they are to be computed as follows:—The four, five, and six, being added together, make fifteen pips, for which I mark two points. The King and five form a second fifteen, since the King reckons in this case as a ten. This gives me two more, making four. Then I have a sequence of three; namely, the four, five, and six; being three following cards; and the addition of these three points, makes an aggregate number of seven.

Third Question.—How many points may I mark for a hand comprising the six, seven, and eight of spades; supposing the seven of hearts to be the start card?

Answer.—Fifteen; and we count them in this manner:—

The seven and eight of spades make one fifteen (8 and 7), which gives . . 2

The eight of spades and seven of hearts make a second fifteen	2
The six, seven, and eight of spades form a sequence of three cards; for which we are entitled to	3
The six, and eight of spades, with the seven of hearts, form a different sequence of three more	3
Then, the six, seven, and eight of spades compose a flush of three cards, being all of the same suit, and yield one point, therefore, for each card . . .	3
Lastly, the two sevens form a pair of sevens, giving	2
Total number of points. . .	15

The learner is requested to pause some time over this example; to observe, accurately, the manner in which sequences are formed, over and over again, by placing the self-same cards in different combinations, in a manner similar to the ringing of a certain number of changes on so many church bells.

FOURTH QUESTION.—How many points should be marked for a crib containing the five of clubs, the five of spades, the five of diamonds, and the Knave of hearts, with the five of hearts turned up?—and how would you proceed to reckon them?

ANSWER.—If the crib were composed of the four fives, and a tenth card were to start (or be turned up), the amount for which they would reckon would be 28, but as, in the case you suppose, I take, in addition, one for the Knave, I shall score altogether for this crib, 29; being the greatest

number that can be possibly made, by a single hand, or crib, in playing the game. I prove my claim to 29, thus:—

The Knave and five of spades make 15, which gives two points . . .	2
The Knave and five of diamonds, ditto .	2
The Knave and five of clubs, ditto . .	2
The Knave and five of hearts, ditto . .	2
The five of spades, five of diamonds, and five of clubs, being three fives, make also fifteen	2
The five of spades, five of diamonds, and five of hearts, ditto	2
The five of spades, five of hearts, and five of clubs	2
The five of diamonds, five of hearts, and five of clubs	2
The double pair-royal, composed of four fives	12
One point for the knave, being of the same suit as the card turned up . . .	1
Total number of points . . .	29

In this one example may be found a complete Key to the manner in which both fifteens and sequences are manufactured by properly combining their component parts. None of the cards reckon together more than once in each combination; though by altering a certain part of the arrangement every time, the changes are rung over and over again upon the same four cards.

FIFTH QUESTION.—Supposing your crib to consist of two Kings, a Queen, and a Jack, a second

Queen being turned up, how many can you mark in all? (The suits of the cards are irrelevant to the question.)

ANSWER.—SIXTEEN. All the cards being tenth Cards, it is clear they can yield no fifteens, though they comprise two several pairs. By varying the position of the cards, properly, I can make four distinct seqüences of three each, which, united, form twelve; and by the addition of the two pairs, that number is afterwards increased to 16.

I purposely refrain from recapitulating the particulars of this summary. By selecting the cards, as quoted, from the pack, and marking each with a pencil, you will find little difficulty in writing out the details; and you will derive more improvement in the art of correct counting, from working out one such study by yourself, than from going over twenty of a similar nature, in which the elements of the calculation are more minutely developed.

SIXTH QUESTION.—Supposing that I hold in hand two sevens, and an eight; and that a second eight is turned up—How many shall I score for this hand?

ANSWER.—TWELVE; and eight of the twelve are made by four fifteens. The remaining four are for the two different pairs of sevens and eights.

You will here observe that each eight reckons with each seven for fifteen. The four fifteens thus produced are legitimate because distinct, and their amount is eight points.

SEVENTH QUESTION.—My crib consisting of two fives and two sixes, and the start being a four, to how many points am I entitled for such Crib?

ANSWER.—Twenty-four. For the sake of va-

riety, we present a specimen of another mode, in which cards of the same description may be reckoned together with comparative ease. Place the five cards quoted, on the table before you, in the following position; and without even touching them, write down their amount in detail.

5 5

4

6 6

You will find that there are formed four distinct fifteens, which count as eight points. In addition to this, you have four sequences of three cards each, the twelve points derived from which being added to the eight produced by the four fifteens, and the four for the pairs of fives and sixes,—give a total of twenty-four points, as before stated.

EIGHTH QUESTION.—The twos, threes, and fours, when they fall together in masses, produce very considerable numbers. I wish to know, supposing my Crib to consist of one two, two threes, and a four, making in themselves eight points for the two sequences and pair of threes—I require, I say, to know what start card can possibly be cut, from which I shall derive no additional advantage?

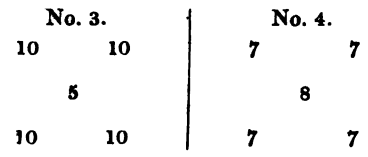
ANSWER.—*None;* for whatever card in the pack be cut, you must be a gainer. For instance, an ace or a five will tell towards forming a number of

new sequences. A Six will make fifteens; a seven will produce a fifteen by being worked with the two threes and the two; an eight will make a fifteen by being combined with the two threes and the four; a nine with the pair of threes produces fifteen at once; and either one of the tenth cards forms fifteens, with the pair of threes and the two. The young Cribbage-player will be sure that he makes this clearly out before proceeding further.

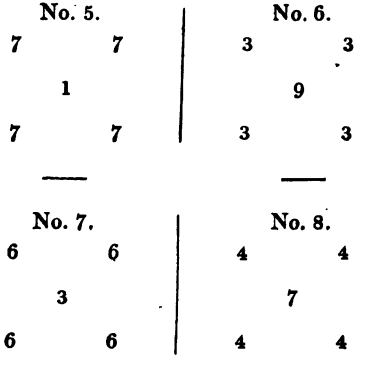
There being one card more in the Crib than in the hand, it is tolerably obvious, as you have, indeed, already been informed, that much greater numbers are produced in the Crib than in the hand. It will be therefore useful to dwell a little longer on this part of the game, and particularly on the larger amounts made in counting; since it is in them the novice more frequently omits to score his due. I think it necessary to assign thus the reason why I prefer giving repeated specimens of the different numbers made in the Crib, to such as are derived from the hand.

A Double Pair-royal, which you know reckons for twelve points, when combined with another card, is easily counted by being spread abroad, with the single card in the centre, as in a previous example. The following are cases of this sort:—

No. 1.		No. 2.	
8	8	9	9
	7		6
8	8	9	9



The amount of either of the above four Cribs (in Six-Card Cribbage they might be hands) is twenty points, viz.:—twelve for the Pair-Royal, and eight for the four fifteens, which are formed by combining the centre card successively with each of the four by which it is surrounded.



The amount of Nos. 5, 6, 7, 8, computed as previously shown, is twenty-four; viz. twelve for the Double-Pair-Royal, and twelve more for the six fifteens, which in each of these cases may be

formed by combining the centre card with two of the other four, in succession.

You have already been shown how to count the cards which reckon for the two several numbers of points 28 and 29, being the highest amounts that can be made at any one time. Descending then from the Nos. 29 and 28, we will say a few words on the other large numbers successively.

THE NUMBERS 27, 26, and 25, cannot be made by any possible combination of the cards.

THE NUMBER 24 may occur in the crib many different ways. In addition to the cases just quoted, in which 24 is made by a Double-pair-royal with a certain other card, the following are worthy of notice. Our combination here includes five cards; four we suppose to be the crib, and the fifth to be the start-card or turn-up. Flushes can never be made in these very large hands, and are therefore out of the question. It does not matter which of the five cards we assume to have been turned up, and it will be therefore the most simple plan to place the whole five cards together without distinction.

4 4 5 5 6	4 5 5 6 6
7 7 8 8 9	4 4 5 6 6

You now see there can be no flush in a crib of 24, from the cards which are necessary to its formation, being close cards; as pairs, &c.

THE NUMBER 23 occurs but rarely: three fives combined with a six and a four produce 23.

THE NUMBER 22 is produced by the fortuitous union of three fives with a pair of Kings, Queens,

&c. The last fifteen made up by the three fives themselves, is frequently overlooked by young players.

THE NUMBER 21 requires a few examples. Either one of the six following cribs forms 21.

3 3 3 4 5	6 7 7 7 8
4 4 4 5 6	8 8 8 6 7
6 6 6 4 5	7 7 7 8 9

I prefer, throughout these examples, confining them to such combinations as are made up without the Honours.

THE NUMBER 20 is not of uncommon occurrence: I adduce a few specimens.

9 9 9 6 6	7 7 7 8 8
3 3 3 9 9	7 7 7 1 1
8 8 8 7 7	6 6 6 9 9
6 6 6 3 3	6 6 8 8 7
3 3 4 4 5	3 3 5 5 4

Each of the above ten Cribs is worth 20 points.

THE NUMBER 19 cannot be made at all.

THE NUMBER 18 is exemplified in the following cases:—

2 2 3 4 4	6 6 6 3 3
3 3 3 6 6	6 6 6 9 3
7 7 7 1 8	

The action of aces upon sevens, in the last of these examples, is worthy of your notice; being frequently overlooked by beginners.

THE NUMBER 17 is generally composed of cards analogous to those here quoted:—

3 3 3 2 4	4 4 4 3 5
4 4 4 2 3	5 5 5 3 4
6 6 6 7 8	5 5 5 6 7

THE NUMBER 16 not unfrequently occurs: I append various examples.

1 1 2 3 3	1 2 2 3 3
1 2 3 3 2	1 1 2 2 3
1 1 3 3 2	2 2 3 3 4
2 3 3 4 4	2 3 4 4 3
3 3 3 6 9	3 4 4 5 5
3 4 5 5 4	3 4 5 6 6
4 4 5 6 7	4 5 6 6 9
4 5 6 7 4	5 5 6 6 7
6 6 7 8 9	6 9 8 7 7
6 7 7 8 1	6 7 8 9 9

In each of the above Cribs the amount is sixteen. The effect of a number of low cards, as aces, twos, and threes, when grouped in masses, is here well exemplified; also those favorite, and telling combinations, produced by an association of fours, fives, and sixes, as well as sevens, eights, and nines.

THE NUMBER 15 is next in rotation. In each of the following supposed cases of cribs, the amount of points is 15.

1 1 1 2 3	1 2 3 3 3
1 3 3 3 2	2 2 2 3 4

Like 16, the number 15 is also frequently composed of higher cards, as well as sequences of tenth cards, &c. but I fear to carry this to too great a length, since after all, few learners can be expected to study, cheerfully, a part of the theory so essentially dry and uninteresting, as these barren summaries of numbers.

THE NUMBER 14 stands next on the list; and is produced in a great variety of different ways, of which I annex some examples:—

1 2 2 3 10	1 2 3 3 9
3 3 4 5 6	3 3 6 6 9
3 3 9 9 9	3 4 4 5 6
3 4 5 5 6	4 5 6 6 7
4 4 7 7 7	5 5 5 1 10
5 6 7 7 8	5 6 7 8 8
1 6 6 7 8	2 6 6 7 8
9 9 9 3 3	8 8 7 7 1

THE NUMBER 13 is rare in its occurrence; and is the less necessary to pause upon. A sequence of a six, seven, and eight, combined with a pair of aces, inclusive of a four card flush, yield thirteen points; and the same may be remarked of a pair-royal of threes, held in hand with a Knave, at Six-card-cribbage, with a two as the start-card; the Knave being of the same suit as the Two.

THE NUMBER 12 very frequently arises. It is produced in many different ways. Example:—

1 1 1 3 10	1 1 1 5 8
1 1 1 6 7	1 1 4 4 10
2 2 2 4 7	2 2 2 5 6
2 2 2 6 7	2 2 2 8 3

3 3 3 5 7	3 3 3 4 8
5 5 7 7 3	5 6 6 7 2
5 6 6 7 8	5 6 6 7 9
7 7 7 3 5	6 6 6 1 8
8 8 8 6 1	2 7 6 6 6
9 9 9 1 5	7 7 7 6 2

In all these cases, twelve will be found to be the number of points derivable from the five cards supposed to be combined together in crib.

On the sums of numbers below twelve, it is not my intention to dwell; preferring to devote all the space I can to the next part of our subject. The smaller the hand, or crib, the easier it should be to count, and in gaining methodically a knowledge of the mode in which large amounts are reckoned, you will equally perfect yourself in the lower branches of our Arithmetic. If beginners could be induced to treat the matter thus systematically, they would soon be repayed for their pains, by the great increase of amusement they would derive, from the certain acquirement of an undeviating system of perfect accuracy, in computing the value of their cards.

CHAPTER V.

ON LAYING OUT FOR THE CRIB.

How to discard in the best manner for the Crib is one of the most scientific parts of the game; and consequently one of the most important.

In approaching the consideration of this question, I am compelled to impress it again upon your attention, that as the Crib comprises five cards, (with the turn-up) while the hand contains but four, the chances are much greater of deriving points from the Crib, than from the hand. This would be a consequence still more certain, were it not for the careful play of the adversary; who will, in order to thwart our views, avoid throwing out cards which are likely to tell heavily in the crib, when he can possibly do otherwise. From these premises, it follows that in laying out, or discarding, for the Crib, your general rule of conduct should turn on these three points:—

Firstly, When it is NOT your own Crib, you will lay out such cards as are likely to be, in an average number of cases, of the least possible advantage to your opponent, in the production of pairs, fifteens, sequence, &c.

Secondly, When it IS your own Crib, you will lay out favourable cards for the Crib.

Thirdly, It being your own Crib to which you are about to discard, you will prefer consulting the

interests of the crib, in preference, even, to those of your hand.

The most advantageous Cribbage-cards are fives, sevens, eights, &c. when so assorted as to form fifteens, sequences, pairs, or flushes. The five is, of all others, the most useful card, since it makes fifteen equally with either one of the tenth cards; of which there are no fewer than sixteen in the pack. Fives must therefore be in general the most eligible cards to lay out to your own crib, and the least eligible (for you) to lay out to your adversary; since, in so doing, you are almost certain to give him points. To discard a pair of any cards, again, is mostly bad play, unless it is for your own crib; and cards which follow each other in order, as a three and four, or nine and ten, being likely to be brought in for sequences, are generally bad cards to lay out in the case of its being your adversary's crib. The same calculation should, in its principle, be carried out as far as possible. Suppose you discard, to your opponent's crib, two hearts, when you might with equal propriety have laid out a heart and a club instead,—you here give him the chance, however remote you may fancy it, of making a flush in his crib; which could not be effected by him, had you laid out the heart and club.

I must here inform you, that to lay out cards, purposely, which are disadvantageous for the crib, is called in the "Cribbage dialect" of our ancestors "Baulking," or "Bilking" the Crib.

The least likely cards to reckon for points in the crib, and therefore generally the best to discard for our adversary, are Kings; since a sequence can only be made up to, or as it may be termed, on one side of them; and cannot be carried beyond them. A

King is therefore a greater baulk in the Crib than the Queen. So, again, of an Ace,—a sequence can only be made from it, and not up to it; and an Ace is, therefore, frequently a great baulk to a Crib; though in discarding an Ace some judgment is required to be exercised, being often a good card to hold for play; and forming a component part of fifteen, particularly when combined with sixes, sevens, and eights, or with fours and tenth cards.

The cards, then, best adapted to baulk our antagonist's crib, are, a King with a ten, nine, eight, seven, six, or one; a Queen, with a nine, eight, seven, six, or ace, or cards equally distinct, or far off, and therefore certain not to be united in sequence by meeting with any other cards whatever. Of course, particular hands require particular play, and general principles must give way before their exceptions. "Circumstances alter cases;" throughout this work, as in all similar works, the author writes for what may be called "average hands of cards;" and recommends that play which would be the most conducive to success in the largest proportion of events.

Never lay out a Knave for your adversary's crib, if you can, with propriety, avoid it; as the probability of the turn-up card being of the same suit as the Knave, is 3 to 1 against it. Consesequently, it is only 3 to 1 but the retaining such Knave in your hand gains you a point; whereas, should you discard it to your opponent's crib, it is only 3 to 1 against the chance of its making him a point; hence the probable difference of losing a point by throwing out your Knave, is only 3 to 2½; or 9 to 7,—that is to say, in laying out a Knave for your antagonist's Crib, when you could equally

keep the same in your hand,—sixteen times—you give away just seven points; it being only 9 to 7, but you give away a point every time you play in this manner; and every single point is of consequence, if contending against a good player. As I just now remarked, there may, of course, occur exceptions to this and every other rule.

The cards which are usually the best to lay out for your own Crib, are, two fives, five and six, five and tenth card, three and two, seven and eight, four and one, nine and six, and similar couples. If you have no similar cards to lay out, put down as close cards as you can; because, by this means, you have the greater chance of either being assisted by the cards laid out by your adversary, or by the turn-up; and further, you should uniformly lay out two cards of the same suit for your own crib, in preference, "cœteris paribus," to two other cards of the same kind, that are of different suits, as this gives you the probable chance of flushing your crib; whereas, should you lay out two cards of different suits, all gain under the head of a flush is at once destroyed. It is mostly good play, to retain a sequence in hand, in preference to cards less closely connected; more especially should such sequence be a flush; and once more remember that the probable chance of points from the crib is something nearly approaching to twenty per cent over the hand. It is therefore indispensably your duty, if you wish to win, to give the lead to your crib at the expense of your hand.

In general, whenever you are able to hold a Pair-royal in hand, you should lay out the other two cards, both for your own, and your adversary's

crib; some few cases, however, excepted. For example, should you hold a Pair-royal of any description, along with two fives,—it would be highly dangerous to give your antagonist the brace of fives, unless in such a situation of the game that your Pair-royal would make you certainly out, having the first show;—or else that your adversary is so nearly home, himself, that the contents of the crib are wholly unimportant. Many other cards are very hazardous to lay out to your adversary's crib, even though you can hold a Pair-royal; such as two and three, five and six, seven and eight, and five and tenth card; therefore, should you have such cards combined together, you must pay particular regard to the stage of the game. This caution equally applies to many other cards, and particularly when, the game being nearly over, it happens to be your own deal, and that your opponent is nearly home, or within a moderate show-out. Here then should be especial care taken to retain in hand cards which may enable you to play "off," or wide of your adversary; and thus prevent his forming any sequence or Pair-royal. In similar positions you should endeavour, also, to keep cards that will enable you to have a good chance of winning the end-hole; which frequently saves a game.

We now proceed to lay down a great variety of probable hands; pointing out, in each, which, in average cases, are the most fitting cards to be laid out, both for your own and your adversary's crib. To include every possible hand that can arise is evidently impracticable, in giving something like EIGHT HUNDRED, we offer a field for study, which, it is presumed, will be found sufficiently wide for

every purpose of real utility. The following preliminary remarks are necessary:—

Firstly, In pointing out these numerous and varied modes of discarding for the crib, we consider all the hands specified to be WITHOUT FLUSHES. It is important that you should observe this, for whenever it may happen that you can flush your cards in hand, it may be of infinite service both in helping you better to assist your own crib, and in throwing a greater baulk into that of your adversary. Consequently, should you at any time be able to make a flush, you will judge whether or not it be to your advantage so to do, and act accordingly.

Secondly. By way of contrast with the merely correct player, I call him the FINE PLAYER who can best distinguish when particular events require a departure from general rules. These cases occur every game. The mode of discarding here recommended applies to AVERAGE CASES; it is left to the genius of the player to adapt his conduct to particular situations, independent of all rule or regularity.

In selecting the following hands of cards to serve as examples, it was found difficult to choose the number to be given, without rejecting numerous other hands of equal importance. It is, of course, impossible to give a tenth part of the numerous combinations the cards have the power to form, but it is confidently assumed that a better collection of cases could not have been made. The smaller cards, being the most difficult on which to decide, have received a merited preference; and the ace, of all others, has not been left unnoticed. In the arrangement of this vast number of hands, as much regularity has been observed, as was con-

sistent with the execution of our plan, and a body of reference is thus collected, worthy of the most serious attention of players of every degree of skill.

We begin with examples of hands in which the ace, the two, and the three, are combined with two other cards. The learner will, in such cases, observe the difference as to the maintenance or abandonment of the sequence, dependant on the ownership of the crib.

	Own Crib.	*Adversary's.*
1 2 3 4 5	4 and 5	1 and 2
1 2 3 4 6	6 and 1	6 and 1
1 2 3 4 7	1 and 7	1 and 7
1 2 3 4 8	1 and 8	1 and 8
1 2 3 4 9	9 and 4	9 and 4
1 2 3 4 10	2 and 3	10 and 1
1 2 3 4 knave	2 and 3	knave and 1
1 2 3 4 queen	2 and 3	queen and 1
1 2 3 4 king	2 and 3	king and 1
1 2 3 5 6	5 and 6	1 and 6
1 2 3 5 7	5 and 7	1 and 2
1 2 3 5 8	5 and 8	1 and 3
1 2 3 5 9	2 and 3	1 and 9
1 2 3 5 10	5 and 10	1 and 10
1 2 3 5 knave	5 and knave	1 and knave
1 2 3 5 queen	5 and queen	1 and queen
1 2 3 5 king	5 and king	1 and king
1 2 3 6 7	6 and 7	1 and 3
1 2 3 6 8	2 and 3	6 and 8
1 2 3 6 9	6 and 9	1 and 9
1 2 3 6 10	6 and 1	6 and 10

	Own Crib.	*Adversary's.*
1 2 3 6 knave	6 and 1	6 and knave
1 2 3 6 queen	6 and 1	6 and queen
1 2 3 6 king	6 and 1	6 and king
1 2 3 7 8	7 and 8	1 and 2
1 2 3 7 9	7 and 9	1 and 7
1 2 3 7 10	1 and 7	7 and 10
1 2 3 7 knave	1 and 7	7 and knave
1 2 3 7 queen	1 and 7	7 and queen
1 2 3 7 king	1 and 7	7 and king
1 2 3 8 9	8 and 9	8 and 9
1 2 3 8 10	8 and 10	8 and 10
1 2 3 8 knave	1 and 8	8 and knave
1 2 3 8 queen	1 and 8	8 and queen
1 2 3 8 king	1 and 8	8 and king
1 2 3 9 10	9 and 10	1 and 9
1 2 3 9 knave	9 and knave	1 and 9
1 2 3 9 queen	9 and queen	9 and queen
1 2 3 9 king	9 and king	9 and king.
1 2 3 10 knave	10 and knave	1 and 10
1 2 3 10 queen	10 and queen	1 and queen
1 2 3 10 king	10 and king	10 and king
1 2 3 kn. qu.	knave & qu.	1 and queen
1 2 3 kn. kg.	knave & king	1 and king
1 2 3 qu. kg.	queen & king	1 and king

The next examples of hands contain the ace and two, combined with three other cards. You here see that the one and two, in similar cases, are frequently discarded to the adversary's crib, as form-

ing a judicious baulk; and the student must dwell upon the manner in which a high and low card are thrown out together for a similar purpose.

	Own Crib.	*Adversary's.*
1 2 4 5 6	1 and 2	1 and 2
1 2 4 5 7	4 and 5	1 and 7
1 2 4 5 8	4 and 1	1 and 8
1 2 4 5 9	4 and 2	1 and 9
1 2 4 5 10	4 and 1	1 and 2
1 2 4 5 knave	4 and 1	1 and 2
1 2 4 5 queen	4 and 1	1 and 2
1 2 4 5 king	4 and 1	1 and 2
1 2 4 6 7	4 and 1	1 and 2
1 2 4 6 8	4 and 2	1 and 8
1 2 4 6 9	4 and 1	1 and 6
1 2 4 6 10	6 and 2	2 and 6
1 2 4 6 knave	6 and 2	2 and 6
1 2 4 6 queen	6 and 2	2 and 6
1 2 4 6 king	6 and 2	2 and 6
1 2 4 7 8	7 and 8	1 and 2
1 2 4 7 9	7 and 1	7 and 1
1 2 4 7 10	7 and 2	7 and 2
1 2 4 7 knave	7 and 2	7 and 2
1 2 4 7 queen	7 and 2	7 and 2
1 2 4 7 king	7 and 2	7 and 2
1 2 4 8 9	4 and 1	8 and 1
1 2 4 8 10	4 and 1	8 and 2
1 2 4 8 knave	8 and 2	8 and 2
1 2 4 8 queen	8 and 2	8 and 2
1 2 4 8 king	8 and 2	8 and 2

	Own Crib.	*Adversary's.*
1 2 4 9 10	4 and 1	10 and 1
1 2 4 9 knave	9 and 2	9 and 2
1 2 4 9 queen	9 and 2	9 and 2
1 2 4 9 king	9 and 2	9 and 2
1 2 4 10 knave	4 and 1	10 and 2
1 2 4 10 queen	10 and 2	queen and 2
1 2 4 10 king	10 and 2	king and 2
1 2 4 kn. qu.	4 and 1	queen and 2
1 2 4 kn. kg.	king and 2	king and 2
1 2 4 qu. kg.	4 and 1	king and 2
1 2 5 6 7	5 and 1	1 and 2
1 2 5 6 8	5 and 2	1 and 6
1 2 5 6 9	2 and 1	2 and 1
1 2 5 6 10	5 and 6	2 and 1
1 2 5 6 knave	5 and 6	2 and 1
1 2 5 6 queen	5 and 6	2 and 1
1 2 5 6 king	5 and 6	2 and 1
1 2 5 7 8	7 and 8	1 and 2
1 2 5 7 9	7 and 5	2 and 7
1 2 5 7 10	10 and 5	2 and 1
1 2 5 7 knave	knave and 5	2 and 1
1 2 5 7 queen	queen and 5	2 and 1
1 2 5 7 king	king and 5	2 and 1
1 2 5 8 9	5 and 2	9 and 1
1 2 5 8 10	2 and 1	10 and 1
1 2 5 8 knave	knave and 5	knave and 1
1 2 5 8 queen	5 and queen	queen and 1
1 2 5 8 king	5 and king	king and 1

	Own Crib.	*Adversary's.*
1 2 5 9 10	2 and 1	2 and 1
1 2 5 9 knave	2 and 1	9 and 1
1 2 5 9 queen	queen and 5	9 and 1
1 2 5 9 king	king and 5	9 and 1
1 2 5 10 knave	2 and 1	2 and 1
1 2 5 10 queen	2 and 1	2 and 1
1 2 5 10 king	2 and 1	2 and 1
1 2 5 kn. qu.	2 and 1	2 and 1
1 2 5 kn. kg.	2 and 1	2 and 1
1 2 5 qu. kg.	2 and 1	2 and 1
1 2 6 7 8	2 and 1	2 and 1
1 2 6 7 9	2 and 1	2 and 1
1 2 6 7 10	6 and 7	10 and 1
1 2 6 7 knave	6 and 7	knave and 1
1 2 6 7 queen	6 and 7	queen and 1
1 2 6 7 king.	6 and 7	king and 1
1 2 6 8 9	2 and 1	2 and 1
1 2 6 8 10	10 and 2	10 and 2
1 2 6 8 knave	knave and 2	knave and 2
1 2 6 8 queen	queen and 2	queen and 2
1 2 6 8 king	king and 2	king and 2
1 2 6 9 10	2 and 1	2 and 1
1 2 6 9 knave	9 and 6	2 and 1
1 2 6 9 queen	9 and 6	queen and 1
1 2 6 9 king	9 and 6	king and 1
1 2 6 10 knave	10 and knave	10 and 6
1 2 6 10 queen	10 and queen	queen and 6
1 2 6 10 king	10 and king	king and 6

	Own Crib.	*Adversary's.*
1 2 6 kn. qu.	knave & qu.	queen and 6
1 2 6 kn. kg.	knave & king	king and 6
1 2 6 qu. kg.	queen & king	king and 6
1 2 7 8 9	1 and 2	1 and 2
1 2 7 8 10	7 and 8	10 and 2
1 2 7 8 knave	7 and 8	knave and 2
1 2 7 8 queen	7 and 8	queen and 2
1 2 7 8 king	7 and 8	king and 2
1 2 7 9 10	2 and 1	7 and 2
1 2 7 9 knave	7 and 9	knave and 7
1 2 7 9 queen	7 and 9	queen and 9
1 2 7 9 king	7 and 9	king and 9
1 2 7 10 knave	10 and knave	7 and 2
1 2 7 10 queen	10 and queen	queen and 7
1 2 7 10 king	7 and 1	king and 7
1 2 7 kn. qu.	queen & kn.	queen and 7
1 2 7 kn. kg.	7 and 1	king and 7
1 2 7 qu. kg.	king & queen	king and 7
1 2 7 9 10	2 and 1	2 and 1
1 2 8 9 knave	8 and 9	knave and 2
1 2 8 9 queen	8 and 9	queen and 9
1 2 8 9 king	8 and 9	king and 9
1 2 8 10 knave	1 and 2	8 and 1
1 2 8 10 queen	10 and 8	queen and 8
1 2 8 10 king	10 and 8	king and 8
1 2 8 kn. qu.	qu. & kn.	queen and 8
1 2 8 kn. kg.	kn. & kg.	king and 8
1 2 8 qu. kg.	kg. & qu.	king and 8

	Own Crib.	*Adversary's.*
1 2 9 10 knave	1 and 2	1 and 2
1 2 9 10 queen	9 and 10	queen and 9
1 2 9 10 king	9 and 10	king and 9
1 2 9 knave qu.	knave & qu.	queen and 9
1 2 9 knave kg.	knave & 9	king and 9
1 2 9 queen kg.	queen & kg.	king and 9
1 2 10 kn. qu.	1 and 2	1 and 2
1 2 10 kn. kg.	1 and 2	king and 10
1 2 10 qu. kg.	1 and 2	king and 10
1 2 kn. qu. kg.	1 and 2	1 and 2

The ace and three are supposed to form the basis of the next series of imaginary hands; in conjunction with cards of every day occurrence in the chances of Cribbage. Indeed, the scientific player will immediately see that all the hands given are constantly arising, more or less frequently, in actual play.

1 3 4 5 6	3 and 1	3 and 1
1 3 4 5 7	4 and 1	7 and 1
1 3 4 5 8	5 and 1	8 and 1
1 3 4 5 9	3 and 4	9 and 1
1 3 4 5 10	3 and 5	10 and 1
1 3 4 5 knave	3 and 5	knave and 1
1 3 4 5 queen	3 and 5	queen and 1
1 3 4 5 king	3 and 5	king and 1
1 3 4 6 7	4 and 1	7 and 1
1 3 4 6 8	3 and 4	6 and 1
1 3 4 6 9	4 and 1	3 and 1
1 3 4 6 10	6 and 3	6 and 3

	Own Crib.	*Adversary's.*
1 3 4 6 knave	6 and 3	6 and 3
1 3 4 6 queen	6 and 3	6 and 3
1 3 4 6 king	6 and 3	6 and 3
1 3 4 7 8	7 and 8	7 and 1
1 3 4 7 9	4 and 1	9 and 1
1 3 4 7 10	7 and 3	7 and 3
1 3 4 7 knave	7 and 3	7 and 3
1 3 4 7 queen	7 and 3	7 and 3
1 3 4 7 king	7 and 3	7 and 3
1 3 4 8 9	4 and 1	9 and 1
1 3 4 8 10	8 and 3	10 and 1
1 3 4 8 knave	8 and 3	knave and 1
1 3 4 8 queen	8 and 3	queen and 1
1 3 4 8 king	8 and 3	king and 1
1 3 4 9 10	4 and 1	9 and 3
1 3 4 9 knave	9 and 3	9 and 3
1 3 4 9 queen	9 and 3	9 and 3
1 3 4 9 king	9 and 3	9 and 3
1 3 4 10 knave	4 and 1	10 and 3
1 3 4 10 queen	10 and 3	queen and 3
1 3 4 10 king	10 and 3	king and 3
1 3 4 knave qu.	4 and 1	queen and 3
1 3 4 kn. king	king and 3	king and 3
1 3 4 qu. king	4 and 1	king and 3
1 3 5 6 7	3 and 1	3 and 1
1 3 5 6 8	3 and 5	8 and 1
1 3 5 6 9	3 and 1	9 and 1
1 3 5 6 10	3 and 1	3 and 1

	Own Crib.	*Adversary's.*
1 3 5 6 knave	3 and 1	3 and 1
1 3 5 6 queen	3 and 1	3 and 1
1 3 5 6 king	3 and 1	3 and 1
1 3 5 7 8	7 and 8	8 and 1
1 3 5 7 9	9 and 1	9 and 1
1 3 5 7 10	10 and 5	10 and 1
1 3 5 7 knave	knave and 5	7 and 1
1 3 5 7 queen	queen and 5	queen and 1
1 3 5 7 king	king and 5	king and 1
1 3 5 8 9	5 and 3	8 and 3
1 3 5 8 10	5 and 10	8 and 1
1 3 5 8 knave	5 and knave	8 and 1
1 3 5 8 queen	5 and queen	8 and 1
1 3 5 8 king	5 and king	8 and 1
1 3 5 9 10	3 and 1	10 and 3
1 3 5 9 knave	3 and 1	9 and 1
1 3 5 9 queen	5 and queen	9 and 1
1 3 5 9 king	5 and king	9 and 1
1 3 5 10 knave	1 and 3	1 and 3
1 3 5 10 queen	1 and 3	1 and 3
1 3 5 10 king	1 and 3	1 and 3
1 3 5 kn. queen	1 and 3	1 and 3
1 3 5 kn. king	1 and 3	1 and 3
1 3 5 qu. king	1 and 3	1 and 3
1 3 6 7 8	1 and 3	1 and 3
1 3 6 7 9	1 and 3	1 and 3
1 3 6 7 10	6 and 7	10 and 1
1 3 6 7 knave	6 and 7	knave and 1
1 3 6 7 queen	6 and 7	queen and 1
1 3 6 7 king	6 and 7	king and 1

	Own Crib.	*Adversary's.*
1 3 6 8 9	3 and 1	8 and 1
1 3 6 8 10	3 and 10	10 and 3
1 3 6 8 knave	3 and knave	knave and 3
1 3 6 8 queen	3 and queen	queen and 3
1 3 6 8 king	3 and king	king and 3
1 3 6 9 10	3 and 1	10 and 1
1 3 6 9 knave	9 and 6	knave and 1
1 3 6 9 queen	9 and 6	queen and 1
1 3 6 9 king	9 and 6	king and 1
1 3 6 10 knave	10 and knave	10 and 6
1 3 6 10 queen	10 and queen	queen and 6
1 3 6 10 king	3 and 1	king and 6
1 3 6 kn. queen	6 and 1	queen and 6
1 3 6 kn. king	6 and 1	king and 6
1 3 6 qu. king	6 and 1	king and 6
1 3 7 8 9	1 and 3	1 and 3
1 3 7 8 10	7 and 8	10 and 3
1 3 7 8 knave	7 and 8	knave and 3
1 3 7 8 queen	7 and 8	queen and 3
1 3 7 8 king	7 and 8	king and 3
1 3 7 9 10	3 and 1	7 and 1
1 3 7 9 knave	7 and 9	7 and knave
1 3 7 9 queen	7 and 9	9 and queen
1 3 7 9 king	7 and 9	9 and king
1 3 7 10 knave	10 and knave	7 and 1
1 3 7 10 queen	10 and queen	7 and queen
1 3 7 10 king	7 and 1	7 and king

	Own Crib.	*Adversary's.*
1 3 7 kn. queen	7 and 1	7 and queen
1 3 7 kn. king	7 and 1	7 and king
1 3 7 qu. king	7 and 1	7 and king
1 3 8 9 10	3 and 1	3 and 1
1 3 8 9 knave	8 and 9	knave and 1
1 3 8 9 queen	8 and 9	queen and 1
1 3 8 9 king	8 and 9	king and 1
1 3 8 10 knave	10 and knave	8 and 1
1 3 8 10 queen	10 and 8	queen and 8
1 3 8 10 king	10 and 8	king and 8
1 3 8 knave qu.	knave & qu.	8 and 1
1 3 8 knave kg.	knave & kg.	king and 8
1 3 8 queen kg.	queen & kg.	king and 8
1 3 9 10 knave	1 and 3	1 and 3
1 3 9 10 queen	9 and 10	queen and 1
1 3 9 10 king	9 and 10	king and 1
1 3 9 knave qu.	knave & qu.	queen and 9
1 3 9 knave kg.	knave & 9	king and 9
1 3 9 queen kg.	queen & kg.	king and 9
1 3 10 kn. qu.	3 and 1	3 and 1
1 3 10 kn. kg.	10 and knave	king and 1
1 3 10 qu. kg.	3 and 1	10 and 1
1 3 kn. qu. kg.	3 and 1	3 and 1

We now proceed to the consideration of examples, in which the ace is combined with the four, instead of the three. As the four and one make

so important a part of fifteen, this section is of proportionate interest, to him who really desires to excel. The greater the value of the cards, the greater is the difficulty as to laying out from them correctly.

	Own Crib.	*Adversary's.*
1 4 5 6 7	4 and 1	7 and 1
1 4 5 6 8	8 and 1	8 and 1
1 4 5 6 9	9 and 1	9 and 1
1 4 5 6 10	5 and 6	10 and 1
1 4 5 6 knave	5 and 6	knave and 1
1 4 5 6 queen	5 and 6	queen and 1
1 4 5 6 king	5 and 6	king and 1
1 4 5 7 8	7 and 8	8 and 1
1 4 5 7 9	4 and 5	9 and 1
1 4 5 7 10	7 and 5	7 and 1
1 4 5 7 knave	7 and 5	7 and 1
1 4 5 7 queen	7 and 5	7 and 1
1 4 5 7 king	7 and 5	7 and 1
1 4 5 8 9	8 and 9	8 and 4
1 4 5 8 10	4 and 1	8 and 1
1 4 5 8 knave	knave and 5	8 and 1
1 4 5 8 queen	queen and 5	8 and 1
1 4 5 8 king	king and 5	8 and 1
1 4 5 9 10	4 and 1	9 and 1
1 4 5 9 knave	4 and 1	9 and 1
1 4 5 9 queen	4 and 1	9 and 1
1 4 5 9 king	4 and 1	9 and 1
1 4 5 10 knave	4 and 1	10 and 1
1 4 5 10 queen	4 and 1	queen and 1
1 4 5 10 king	4 and 1	king and 1

	Own Crib.	*Adversary's.*
1 4 5 knave qu.	4 and 1	queen and 1
1 4 5 knave kg.	4 and 1	king and 1
1 4 5 queen kg.	4 and 1	king and 1
1 4 6 7 8	4 and 1	4 and 1
1 4 6 7 9	4 and 1	7 and 1
1 4 6 7 10	6 and 7	10 and 1
1 4 6 7 knave	6 and 7	knave and 1
1 4 6 7 queen	6 and 7	queen and 1
1 4 6 7 king	6 and 7	king and 1
1 4 6 8 9	4 and 1	9 and 4
1 4 6 8 10	8 and 6	10 and 4
1 4 6 8 knave	8 and 6	knave and 4
1 4 6 8 queen	8 and 6	queen and 4
1 4 6 8 king	8 and 6	king and 4
1 4 6 9 10	9 and 6	10 and 1
1 4 6 9 knave	9 and 6	knave and 1
1 4 6 9 queen	9 and 6	queen and 1
1 4 6 9 king	9 and 6	king and 1
1 4 6 10 knave	4 and 1	10 and 6
1 4 6 10 queen	10 and 6	queen and 6
1 4 6 10 king	10 and 6	king and 6
1 4 6 knave qu.	4 and 1	queen and 6
1 4 6 knave kg.	4 and 1	king and 6
1 4 6 queen kg.	4 and 1	king and 6
1 4 7 8 9	4 and 1	4 and 1
1 4 7 8 10	7 and 8	10 and 1
1 4 7 8 knave	7 and 8	knave and 1
1 4 7 8 queen	7 and 8	queen and 1
1 4 7 8 king	7 and 8	king and 1

	Own Crib.	*Adversary's.*
1 4 7 9 10	7 and 9	10 and 1
1 4 7 9 knave	7 and 9	knave and 7
1 4 7 9 queen	7 and 9	queen and 9
1 4 7 9 king	7 and 9	king and 9
1 4 7 10 knave	10 and knave	10 and 7
1 4 7 10 queen	10 and 7	queen and 7
1 4 7 10 king	10 and 7	king and 7
1 4 7 knave qu.	knave & qu.	queen and 7
1 4 7 knave kg.	knave & kg.	king and 7
1 4 7 queen kg.	queen & kg.	king and 7
1 4 8 9 10	4 and 1	4 and 1
1 4 8 9 knave	8 and 9	knave and 1
1 4 8 9 queen	8 and 9	queen and 1
1 4 8 9 king	8 and 9	king and 1
1 4 8 10 knave	8 and 10	knave and 8
1 4 8 10 queen	8 and 10	queen and 8
1 4 8 10 king	8 and 10	king and 8
1 4 8 knave qu.	4 and 1	queen and 8
1 4 8 knave kg.	4 and 1	king and 8
1 4 8 queen kg.	4 and 1	king and 8
1 4 9 10 knave	4 and 1	knave and 9
1 4 9 10 queen.	9 and 10	queen and 9
1 4 9 10 king	9 and 10	king and 9
1 4 9 knave qu.	4 and 1	queen and 9
1 4 9 knave kg.	4 and 1	king and 9
1 4 9 queen kg.	4 and 1	king and 9

	Own Crib.	*Adversary's.*
1 4 10 kn. qu.	4 and 1	queen and 10
1 4 10 kn. kg.	10 and knave	king and 10
1 4 10 qu. king	king & queen	king and 10
1 4 kn. qu. king	4 and 1	king and queen

From the next specimens of scientific discarding, in which the five is introduced into the supposed hand, the tyro will see that it must be a case of very extraordinary occurrence indeed, which will warrant his laying out a five to the adverse crib; since it is a case which does not arise in either one of the following hands:—

1 5 6 7 8	5 and 1	8 and 1
1 5 6 7 9	5 and 1	9 and 1
1 5 6 7 10	10 and 5	10 and 1
1 5 6 7 knave	knave and 5	knave and 1
1 5 6 7 queen	queen and 5	queen and 1
1 5 6 7 king	king and 5	king and 1
1 5 6 8 9	5 and 1	8 and 1
1 5 6 8 10	10 and 5	8 and 1
1 5 6 8 knave	knave and 5	8 and 1
1 5 6 8 queen	queen and 5	8 and 1
1 5 6 8 king	king and 5	8 and 1
1 5 6 9 10	10 and 5	9 and 1
1 5 6 9 knave	knave and 5	9 and 1
1 5 6 9 queen	queen and 5	9 and 1
1 5 6 9 king	king and 5	9 and 1
1 5 6 10 knave	6 and 1	6 and 1
1 5 6 10 queen	6 and 1	6 and 1
1 5 6 10 king	6 and 1	6 and 1

	Own Crib.	*Adversary's.*
1 5 6 knave qu.	6 and 1	6 and 1
1 5 6 knave kg.	6 and 1	6 and 1
1 5 6 queen kg.	6 and 1	6 and 1
1 5 7 8 9	5 and 1	9 and 1
1 5 7 8 10	10 and 5	10 and 1
1 5 7 8 knave	knave and 5	knave and 1
1 5 7 8 queen	queen and 5	queen and 1
1 5 7 8 king	king and 5	king and 1
1 5 7 9 10	7 and 1	10 and 7
1 5 7 9 knave	knave and 5	knave and 7
1 5 7 9 queen	queen and 5	queen and 7
1 5 7 9 king	king and 5	king and 7
1 5 7 10 knave	7 and 1	7 and 1
1 5 7 10 queen	7 and 1	7 and 1
1 5 7 10 king	7 and 1	7 and 1
1 5 7 knave, qu.	7 and 1	7 and 1
1 5 7 kn. king	7 and 1	7 and 1
1 5 7 queen kg.	7 and 1	7 and 1
1 5 8 9 10	5 and 1	8 and 1
1 5 8 9 knave	knave and 5	knave and 8
1 5 8 9 queen	queen and 5	queen and 8
1 5 8 9 king	king and 5	king and 8
1 5 8 10 knave	8 and 1	8 and 1
1 5 8 10 queen	8 and 1	8 and 1
1 5 8 10 king	8 and 1	8 and 1
1 5 8 kn. qu.	8 and 1	8 and 1
1 5 8 kn. king	8 and 1	8 and 1
1 5 8 qu. king	8 and 1	8 and 1
1 5 9 10 knave	5 and 1	9 and 1
1 5 9 10 queen	9 and 10	9 and 1

	Own Crib.	*Adversary's.*
1 5 9 10 king	9 and 10	9 and 1
1 5 9 kn. qu.	knave and qu.	9 and 1
1 5 9 kn. king	9 and 1	9 and 1
1 5 9 qu. king	king & queen	9 and 1
1 5 10 kn. qu.	5 and 1	queen and 1
1 5 10 kn. king	king and 1	king and 1
1 5 10 qu. king	10 and 1	10 and 1
1 5 kn. qu. kg.	5 and 1	king and 1

The ace is still supposed to be taken up; combined with the various cards succeeding the five. The King and ace are here frequently discarded to baulk the opponent's hand.

1 6 7 8 9	6 and 1	9 and 1
1 6 7 8 10	10 and 1	10 and 1
1 6 7 8 knave	knave and 1	knave and 1
1 6 7 8 queen	queen and 1	queen and 1
1 6 7 8 king	king and 1	king and 1
1 6 7 9 10	7 and 1	10 and 1
1 6 7 9 knave	knave and 1	knave and 1
1 6 7 9 queen	queen and 1	queen and 1
1 6 7 9 king	king and 1	king and 1
1 6 7 10 knave	6 and 7	10 and 1
1 6 7 10 queen	6 and 7	queen and 1
1 6 7 10 king	6 and 7	king and 1
1 6 7 kn. queen	6 and 7	queen and 1
1 6 7 kn. king	6 and 7	king and 1
1 6 7 qu. king	6 and 7	king and 1
1 6 8 9 10	6 and 1	10 and 1
1 6 8 9 knave	knave and 9	knave and 1

	Own Crib.	*Adversary's.*
1 6 8 9 queen	queen and 1	queen and 1
1 6 8 9 king	king and 1	king and 1
1 6 8 10 knave	10 and knave	10 and 1
1 6 8 10 queen	10 and queen	10 and queen
1 6 8 10 king	10 and king	10 and king
1 6 8 knave qu.	knave and qu.	queen and 1
1 6 8 knave kg.	knave and kg.	knave and king
1 6 8 queen kg.	queen and kg.	queen and king
1 6 9 10 knave	6 and 1	6 and 1
1 6 9 10 queen	10 and queen	queen and 1
1 6 9 10 king	king and 1	king and 1
1 6 9 kn. queen	knave and qu.	queen and 1
1 6 9 kn. king	knave and kg.	king and 1
1 6 9 qu. king	queen and kg.	king and 1
1 6 10 kn. qu.	6 and 1	6 and 1
1 6 10 kn. kg.	10 and kn.	king and 6
1 6 10 qu. kg.	king and qu.	10 and 6
1 6 kn. qu. king	6 and 1	6 and 1
1 7 8 9 10	10 and 1	10 and 1
1 7 8 9 knave	knave and 1	knave and 1
1 7 8 9 queen	queen and 1	queen and 1
1 7 8 9 king	king and 1	king and 1
1 7 8 10 knave	7 and 8	10 and 1
1 7 8 10 queen	7 and 8	queen and 1
1 7 8 10 king	7 and 8	king and 1
1 7 8 kn. queen	7 and 8	queen and 1
1 7 8 kn. king	7 and 8	king and 1
1 7 8 queen kg.	7 and 8	king and 1
1 7 9 10 knave	7 and 1	7 and 1
1 7 9 10 queen	10 and 9	queen and 1

	Own Crib.	*Adversary's.*
1 7 9 10 king	10 and 9	king and 1
1 7 9 knave qu.	queen and 9	9 and 1
1 7 9 knave kg.	7 and 9	king and 9
1 7 9 queen kg.	king and qu.	king and 9
1 7 10 kn. qu.	7 and 1	7 and 1
1 7 10 kn. kg.	7 and 1	king and 1
1 7 10 qu. kg.	7 and 1	10 and 1
1 7 kn. qu. kg.	7 and 1	7 and 1
1 8 9 10 knave	8 and 1	knave and 1
1 8 9 10 queen	queen and 1	queen and 1
1 8 9 10 king	king and 1	king and 1
1 8 9 knave qu.	8 and 9	queen and 1
1 8 9 knave kg.	8 and 9	king and 1
1 8 9 queen kg.	8 and 9	king and 1
1 8 10 kn. qu.	8 and 1	8 and 1
1 8 10 kn kg.	10 and knave	king and 1
1 8 10 qu. king	10 and 8	king and 1
1 8 kn. qu. kg.	8 and 1	8 and 1
1 9 10 kn. qu.	queen and 1	queen and 1
1 9 10 kn. kg.	king and 1	king and 1
1 9 10 qu. kg.	10 and 9	king and 1
1 9 kn. qu. kg.	9 and 1	9 and 1
1 10 kn. qu. kg.	10 and 1	king and

In our next section, we suppose a pair of aces to have been taken up, combined with various other cards, classed in some measure according to their order of regular succession. This part of our

statements of hands runs necessarily to great length, but I have found that to divide it would be matter of impossibility. You will here observe that there arise frequent cases in which you must not hesitate to enrich your adversary's crib with the pair of aces.

	Own Crib.	*Adversary's.*
1 1 2 3 4	4 and 1	1 and 1
1 1 2 3 5	5 and 1	5 and 1
1 1 2 3 6	2 and 3	6 and 1
1 1 2 3 7	2 and 3	7 and 1
1 1 2 3 8	2 and 3	8 and 1
1 1 2 3 9	2 and 3	9 and 1
1 1 2 3 10	2 and 3	10 and 1
1 1 2 3 knave	2 and 3	knave and 1
1 1 2 3 queen	2 and 3	queen and 1
1 1 2 3 king	2 and 3	king and 1
1 1 2 4 5	4 and 5	2 and 1
1 1 2 4 6	6 and 2	6 and 2
1 1 2 4 7	7 and 2	7 and 2
1 1 2 4 8	8 and 2	8 and 2
1 1 2 4 9	1 and 1	9 and 2
1 1 2 4 10	10 and 2	10 and 2
1 1 2 4 knave	knave and 2	knave and 2
1 1 2 4 queen	queen and 2	queen and 2
1 1 2 4 king	king and 2	king and 2
1 1 2 5 6	5 and 6	6 and 2
1 1 2 5 7	5 and 7	7 and 2
1 1 2 5 8	1 and 1	8 and 2
1 1 2 5 9	5 and 2	9 and 2
1 1 2 5 10	10 and 5	10 and 2
1 1 2 5 knave	knave and 5	knave and

	Own Crib.	*Adversary's.*
1 1 2 5 queen	queen and 5	queen and 2
1 1 2 5 king	king and 5	king and 2
1 1 2 6 7	1 and 1	6 and 2
1 1 2 6 8	2 and 1	8 and 2
1 1 2 6 9	9 and 6	6 and 2
1 1 2 6 10	6 and 2	10 and 6
1 1 2 6 knave	6 and 2	knave and 6
1 1 2 6 queen	6 and 2	queen and 6
1 1 2 6 king	6 and 2	king and 6
1 1 2 7 8	7 and 8	8 and 2
1 1 2 7 9	7 and 9	9 and 2
1 1 2 7 10	10 and 2	10 and 7
1 1 2 7 knave	knave and 2	knave and 7
1 1 2 7 queen	queen and 2	queen and 7
1 1 2 7 king	king and 2	king and 7
1 1 2 8 9	8 and 9	9 and 2
1 1 2 8 10	8 and 10	10 and 2
1 1 2 8 knave	2 and knave	knave and 2
1 1 2 8 queen	2 and queen	queen and 2
1 1 2 8 king	2 and king	king and 2
1 1 2 9 10	9 and 10	10 and 2
1 1 2 9 knave	knave and 2	knave and 2
1 1 2 9 queen	queen and 2	queen and 2
1 1 2 9 king	king and 2	king and 2
1 1 2 10 knave	10 and knave	10 and 2
1 1 2 10 queen	10 and queen	queen and 2
1 1 2 10 king	10 and king	king and 10

					Own Crib.	*Adversary's.*
1	1	2	kn.	queen	knave & qu.	queen and 2
1	1	2	kn.	king.	knave & kg.	king and 2
1	1	2	qu.	king	queen & kg.	king and 2
1	1	3	4	5	1 and 1	1 and 1
1	1	3	4	6	6 and 3	6 and 3
1	1	3	4	7	4 and 3	7 and 3
1	1	3	4	8	1 and 1	8 and 3
1	1	3	4	9	4 and 3	9 and 3
1	1	3	4	10	3 and 1	10 and 3
1	1	3	4	knave	3 and 1	knave and 3
1	1	3	4	queen	3 and 1	queen and 3
1	1	3	4	king	3 and 1	king and 3
1	1	3	5	6	5 and 6	6 and 3
1	1	3	5	7	1 and 1	7 and 3
1	1	3	5	8	5 and 3	8 and 3
1	1	3	5	9	5 and 3	9 and 3
1	1	3	5	10	10 and 5	10 and 3
1	1	3	5	knave	knave and 5	knave and 3
1	1	3	5	queen	queen and 5	queen and 3
1	1	3	5	king	king and 5	king and 3
1	1	3	6	7	6 and 7	6 and 3
1	1	3	6	8	8 and 6	8 and 3
1	1	3	6	9	9 and 6	9 and 3
1	1	3	6	10	6 and 3	10 and 6
1	1	3	6	knave	6 and 3	knave and 6
1	1	3	6	queen	6 and 3	queen and 6
1	1	3	6	king	6 and 3	king and 6
1	1	3	7	8	7 and 8	8 and 3
1	1	3	7	9	7 and 9	9 and 3
1	1	3	7	10	10 and 3	10 and 7

	Own Crib.	*Adversary's.*
1 1 3 7 knave	knave and 3	knave and 7
1 1 3 7 queen	queen and 3	queen and 7
1 1 3 7 king	king and 3	king and 7
1 1 3 8 9	8 and 9	8 and 3
1 1 3 8 10	8 and 10	8 and 10
1 1 3 8 knave	knave and 3	knave and 8
1 1 3 8 queen	queen and 3	queen and 8
1 1 3 8 king	king and 3	king and 8
1 1 3 9 10	9 and 10	10 and 3
1 1 3 9 knave	9 and knave	9 and knave
1 1 3 9 queen	queen and 3	9 and queen
1 1 3 9 king	king and 3	9 and king
1 1 3 10 knave	10 and knave	10 and 3
1 1 3 10 queen	10 and queen	10 and queen
1 1 3 10 king	10 and king	10 and king
1 1 3 knave, qu.	knave and qu.	queen and 3
1 1 3 knave kg.	knave and kg.	king and 3
1 1 3 queen kg.	queen and kg.	king and queen
1 1 4 5 6	1 and 1	1 and 1
1 1 4 5 7	5 and 7	7 and 1
1 1 4 5 8	5 and 3	8 and 1
1 1 4 5 9	4 and 1	9 and 1
1 1 4 5 10	10 and 5	10 and 1
1 1 4 5 knave	knave and 5	knave and 1
1 1 4 5 queen	queen and 5	queen and 1
1 1 4 5 king	king and 5	king and 1
1 1 4 6 7	6 and 7	6 and 7
1 1 4 6 8	4 and 1	8 and 6
1 1 4 6 9	9 and 6	9 and 4

	Own Crib.	*Adversary's.*
1 1 4 6 10	6 and 1	10 and 6
1 1 4 6 knave	6 and 1	knave and 6
1 1 4 6 queen	6 and 1	queen and 6
1 1 4 6 king	6 and 1	king and 6
1 1 4 7 8	7 and 8	8 and 4
1 1 4 7 9	7 and 9	7 and 9
1 1 4 7 10	10 and 7	10 and 7
1 1 4 7 knave	knave and 7	knave and 7
1 1 4 7 queen	queen and 7	queen and 7
1 1 4 7 king	king and 7	king and 7
1 1 4 8 9	8 and 9	9 and 4
1 1 4 8 10	8 and 10	8 and 1
1 1 4 8 knave	8 and knave	8 and 1
1 1 4 8 queen	8 and queen	queen and 8
1 1 4 8 king	8 and king	king and 8
1 1 4 9 10	9 and 10	9 and 1
1 1 4 9 knave	9 and knave	9 and 1
1 1 4 9 queen	9 and queen	9 and queen
1 1 4 9 king	9 and king	9 and king
1 1 4 10 knave	10 and knave	10 and 1
1 1 4 10 queen	10 and queen	queen and 1
1 1 4 10 king	10 and king	king and 1
1 1 4 knave qu.	knave and qu.	queen and 1
1 1 4 knave kg.	knave and kg.	king and 1
1 1 4 queen kg.	queen and kg.	king and 1
1 1 5 6 7	1 and 1	1 and 1
1 1 5 6 8	5 and 6	8 and 1
1 1 5 6 9	5 and 6	6 and 1

	Own Crib.	*Adversary's.*
1 1 5 6 10	5 and 6	10 and 6
1 1 5 6 knave	5 and 6	knave and 6
1 1 5 6 queen	5 and 6	queen and 6
1 1 5 6 king	5 and 6	king and 6
1 1 5 7 8	7 and 8	1 and 1
1 1 5 7 9	7 and 5	7 and 1
1 1 5 7 10	10 and 5	10 and 7
1 1 5 7 knave	knave and 5	knave and 7
1 1 5 7 queen	queen and 5	queen and 7
1 1 5 7 king	king and 5	king and 7
1 1 5 8 9	8 and 9	8 and 1
1 1 5 8 10	10 and 5	8 and 1
1 1 5 8 knave	knave and 5	knave and 8
1 1 5 8 queen	queen and 5	queen and 8
1 1 5 8 king	king and 5	king and 8
1 1 5 9 10	10 and 5	10 and 1
1 1 5 9 knave	knave and 5	9 and 1
1 1 5 9 queen	queen and 5	queen and 1
1 1 5 9 king	king and 5	king and 1
1 1 5 10 knave	1 and 1	1 and 1
1 1 5 10 queen	1 and 1	1 and 1
1 1 5 10 king	1 and 1	1 and 1
1 1 5 knave qu.	1 and 1	1 and 1
1 1 5 knave kg.	1 and 1	1 and 1
1 1 5 queen kg.	1 and 1	1 and 1
1 1 6 7 8	1 and 1	1 and 1
1 1 6 7 9	1 and 1	7 and 1
1 1 6 7 10	6 and 7	10 and 6

	Own Crib.	*Adversary's.*
1 1 6 7 knave	6 and 7	knave and 6
1 1 6 7 queen	6 and 7	queen and 6
1 1 6 7 king	6 and 7	king and 6
1 1 6 8 9	1 and 1	9 and 1
1 1 6 8 10	8 and 6	10 and 1
1 1 6 8 knave	8 and 6	knave and 1
1 1 6 8 queen	8 and 6	queen and 1
1 1 6 8 king	8 and 6	king and 1
1 1 6 9 10	1 and 1	10 and 6
1 1 6 9 knave	9 and 6	knave and 6
1 1 6 9 queen	9 and 6	queen and 9
1 1 6 9 king	9 and 6	king and 9
1 1 6 10 knave	10 and knave	10 and 6
1 1 6 10 queen	10 and queen	queen and 6
1 1 6 10 king	10 and king	king and 10
1 1 6 knave qu.	knave and qu.	queen and 6
1 1 6 knave kg.	knave and kg.	king and 6
1 1 6 queen kg.	queen and kg.	king and 6
1 1 7 8 9	1 and 1	1 and 1
1 1 7 8 10	7 and 8	10 and 1
1 1 7 8 knave	7 and 8	knave and 1
1 1 7 8 queen	7 and 8	queen and 1
1 1 7 8 king	7 and 8	king and 1
1 1 7 9 10	9 and 10	10 and 7
1 1 7 9 knave	7 and 9	knave and 7
1 1 7 9 queen	7 and 9	queen and 9
1 1 7 9 king	7 and 9	king and 9

				Own Crib.	*Adversary's.*
1	1	7	10 knave	10 and knave	10 and 7
1	1	7	10 queen	10 and queen	queen and 7
1	1	7	10 king	10 and king	king and 10
1	1	7	knave qu.	knave and qu.	queen and 7
1	1	7	knave kg.	knave and kg.	king and 7
1	1	7	queen kg.	queen and kg.	king and 7
1	1	8	9 10	1 and 1	10 and 8
1	1	8	9 knave	8 and 9	knave and 8
1	1	8	9 queen	8 and 9	queen and 9
1	1	8	9 king	8 and 9	king and 9
1	1	8	10 knave	10 and knave	knave and 8
1	1	8	10 queen	8 and 10	queen and 8
1	1	8	10 king	8 and 10	king and 8
1	1	8	knave qu.	knave and qu.	queen and 8
1	1	8	knave kg.	knave and kg.	king and 8
1	1	8	queen kg.	queen and kg.	king and 8
1	1	9	10 knave	1 and 1	knave and 9
1	1	9	10 queen	9 and 10	queen and 9
1	1	9	10 king	9 and 10	king and 9
1	1	9	knave qu.	knave and qu.	queen and 9
1	1	9	knave kg.	9 and knave	king and 9
1	1	9	queen kg.	queen and kg.	king and 9
1	1	10	kn. qu.	1 and 1	queen and 10
1	1	10	kn. kg.	10 and knave	king and 10
1	1	10	qu. kg.	1 and 1	king and 10
1	1	kn.	qu. kg.	1 and 1	king and queen

In the concluding portion of this section of our

work, the hand consists of a Pair-royal of Aces, attended by two other cards. The Pair-royal must be held in hand, at every risk, in all the cases here quoted.

	Own Crib.	*Adversary's.*
1 1 1 2 3	2 and 3	2 and 3
1 1 1 2 4	2 and 4	2 and 4
1 1 1 2 5	2 and 5	2 and 5
1 1 1 2 6	2 and 6	2 and 6
1 1 1 2 7	2 and 7	2 and 7
1 1 1 2 8	2 and 8	2 and 8
1 1 1 2 9	2 and 9	2 and 9
1 1 1 2 10	2 and 10	2 and 10
1 1 1 2 knave	2 and knave	2 and knave
1 1 1 2 queen	2 and queen	2 and queen
1 1 1 2 king	2 and king	2 and king
1 1 1 3 4	3 and 4	3 and 4
1 1 1 3 5	3 and 5	3 and 5
1 1 1 3 6	3 and 6	3 and 6
1 1 1 3 7	3 and 7	3 and 7
1 1 1 3 8	3 and 8	3 and 8
1 1 1 3 9	3 and 9	3 and 9
1 1 1 3 10	3 and 10	3 and 10
1 1 1 3 knave	knave and 3	knave and 3
1 1 1 3 queen	queen and 3	queen and 3
1 1 1 3 king	king and 3	king and 3

It must not be supposed that I think it necessary the learner should study ALL these cases of discarding, repeatedly and incessantly. He is merely required to use them for occasional reference; examining three or four at a time; and not endeavouring so much to follow them out literally, or

learn them by rote—as to catch the spirit in which the various decisions are conceived, and then to aim at adapting such spirit to the varied and endless combinations of the cards he may take up. Not only may the same hands constantly arise to a card, but analogous positions will also frequently present themselves, in which the examples here given will serve as land-marks whereby to direct your course, in steering for port.

Doubtless, there will be many persons inclined to dissent from some parts of the doctrine of scientific discarding here laid down. I have no hesitation, however, in saying that most of these will be inferior players. On this point I speak with the greater confidence, from the small part I have myself borne in the adjustment of this mass of figures. These calculations were framed by Anthony Pasquin, at a time when Cribbage was one of the most fashionable games in the west-end circles, and was played for high sums of money. The author was assisted, as he himself declares, by "several sporting gentlemen of the first celebrity;" and the subject was gone into with an earnestness and devotion, proportioned to the interest the pockets of these hopeful worthies felt in the event. The time that must have been thus consumed, was a guarantee of the caution with which every result was admitted as "proven;" and it is proper to add, that I have subjected the code myself to the examination of some of the first Cribbage players in the country, whose decision has been unanimously given in its favour.

CHAPTER VI.

GENERAL DIRECTIONS FOR PLAYING THE GAME SCIENTIFICALLY; INCLUDING REMARKS ON BETTING.

THE skilful player has a much greater advantage over the less experienced practitioner, than can be appreciated by the beginner. You may know how to count your cards correctly, and may be equally well grounded in the other mechanical departments of the game; but if you know nothing more, you would have little chance of success, in playing a series of games with a PLAYER. I open the present chapter with these remarks, because I know there are many persons who ascribe much more at Cribbage to "luck," as they call it, than they are justified by experience in doing. Chance may rule the hour, but it will be ultimately found that science governs the day.

You know from the preceding parts of this work, of what Cribbage consists, and I have already embodied sufficient direction, respecting the laying out properly for the crib, to make you, as far as theory alone can go, fully master of that part of our subject. It remains, then, only to illustrate the last branch of the game—HOW TO PLAY YOUR CARDS IN THE BEST MANNER.

It must be obvious, that the same play, which

may in one case be the best, may in another be the very worst you could adopt; the skill of the player being put in requisition to distinguish between the two. As an instance of this, suppose your adversary wants six holes only of being out,—should you not pause, here, before you pair any card he may play; since you thus give him the possibility of at once winning the game by making a pair-royal? The same suggestion equally applies to the manufacture (if I may use the term,) of sequences. Even a very bad player can understand this, but is lost in more complicated situations; while the good player, equally knows how to apply the same principle towards the regulation of his conduct, in every stage of the game.

A good player, then, is one who plays throughout the game TO POINTS; varying his play, according to the relative state of the score; in contradistinction to the bungler, who invariably pairs every card he can, and forms every sequence, in happy contempt of the consequences. I proceed to lay down a sketch of the data, on which the scientific player never fails to act.

The probable chance of points in a hand, throughout the game, is something more than four, but less than five; and the probable chance of points to be gained in each hand by play, is to the non-dealer, a trifle better than one, and to the dealer, about two points. This calculation is confirmed by the experience of the first Cribbage players during the last half-century. Hence, the probable chance for hand and play, for the non-dealer, is equal to six points; and to the dealer something better than six points; consequently, taking, throughout the whole game, hand and

play, alternately for and against the deal, may be fairly computed to be worth, on an average, six points. Now the probable chance of points in the crib may be estimated at five, so that the dealer has a reasonable right to expect to make sixteen points by his hand, crib, and next hand. Suppose then, by way of digesting this calculation, that the dealer, on beginning the game, makes his average number of sixteen, by hand, crib, next hand, and play,—he is, with propriety, described as being "home to his deal," if when he takes up the pack to make his second deal, his first peg has passed the fifteenth hole of the board. He will likewise find himself comfortably at home, when he deals the third time, should his first or leading peg have passed the thirtieth hole; and is similarly situated, should he make his fourth deal within fifteen points of the game. It is most important that you thoroughly understand this, as it constitutes the very essence of the game.

The same calculation which applies at starting to the dealer, may be equally brought home to the non-dealer. We have just seen that if the dealer hold and make his average number of points at each stage of the game, he traverses the whole of his side of the board, and attains the end-hole, or game, in exactly four deals. During this time, the non-dealer must have had three deals; and it follows that in each game the average number of deals is seven. Never forget, recapitulation notwithstanding, that although in peculiar cases the game may either run to a dozen deals, or be out in three, your plan is to go on the assumption that the average number of seven deals is the most likely to be observed. From this calculation you

will see that he who first deals in the game has the odds of four deals to three in his favour; but in order to counteract this preponderance, which otherwise would spoil the game, the bonus of three holes is allowed at starting to the dealer. The receipt of these three holes fully equalizes the chances, according to the nicest observation. Some persons prefer the deal, and some, on the contrary, fancy the three holes make the non-dealer the favourite; but, I believe that of each several thousand of games, played yearly in this country, it would be found, that on the average, half would be won by the dealer, and the other half by the non-dealer; presuming their skill in the game to be exactly equal. If then the non-dealer, at first starting, having scored his three holes, gains besides, six more by his hand and play, he is at home to his deal; and is more than home should his front peg have passed the ninth hole.

Having acquired a proper knowledge of the different stages of the game, and having determined always to play according to such state of the reckoning, you will watch, at every card you play, and calculate your relative position in the score, regulating your conduct accordingly; putting out of the immediate calculation the winning of the game itself, so much at the moment, as the attaining the next stage on the board at which you would be at home; or should you be over home, but not sufficiently so to warrant your making a push for game—then, doing all in your power to retard your adversary, by baulking the crib and "playing off." Should you observe your adversary to have the best of the game, leading you materially on the board, either from the circumstance of having

held superior cards, or having made more points in play than you could anticipate, you will then act according as the appearance of the cards gives you the most probable chance of redemption. For example, should you deal five or six holes behind home, and take up good cards, your game is then to make as many holes as possible in play, at all reasonable risk, because by doing this, and holding good cards with it, you may in all probability regain the lead, if your scheme be not crossed. On the other hand, whenever your game is back, and your cards, on being taken in hand, present an appearance the reverse of flattering, you chiefly try to prevent your adversary from getting forward, and thus have a chance of winning the game, through his failure in making good his shows. In similar cases, you must waive, or forego, the seeming advantage of making a pair, sequence, or fifteen, in play, unless it is matter of certainty that in doing this, you do not give your antagonist the opportunity of scoring also, which may very possibly give him the victory.

Never, at any period of the game, make a pair, fifteen, sequence, &c., without glancing your eye first at the relative places of the cribbage-pegs, to know whether you are justified in playing a forward or backward game. I repeat, that on this the whole art may be said to turn, of playing Cribbage scientifically.

To gain the end-hole, or point nearest to thirty-one is, among professed players, justly esteemed a considerable advantage, and should be proportionately kept in view. By attaining the end-hole yourself, you not only score a point, but save a difference of two points by snatching it from your

opponent. In playing for this, there is much scope for judgment.

Great caution is necessary in leading. Recollect how many tenth cards are in the pack, and the consequent probability that your adversary at least holds one. This being the state of things, it must be a very peculiar case which would justify your leading a five. Indeed, as regards all cards that form in themselves a likely half of fifteen, peculiar care in leading is necessary. Every beginner must understand that if he lead a six, seven, eight, nine, or ten, the adversary has it in his power, if he hold the fitting card, to play in answer so as to make fifteen; but if, instead, the player had led a one, two, three, or four, NO CARD, in reply, could form fifteen. Do not infer from this, that I direct you *never* to lead a seven, six, &c.—I only intend that when you do so, you should do it with your eyes open.

Should you hold a three and a two, it is frequently the best play to lead off the three, on the chance of your adversary's playing a tenth card, (*of which never forget that there are sixteen*), making thirteen; when your two "drops in" and produces two points for the fifteen. The same principle applies to the leading from a four and an ace, and has this additional advantage, that should you thus succeed in forming fifteen, your opponent can form no sequence from your cards.

Remember, that when your adversary leads a seven or eight, should you make fifteen, you give him the chance of coming in with a six or a nine, and thus gaining three holes against you. Sometimes this would even tend to your advantage, by

allowing of your rejoinder with a fourth card in sequence. For instance, your opponent leads an eight, and you make fifteen by answering with a seven; he plays a six, making twenty-one, and scores three for the sequence; but having a nine, or ten, you play it, and score after him. In all such cases, play to the state of your game; for what would be at one time correct, would be, at another, the worst possible play.

To lead from a pair is mostly good; because, should your opponent pair you, you form a Pair-royal, making six holes; while the chance of his rejoining with a fourth, is too small to be taken into consideration. It would rarely, though, be correct, to lead from a pair of fives.

When your adversary leads a card which you can pair, it is mostly better to make fifteen, in preference, should you be able so to do; as you will naturally suspect he wishes you to pair him, in order to make a Pair-royal himself. But here, as elsewhere, your chief guide is the relative state of the scores.

When you can possibly help it, consistently with your cards, do not, in play, make the number twenty-one; for your antagonist is then likely to come in with a tenth card.

Should you hold a nine and three, it is good play to lead the three; because, should it be paired, you form fifteen by playing the nine. The same applies to the holding of a four and a seven, in which case, should your four be paired, you make fifteen with the seven.

The following style of play facilitates your obtaining frequently the end-hole. Should you hold

two low cards, and one high card, lead from the former; but should you hold one low card and two high cards, lead from the latter; like other general directions, all this being subject to contingencies.

Holding a ten and five, and two holes being at the moment an object of great importance, lead the tenth card, in hopes of your adversary's making fifteen; when you can pair his five.

Holding a seven and four, it is good play to lead the four; because, if paired, your seven comes in for fifteen: the same direction applies to your holding a six and three, and three and nine, or other cards similarly related.

When compelled to lead from a sequence of three cards, play off the lowest, or highest, in preference to the middle card.

In critical situations, as, for instance, when each party is within one or two holes of game, the leader is in peculiar difficulty on starting. Some persons, when thus situated, always act on the maxim of playing a tenth card. Generally speaking, this is erroneous, as you thus give two chances to the dealer of playing out; viz.—one by making fifteen, and the other by pairing your card. But if instead of a ten, you had led a card below a five, the dealer would have but the one immediate chance of pairing you. In such cases it is frequently advisable to lead, as it is termed, "*to the pack*;" that is, to pair the turn-up card. When the start-card is under a five, this is decidedly, if in your power, the wisest course to adopt; since the dealer's chance of pairing you is diminished by one third, there being but two similar cards left in the pack. In cases of equal nicety, proportionate care is re-

quired in discarding. Two small cards, and one high card, are a good hand for play in difficult points.

In laying out for your own crib, suppose you hold a pair of fives, and no tenth card, discard them both. Bear in mind that of all the tenth cards, the Knave is of the most importance; and that those cards which tell best in counting the hand, are not always the best for playing.

If, in play, you throw down a four, making the number twenty-seven, your adversary has the chance of pairing your four, and of making at the same time, thirty-one. If you make twenty-eight with a three, you incur the same risk. These apparent trifles must be studied, and similar points, if possible, avoided on your part; while you should be constantly on the watch to grasp at them for yourself, should your antagonist leave an opening.

As the dealer plays last, his chances are greater than those of the leader, for making the end-hole, or other desirable points in play. The dealer has also in his favour the chance of gaining the two points by lifting a Knave. (The Knave is called by many Cribbage-players "the Jack.")

The phrase "playing off," is used to denote playing cards which are wide apart, in contradistinction to its reverse, termed "playing-on." Thus, should your opponent lead a four, and you answer with a two, three, five, or six, you "play on;" because you give him the option of making a sequence, should he hold the fitting card. But if, in answer to his four, you play a high card, you "play off," since he can have no card capable of forming a sequence. Whether to play "off," or

"on," is half the battle, and depends entirely, should you hold the option, on the relative state of the scores.

It is frequently your game, to allow of your adversary's forming a sequence, in order to come in yourself for a longer one. To tempt him to this, play a card close to his, instead of playing off. Suppose you hold a three, four, and five, and your opponent leads a seven:—in this case, should it be to your interest to bestow a certain number of points, in order to realize the same amount for yourself, you play the five; for if he answers with a six, marking three, you play your four, and score for the sequence accordingly.

Observe that the cards are well shuffled between every deal, and count the whole pack at intervals, to ascertain its correctness as to number. Do not reckon your adversary's hand or crib, until he has marked his score; it being folly to assist him in this operation, though I have frequently seen it done by good-natured souls to their own detriment. I have always, however, considered that whatever game we play at, from Dominos up to Chess, becomes the merest drivel unless practised according to the strict rules. Whether your stakes be pence or pounds, let the integrity of the game be equally preserved.

REMARKS ON BETTING.

While it will instruct you in the art of betting to advantage, it must ground you in the study of the points of the game, to examine the different odds, which are commonly laid, by persons betting on the game of Cribbage.

Should you be inclined to bet at any time, first examine the state of both games carefully; and by no means forget who has to deal, this knowledge being of adequate importance in forming your calculation. When you have ascertained these essential preliminaries, the following tables of situations will be found sufficient, to guide you to a proper knowledge of the odds, in every part of the game.

The pegs being even, and each party being five holes going up the outside of the board, it is 6 to 4 in favour of the dealer. Such are, at least, the usual and received odds; and 6 to 4 is always considered a fair bet. It may be so, and probably is, but I own I had rather take it, than bet it.

The pegs being even, at ten holes each, is 12 to 11 in favour of the dealer.

The pegs being even, at fifteen holes each, is 7 to 4 in favour of the dealer.

The pegs being even, at twenty holes each, is 6 to 4 in favour of the dealer.

The pegs being even, at twenty-five holes each, is 11 to 10 in favour of the dealer.

A comparison of all these odds with the various stages of the game, previously described as "home," &c. will show you the foundation of these calculations.

The pegs being even, at thirty holes each, is 9 to 5 in favour of the dealer.

The pegs being even, at thirty-five holes each, is 7 to 6 in favour of the dealer.

The pegs being even, at forty holes each, is 10 to 9 in favour of the dealer.

The pegs being even, at forty-five holes each, is 12 to 8 in favour of the dealer.

The pegs being even, at fifty holes each, is 5 to 2 in favour of the dealer.

The pegs being even, at fifty-five holes each, is 21 to 20 in favour of the dealer.—Guineas to pounds.

The pegs being even, at fifty-six holes each, is 7 to 5 AGAINST the dealer.

The pegs being even, at fifty-seven holes each, is 7 to 4 against the dealer.

The pegs being even, at fifty-eight holes each, is 3 to 2 against the dealer.

The pegs being even, at fifty-nine holes each, is EVEN BETTING.—But mark the difference of a single hole, and never again say, "Oh! its only one hole!"

The pegs being even, at sixty holes each, is 2 to 1, or even more, in FAVOUR of the dealer.

In every stage of the game, until you come within the last twenty holes, if the non-dealer is three points a-head, it is even betting; but when you get nearer towards the close, a point or two makes a material difference. For example, suppose the dealer wants twenty holes of game, and the non-dealer, seventeen,—in this case the dealer has nearly 5 to 4 the worst of it; for the non-dealer being so nearly at home for his next deal, may break his hand, in order to throw a powerful

baulk into his adversary's crib; or may play his cards so as to prevent his opponent's scoring in play.

The game becomes again equal, when the dealer wants fourteen, and the non-dealer nine points; and also when the dealer requires eleven, and the non-dealer but seven of the game. But when the dealer wants only three points of game, and his adversary, who of course has the first show, wants four, the dealer has 5 to 4 the best of it, on account of the many chances he has of playing out; in addition to the more remote contingency of his adversary's not holding four points. Here, the dealer will observe, that it is his play not to hold a single point in hand, should he in so doing, detract from his best chance, which is to keep three small cards for play, to have the greater probability of securing at least the end hole. It is in cases of delicacy like this, which frequently turn on the winning or losing of a single hole, that PLAY tells most, and the importance of that single hole is made the more fully manifest.

In all parts of the game, until within about fifteen holes of OUT, if the dealer is five points a-head of his opponent, he has the best of the game by something like 3 to 1; and, as his adversary nears the end-hole, supposing him still to be five points a-head, the odds increase in his favour, to 8, and even 10 to 1. It is precisely 10 to 1 on you, should you have to deal, wanting six points only of game, and your antagonist wanting eleven.

Should the dealer, again, lead his adversary, at any time, ten points, there are considerable odds in his favour. Thus situate, in the earlier stages of the game, you may venture to bet 8, or even 10

to 2, according to the position; and if very near to the ending of the game, the odds increase to 10, and 12, to 1; for it is FULL 12 to 1 in your favour, should you deal, wanting only six points of game, while your adversary wants 16.

If the dealer is, at any stage of the game, five points behind his antagonist, before he turns the top of the board,—the former has the worst of the game by about 6 to 5. Should he have turned the top by one point, and his adversary six points, the dealer has the worst of it by 6 to 4. If he has turned the top six points, and his adversary eleven points, it is 7 to 4 against the dealer; and should you deal, wanting sixteen of the end, while your adversary wants eleven, it is just about 21 to 20, or guineas to pounds in your favour.

The preceding table of odds is sanctioned and confirmed by the experience of the first London players, during the last hundred years, and is freely and universally acted on. I must, however, suggest, that caution and observation should be its constant accompaniments. The chances of Cribbage are so many and various, that the most desperate situations can hardly be termed irretrievable; and proportionate care is necessary to be exercised, particularly by players of sanguine temperament, that their zeal in betting the larger description of odds, is not suffered to outstrip their judgment.

CURIOUS PROBLEM AT FIVE CARD CRIBBAGE.

The following game exemplifies the necessity of carrying out the "nil desperandum" principle in Cribbage, to its fullest extent, since it proves that it just comes within the limits of possibility for one player to win the game, not having yet made a single hole, against his adversary who has attained the apparently winning point of fifty-six.

A and B play Cribbage, and B has scored fifty-six, wanting only five holes of game, while A has not made a single point. A has, however, the deal, and there is a possibility of his yet winning the game in three shows, with four points to spare.

It is required to know what cards must be dealt to each party, and in what manner they must be played, for A to gain the victory?—the following is the solution:—

A deals, and gives B one six, two sevens, one four, and one three, while he deals himself three sixes, with a three and a two.

B, if a good player, must lay out his four and three, and hold his six and two sevens in hand.

A, playing well, must discard his three and two, and hold his pair-royal of sixes.

The turn-up card is a three.

B begins by playing one of his sevens, A follows with a six, making thirteen; then B pairs A's six, calling nineteen, and scoring two for the pair, which makes him within three holes of game. A then plays another six, making twenty-five, and a pair-royal, for which he takes six, and as B is not able to come in with his remaining seven, A adds

his other six, making thirty-one, and a double pair-royal, for all of which he marks fourteen points more.

B then takes two points for his hand, which makes him within one of game.

A marks twelve for his hand, which makes him thirty-two holes, (having played twenty.) A next marks seventeen points for his crib, which makes him in all forty-nine points.

B then deals, and gives A the three of hearts, the four of hearts, and the five of hearts, with any two tenth cards. B gives himself a seven, eight, nine, queen and king.

A, playing well, lays out his two tenth cards, and holds his three, four and five of hearts.

B to play correctly, lays out his king and queen, and remains with his seven, eight, and nine.

The start card is a three.

A then leads off his four, and B follows with an eight, making twelve. A replies with his three, making fifteen, and scores two, while B follows with his nine, making twenty-four. A then comes in with his five, forming twenty-nine, and marks one for the end hole, as B is not able to bring in his last card.

A then marks thirteen points for his hand, which is four points more than he wants, and remains the conqueror.

This study will be found well worth following out with the cards, presenting one of the most curious pieces of similar calculation ever devised; founded as it is throughout, on the fact of both parties playing uniformly in the best manner according to their cards; without which, there would not be half the interest excited in the result.

CHAPTER VII.

ON SIX CARD CRIBBAGE.

The game of Six Card Cribbage is played, like Five Card Cribbage, with the whole pack of cards; by two persons, but bears about the same relation to the scientific variety on which we have here treated, as Draughts do to Chess. It presents less scope for skill, is more liable to be controlled by the chances of the cards, and is over in half the time. To many individuals, however, these disadvantages are viewed in an opposite light, and I have heard such persons reject Five Card Cribbage as comparatively dull, while they have patiently and eagerly recreated themselves with the six card game, during many a long winter's evening. The simplicity of Six Card Cribbage, the enormous amount of points oftentimes yielded by the sportive combinations of its cards, and the readiness with which a perfect knowledge of its mysteries may be attained, together with other concomitant advantages, make up its attractions. To the invalid and aged, an amusement is here presented, which without calling forcibly upon the energies of the mind, offers just sufficient excitement to wile away time, and charm down care by its soothing and pleasing ministry. The greater part of what I have written on Five Card Cribbage, is applicable to Six Card Cribbage. The latter is played

on the same board, and after the same laws; subject, of course, to such slight alterations as arise from the number of cards dealt.

In Six-Card Cribbage, the dealer deals six cards to each, instead of five. Of these six, each party lays out two to form the Crib; and keeps four in hand. It will be now my task to show in what the six-card game varies from Five-Card Cribbage.

The deal passes, and the start-card is cut up, as in Five-Card Cribbage. The mode in which the cards count is strictly the same. Pairs, Sequences, Fifteens, &c., are made on a similar plan, and sixty-one holes equally constitute the game.

No holes are allowed to the non-dealer at starting; it having been fairly decided by experience, that he who has the first deal, has no advantage at this game. Some may be of a different opinion and prefer the deal; I consider both parties to start on a strict equality.

In playing the cards, the grand point of difference is, that, whereas at Five-Card Cribbage you only play until the amount of points is thirty-one, and then drop the remaining cards—at Six-Card Cribbage, you play them all out to the very last card. There are thus considerably more points made in play, but it is precisely for this reason, that good players prefer the other game, in which the whole sometimes turns on the winning or losing of a single point; while at Six-Card Cribbage, a hole or two are of minor consequence.

At Six-Card Cribbage a point is taken for the last card played; some writers have considered this as differing from Five-Card Cribbage, but this is more in appearance than reality, since at the latter

there is equally one point taken for the last card, played according to the laws; that is, the card forming, or the nearest approaching to thirty-one; and as the law commands, that at Six-Card Cribbage every card should be played, the last card scores for a point accordingly.

Let us suppose A and B sitting down to play Six-Card Cribbage, and by following out their first hand, you will learn at once the mode of playing the game:—

A, being dealer, deals six cards to each, one at a time, the Cribbage-board being placed for counting in the usual way between them, and B not being allowed the three holes he would have on commencing a party of Five-Card Cribbage.

Having made the deal, each player discards two for the crib, in which he calculates on the principles already laid down, as to whose crib it may be, and the start card being cut, the play begins; the hand of each consisting obviously of four cards.

B leads (suppose) a King.

A answers with a five, and marks two for fifteen.

B rejoins with another King

A plays a six, and marks two points for making thirty-one.

Here, at Five-Card Cribbage the hand would end, and the remaining cards would be thrown down unplayed, but not so in the present game.

B continues the play by throwing off a nine.

A replies with an eight.

B answers with a ten, and marks three points for the sequence of three cards, composed of the eight, nine, and ten. He calls at the same time,

"twenty-seven," as being the aggregate of the three cards played.

A's last card being a five, he can't come in under thirty-one, and therefore declares it to be "a go," on which B takes another point for "the go."

The cards are now all played out, with the exception of A's solitary five, which he throws down, and marks one for "the last card."

The hands and crib are then reckoned, and scored, as in Five-Card Cribbage; each party making similar use of the start card, or turn-up. Another deal is made, and passes alternately, until victory is proclaimed by the conqueror's attaining the sixty-first, or game hole.

When the last card played makes up the even number of thirty-one, you must not take one for such last card in addition to the two points derivable from the thirty-one; but should the last card perfect a sequence, or fifteen, to be marked by you accordingly, you also take "one more" for the last card.

As all the cards must be played out, should one party have exhausted his hand, and his adversary have yet two cards, the latter are to be played, and should they yield any advantage, it must be taken. For instance, C has played out his four cards, and D having two left (an eight and seven), calls fifteen as he throws them down, and marks three points: two for the fifteen, and one for the last card. Again, should D's two cards have been a pair (threes, for instance), he marks two for the pair, and a third point for the last card. Speculating on this, and other probabilities, you will always endeavour when you are last player, to retain as

close cards as possible, for this will frequently enable you to make three or four points, by playing your last two cards, when you would otherwise make but a single point. But this demands further illustration, as it is of paramount importance. For example :—

Suppose you to hold for the last two cards a seven and eight, and that your adversary has only one card remaining in his hand, the probable chance of its being either a six or a nine (in either of which cases you come in for four points), is eleven to two; therefore it is only eleven to two, but you gain three points by this play, exclusive of the end-hole;—whereas, were you to retain as your last two cards, a seven, with a ten, or any two cards similarly wide apart, you have no chance to score more for them than the end-hole, as there is no probability of their coming in for any sequence; or if you can retain a pair of any kind for the last two cards (your adversary having only one card, and he being the first player), you by this means make a certainty of two points, exclusive of the end-hole. By the same rule you ought always to retain such cards, as will (supposing your adversary to have none left) make a pair, fifteen, &c., for by this means you gain many points which you otherwise could not possibly get.

The rules and calculations laid down to assist you in discarding at Five-Card, are generally applicable to this game. You have not, however, here quite the same temptation to favour your Crib at the cost of your hand, since the hand and Crib comprise an equal number of cards; indeed, at Six-Card Cribbage the hands yield more points than the cribs, from the circumstance of there being

always one party interested in baulking the latter, while the greater opportunities of making points in play hold out an additional motive for keeping together good cards in hand.

In playing out the hand, after making a thirty-one, or the number nearest approaching to that point, the cards must be turned down, in order that no confusion may arise from their being mixed with the succeeding cards.

When your adversary declares that he cannot play under thirty-one, by saying "go," if you have any small cards that will come in, you must play them :—Example.

E leads a nine.

F answers with a six, marking two for the fifteen.

E plays off a Knave, and calls "twenty-five."

F, sitting with three tenth cards (or other high amounts), says "go," and

E, whose two remaining cards are an ace and two, or similar low cards, must play them off, though he gets nothing by them, beyond the one hole for the go.

F has the remaining play then all to himself; plays off his three cards in which order he chooses, and marks any points they may yield, in addition to one for the last card.

There being larger numbers to be gained at Six-Card Cribbage, makes more counting, and consequently more practice in that respect for the novice. This being the case, I recommend all learners to play it occasionally, since high numbers so frequently occur that it forms the best school of "Cribbage Arithmetic." Tens, twelves, sixteens, and twenty-fours here commonly arise, in lieu of the twos, threes, and fours, frequently marked

for the hand at the Five-Card game; and unless a person is quick at counting, he will often lose points from not taking his full complement. These very large hands, however, are what the scientific player justly considers the weak point of the game, since they bear down every thing before them, and skill tells little against them. Science gives place to crude force, and the engagement rather resembles a pitched battle of a hundred thousand men drawn up in close array on a small space, than the exciting manœuvres of one-sixth of the number, ranged against each other, with an unlimited space of mountainous country around them.

There used to be a practice in vogue, in some circles, both at Five and Six-Card Cribbage, which I mention in order to show that it is not the law at either game, and is therefore not to be sanctioned. Flushes in play were permitted to be reckoned when three or more cards of the same suit fell continuously. Thus, suppose G led a heart, and H answered with a card of the same suit, G then playing a third heart marked three for the flush; and should H play a fourth heart, without the line's being broken by any other suit, he marked four, and so on. The custom must have been, in my opinion, detrimental to the beauty of the game, for several reasons, which as it is discontinued, it is hardly worth while to dwell over.

The most difficult point, in counting, at Six-Card Cribbage, arises from the falling of long sequences frequently in the course of play. Young and inexperienced players are often in considerable difficulty to know whether cards run in sequence or not. Remember, that as in Five-Card Cribbage, the cards must be counted together, unless the se-

quence be broken, no matter of what number the "run" be composed:—Example.

K leads a four,

L plays an eight,

K answers with a six,

L rejoins with a seven, and marks three for the sequence, composed of the six, seven, and eight.

K replies with a five, and marks five points for the sequence of five cards, made up of the four, five, six, seven, and eight.

L plays an ace, makes thirty-one, and scores two points accordingly.

This is a case of very simple sequence to those which sometimes arise; I proceed to give you one of greater difficulty.

M leads off a four,

N plays a two,

M answers with a three, and marks three for the sequence of three cards.

N plays an ace, and scores four points, for the sequence of four cards.

M rejoins with a two, and correctly marks three points for the sequence thus formed, by the last three cards played; viz. the one, two, and three.

N, not yet exhausted, comes in with a four, and is thus entitled to score, afresh, four points for the four last cards, which run in a sequence of one, two, three, and four. In this case you will observe the four and two originally played are altogether superseded, and put out of the question. The number of pips form an aggregate of sixteen only in the whole.

M has now to play, and throws down a five, which forming a new sequence of five cards, yields

him accordingly five points. Place the cards before you, and you will see that the last five "run" in sequence, though they have not fallen in regular order. The aggregate of pips is now twenty-one.

N holds the last card, which being luckily a three, allows him to mark five more points for the sequence of five cards, formed by the ace, two, three, four, and five, which you will find were the last five played; the three first cards are not included, having been thrown out of the connection by the two which followed them. N marks in addition one for the last card.

I could give many similar cases of even greater difficulty, arising from the manner in which cards sometimes cross each other, and yet are good for counting in sequence. What I have said, however, on this part of my subject, appears to be sufficient for the purpose in view. The longest sequence that can arise in play is one of seven cards, as the aggregate number of pips falls under thirty-one, formed by the ace, two, three, four, five, six, and seven. If the eight were superadded, the number would exceed thirty-one.

DIRECTIONS FOR PLAYING SIX-CARD CRIBBAGE SCIENTIFICALLY.

As I have before explained in speaking of Five-Card Cribbage, your mode of conduct must be governed uniformly by the state of your game. Play to your score, and put the final result partially out of view. Whether it is your policy to play "on" or "off," must be ever the question in making up your judgment. To calculate this correctly, it is necessary to teach you the different

stages of the game, when it may be presumed you are at home, and have a preference over your antagonist, and when otherwise.

Many professed players hold that the first deal is an advantage. I differ from this opinion, and believe that if the dealer gave only a single point at starting, he would be beaten to shivers, in a long series of games, by an even player with average cards. If, then, the pretended advantage is much less than one hole, of what value can it be?—or is it not truly ridiculous to broach such doctrine? When you hear any person asserting the advantage of the deal, offer to play a match with him of a hundred games; giving him the first deal every time, if he in return will allow you a single point as non-dealer.

On an average, a hand, the moderns say, ought to yield about seven, and a crib five points. It is useful to remember this in laying out, and to note the difference between the odds of seven to five in favour of the hand here, and the superiority of the crib to the hand at Five-Card Cribbage.

The average number of points to be made each time by play, is from four to five. The dealer has the advantage here, because he plays last. Pasquin considered that you were only entitled to twenty-five points for three shows and play, and that the dealer is at home if when he make his second deal, he is twenty-five points up the board, and when he deals for the third time, within eleven holes of game. The present system of calculation is to allow twenty-nine instead of twenty-five holes for the three shows, and to consider that at the end of the second round each player is at home at twenty-nine holes. Of the two systems, this is, perhaps, the

nearer to truth, though it must not be admitted with the same confidence as the calculations on which the playing Five-Card Cribbage is founded. Let your own experience decide whether our contemporaries may not be too sanguine.

Many good players hold that the non-dealer on starting, can only be considered home if he obtain twelve holes; viz. seven for hand and five for play. This seems to me a little too strong, as I should judge him to be well home, if his front peg be in the eleventh hole; and I consider the dealer home at sixteen, instead of seventeen, as laid down by many good judges of the game. Again, Pasquin calculates that the elder hand is at home, if when he takes his second deal, his front peg is in the thirty-sixth hole, from whence he has a probable right of running home in his next three shows,—while, on the other hand, many players of the present day pronounce the elder player to be at home only at forty-one holes under similar circumstances. Truth probably lies mid-way between these computations; there being a clear difference of something like five points, between the calculations of players of the old and new schools.

As you are, then, on a parity at starting, being both at home, you will play with moderate caution your first hand; making fair risks, but not running into too wide speculations. On taking up your second hand, you will adapt your play to the relative scores on the board, as you have been told in relation to the other variety of the game, and will play "on" or "off," according to the dictates of policy. The same rule will govern your conduct during the remainder of the game; and should your adversary have gained the preference, or

should you be more than home, both cases must be taken into consideration in playing your hand. If your cards present a flattering prospect, and you are by no means home, it is your duty to make a push, in order to regain the lead by running; whereas, should your adversary be better planted than you, and should you take up bad cards, it will be the best play to keep off, and only endeavour to stop your antagonist as much as possible, and thereby have a probable chance of winning the game, through his not being able to make good his points.

As so many points are to be gained in play, by the formation of long sequences, you will frequently find it advantageous, having eligible cards for the purpose in view, to lead, or play, so as to tempt your adversary to form a short sequence, in order that you may come in for a longer. And this opportunity is particularly to be sought for, when a few holes are essential to your game, though gained at any risk. If you hold, as leader, a one, two, three, and four, the best card to lead is the four, since if paired, you answer with the ace, and your adversary's second card may not form a fifteen.

In dismissing Six-Card Cribbage, I will just allude to a variety of the game, termed Eight-Card Cribbage, played on exactly the same principles and rules, by two persons, there being eight cards dealt instead of five or six. Each party lays out three for the Crib, and holds five for play. The numbers yielded are so heavy, that it is not unfrequent to make the game 121 instead of 61; playing thus twice round the board. But, in truth, this species of Cribbage is rarely played at all, and it is therefore merely necessary to notice the fact of so silly a sport's being in existence.

CHAPTER VIII.

ON THREE-HANDED CRIBBAGE.

THE game of Three-handed Cribbage is not often practised. It is played, as its name imports, by three persons; the board being of a triangular shape, to contain three sets of holes of sixty each, with the sixty-first or game hole. Each of the three players is furnished separately with pegs, and scores his game in the usual manner.

Three-handed Cribbage is subject to the same laws as the other species of the game. The calculations as to discarding and playing are very similar, but it must be remembered that as all three are independent, and fight for themselves alone, you have two antagonists instead of one.

Five cards compose the deal. They are delivered separately, and after dealing the fifteenth, another, or sixteenth card is dealt from the pack to constitute the foundation of the Crib. To this, each of the three players adds one card, and the Crib therefore consists of four cards, while each individual remains with four cards in hand. The deal and crib are originally cut for, and afterwards pass alternately.

It is obvious, that you will be still even, if you gain only one game out of three, since the winner receives a double stake; which is furnished by the

two losers to him who first attains the sixty-first hole. It has been computed that he who has the second deal has rather the best chance of victory, but I own I see very little difference.

Occasionally, at this game, some amusement arises from the complicated sequences formed in play, but ordinarily it is a poor-enough affair. It will frequently happen that one of the three players runs a-head of the two others so fast, that it becomes their interest to form a temporary league of union against him. In this case they will strive all they can to favour each other, and regain the lost ground; and in general, players will do well not to lose sight of this principle, but to prefer favouring the more backward of the adversaries, to giving the chance of a single point to the other. Such leagues, however, are a good deal resembling those between higher authorities; in the making of which, each enters a mental caveat to break it the first moment it suits his convenience.

The game of Three-handed Cribbage is rarely played, but it may be safely said that it is practised quite as much as it deserves.

CHAPTER IX.

ON FOUR-HANDED CRIBBAGE.

THE game of Four-handed Cribbage is played by four persons, in partnerships of two and two, as at Whist; each sitting opposite to his partner. Rubbers or single games are played indifferently. Sixty-one generally constitute the game, but it is not unusual to agree, in preference, to go twice round the board; making the number of game, one hundred and twenty-one.

At the commencement of the sitting, it is decided which two of the four players shall have the management of the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner, and point out any omissions or irregularities he may discover in the computation. The laws which govern Five-Card Cribbage are equally applicable here, as to the mode of marking holes; deficiencies in the counting, the taking too many points, &c. He who marks has a troublesome task, arising from the constant vigilance requisite to be exercised, in order not to omit scoring points made by his partner; his own gains he seldom forgets to take. He who does not mark should acquire the habit of seeing that his partner marks the full number he requires. Partners may assist each other in counting their hands or cribs; their interests being so completely identified.

It is most usual to play rubbers, and to cut for partners every rubber. The two highest and two lowest play together. The ace is always lowest. In some circles they consider all tenth cards equal in cutting for partners; in others they allow of preference, according to rank, as at Whist. This would, however, be only applicable to cutting for partners. Also, in some cases, it is the practice for the deal to go to the two who cut the lowest cards for partnership; but in general, the deal is decided by a subsequent cut between the two parties who are to score; the ace being the lowest card, and all tenth cards being equal. If it is decided not to change partners after the game or rubber, there must be a fresh cut still for the deal. Each may shuffle the cards in turn, according to the laws which regulate this operation at Whist.

The deal and crib pass alternately round the table as at Whist, from right to left. The usual laws of Cribbage regulate the act of dealing, as to exposing cards and so forth; and no one is suffered to touch their hands until the deal is complete. Before dealing, the cards must be cut in the ordinary way by your right hand antagonist.

The dealer delivers five cards to each, in the usual mode, from right to left, one card at a time. The remainder of the pack he places on his left hand. Each person then lays out one card for the crib, which is of course the property of the dealer. The left-hand adversary must discard first, and so round the table; the dealer laying out last. There is no advantage in this, but such is the custom. It is hardly necessary to say that the crib always belongs to the dealer.

As there is but one card to be laid out from the

five received by each player, there is seldom much difficulty in making up your choice. Fives are the best cards to give your own cribs, and you will never therefore give them to your antagonists. Low cards are generally best for the crib, and Kings or Aces the worst. Aces sometimes tell to great advantage in the play at this game. When your partner has to deal, the crib being equally your own, as if you had it in your proper possession, must be favoured in the same way. Before discarding, always consider with whom the deal stands.

When all have laid out for the Crib, the pack is cut for the start-card. This cut is made by your left-hand adversary's lifting the pack, when you, as dealer, take off the top card, as at Five-Card Cribbage. Observe that it is the left-hand adversary who cuts this time, whereas, in cutting the cards to you at the commencement of the deal, it is your right-hand adversary who performs the operation.

Having thus cut the turn-up card, the player on the left-hand of the dealer leads off first, the player to his left following, and so on round the table, till the whole of the sixteen cards are played out according to the laws. Fifteens, sequences, pairs, &c., reckon in the usual way for those who obtain them. Should either player be unable to come in under thirty-one, he declares it to be "a go," and the right of play devolves on his left-hand neighbour. No small cards must be kept up, which would come in, under a penalty. Thus should A play an ace, making the number twenty-eight, and should each of the other three pass it without playing, not having cards low enough to come in,—on

its coming round to A, he must play if he can under thirty-one, whether he gain any additional points by so doing, or not. Example:—

B plays an ace and makes thirty. Neither of the other three can come in, and on the turn to play coming round again to B, he plays another ace, and marks four points; two for the pair of aces, and two for the thirty-one.

Many similar examples might be adduced, and there frequently arise difficult and complicated cases of sequences made this way out of low cards. Indeed, the playing out of the hand requires constant watchfulness on all sides; much more so, than in Six-Card Cribbage, for instance. So many points are made by play in Four-handed Cribbage, that it is essential to play as much as possible to the points, or stages, of the game; sufficient data respecting which will be presently given.

In leading off, great care is necessary; not only at first starting, but after every "rest," or thirty-one. A five is a bad lead, because the chances of a ten succeeding it, are so numerous; and an ace is seldom a good lead, since should the second player pitch what is highly probable, a tenth card, your partner cannot pair him without making the ominous number of twenty-one; a number equally bad at every description of Cribbage, since the next player has thus so good a chance of converting it, by another tenth card, into thirty-one. A nine, again, is a bad lead, for should your left-hand adversary make fifteen with a six, he cannot be paired by your partner, without making twenty-one. Bear this constantly in mind, and when possible to avoid it by equally good play, never either make the number twenty-one yourself, nor lead so

as to compel your partner to do so. Threes or fours form safe leads.

The second player will observe caution in pairing a card, so as not to give away the chance of six for a paltry couple, unless particularly wanting; or, from some collateral reasons, he may consider it a safe pair; as in the case of the turn-up's being a similar card,—his holding a third of the same in his hand—the having seen one of the same already dropped, and so on. The same care must be shown in not playing closely on, unless compelled by the cards. Suppose your right-hand adversary leads a three, it is obvious, that if you reply with a two or four, you give your left-hand antagonist a good chance of forming a sequence, which he could not do, had you played off. On the other hand, there frequently arise cases in which you feel justified in playing "on," purposely to tempt your adversary to form the sequence; in order to give your partner the chance of coming in for a still longer sequence. In many situations, a few holes may be of paramount value, gained at any risk. If the second player can make fifteen, it is generally better play than pairing the card led. Towards the end of the game it is sometimes important to retain cards all wide apart, when the object is merely to prevent your antagonist from making points in play; but as you only lay out one card, you have little chance of assorting your hand as you could wish.

The third player should aim at making the number below twenty-one, in order to give his partner a good chance of gaining the end-hole for the "go," or the two for thirty-one.

The dealer knowing he will have to play last the first round, will sometimes find it advantageous

to hold aces, or low cards, for the purpose; particularly when it is essential to score a few holes in play, or when the only chance of game arises from the possibility of playing out. Holding aces, it is frequently better play, when you have the option, to make twenty-seven or twenty-eight, than thirty, in order to have a chance of bringing in your aces, which sometimes yield a heavy amount of points at that stage of the computation. When it is certain that the game will be decided in the course of the playing out of the hand, without coming to your show, you will keep good cards for playing at all hazards.

When the hand is played out, the different amounts are pegged, the crib being taken last. He who led off must score first, and so on round to the dealer. Each calls the number, to which he considers himself entitled, and watches to see that they are scored properly; while at the same time he does not fail to scan his adversaries' cards with an observant eye, to see that, *through mistake*, they do not take more than their due.

The amount of points to be expected, on an average, from each hand, is seven, and from the crib about four to five. From the play, it is computed that each of the four players should make five points every time. Reasoning on these data, the non-dealers are at home, at the close of the first round, should they have obtained nineteen or twenty points, and the dealers are at home at the end of the first round, should they have acquired twenty-three or twenty-four. At the finish of the second round, with their average number, each set of players would be forty-two to forty-three. At the close of the third round, the non-dealers should

be just out, or else the dealers will win. You must not, however, suppose there is any advantage to be gained from not having originally the deal; the chances are so various that the parties start fully equal; no matter whether with, or without the deal. From the above calculation, the game, going only once round the board, should be over in three rounds, both parties having a crib inclusive. Those who have not the first deal, have the original chance of winning, *if they can keep it*, by holding average cards throughout the game. Should they fail in making this good, the dealers (those who dealt originally are here signified), will generally sweep all, having their second crib, and first show afterwards. As I have before intimated, it is quite as likely that the non-dealers will fail in holding "their own," as not. The non-dealers should observe moderate caution in the first hand, but under this head it is needless to say more to either party, than to impress it upon them again and again, to become thoroughly acquainted with the number of points which form medium hands; as well as the different stages of the game, and play accordingly. Moderate attention is all that is required to play Four-handed Cribbage well. It is a pleasant lively game, and when well conducted yields considerable amusement. Good Cribbage, before bad Whist, it will be agreed is universally preferable.

PROBLEM AT FOUR-HANDED CRIBBAGE.

I proceed to state a curious imaginary case at Four-handed Cribbage, the occurrence of which is within the limits of possibility, if not of probability. Much instruction is to be gleaned from similar examples.

Four persons, say A, B, C, and D, sit down to play a game of Four-handed Cribbage, to consist of sixty-one points. Under what circumstances is it possible for the dealers to win the game the first show, though neither one of the four players hold a single point in hand or crib?—The following is the answer:—

A and B are dealers against C and D. A deals.

A gives each person a three, four, six, and seven, with any indifferent tenth card, and being all good players, every man discards the tenth card to the crib.

The turn-up is a Knave, for which A marks two points, and thus commences the score.

C having to lead, plays off a four, which B pairs and thereby gains two points.

D then plays his four, and marks six points for the Pair-royal.

A comes in with his four, forms a Double-prial, and scores twelve points. (In trying this over, use your Cribbage-board, and mark each amount as made, in order to a perfect understanding of the merits of the case.)

C now plays his three, not having chosen in either case to lead his six or seven, lest fifteen should be made.

B pairs the three, and calls for two more points.

D drops the third three, and scores six for the prial, but,—

A comes in with the fourth three, and marks thirteen points; being twelve for the Double pair-royal, and one for the "go," since neither one of the remaining cards will come in under thirty-one.

C having to lead for the third time begins with his seven, which B pairs, and so obtains two points. D plays his seven, and in like manner marks six points for the Pair-royal; while fortunate A closes proceedings with the fourth seven, and again scores thirteen points; being as before, twelve for the Double-prial, and one for the end-hole.

The last round produces results exactly similar. C must play off his six, which is paired by B, and although D gains as before, six points by playing the third six, A makes thirteen points, as in the former round, by playing the fourth six; for the Double pair-royal yields twelve, in addition to the "go." If you will now add together the number of points gained in play by A and B, you will find they just amount to sixty-one, which gives them the game by play only. The following are the amounts made by both parties on each round.

C and D score	in the first round .	6
—	in the second round .	6
—	in the third round .	6
	in the fourth round .	6
	Total . .	24

A and B (the winners) score in the first round		14
	and Knave turned up	2
—	second round	15
—	third round	15
—	fourth round	15
	Total .	61

CHAPTER X.

ON VARIOUS DISPUTED POINTS AT CRIBBAGE.

CRIBBAGE differs from Chess, and certain other games, in respect of there being no one fixed code of rules universally observed in its practice. Alterations creep in from time to time, and different customs prevail in different circles of players. The law of London may not always be acknowledged as the law of Launceston or Liverpool, and the code of regulations used at Whitehall, is perhaps considered as heterodoxy in Whitechapel. The best authorities differ on many points of law, as well in Cribbage as Chancery. Throughout the compilation of these pages, I have studied to observe such customs of play as were most in vogue, and have omitted in my digest of the laws, such practices as I have found to be either partial, or inconsistent with the spirit of the game. It appears now best to recapitulate some of these already named, and to complete the catalogue by adding such others as I consider to be equally apocryphal,

but which are sometimes sanctioned by the approval of good players, too long accustomed to bad habits to be able to forego them. The tyro will thus be made aware of the existence, partially, of similar regulations, and will do well, should he play with strangers, to arrange beforehand as to the admission or rejection of such laws. I consider them to be all bad, and some of them ridiculous to boot, and would never consent to their observance in any shape.

DEALING AT SIX-CARD CRIBBAGE.

Many persons insist upon the dealer's delivering the cards in threes, instead of one at a time. They pithily say, that by giving them in threes the probability of flushes, sequences, &c., is increased, because their position in the pack is slightly influenced by the playing of the last hand. But the scientific player will prefer hands less likely to give points, as making the game longer and affording more scope for skill. There are persons, perhaps, who would like the pack to consist wholly of fives, sevens, and eights!

ON SHUFFLING THE CARDS.

It is ruled by some sets of Cribbage-players, and good players too, that the cards be only shuffled once at the beginning of each game, and that during the game the cards used should be placed at the bottom, merely, of the pack. This is worse than ridiculous, and I should suspect persons very tenacious of the point wanted to derive some unfair advantage from it. The cards should be shuf-

fled every hand, the dealer having the right of last shuffle.

RETURNING CARDS AFTER DEALING.

One of the improprieties, in occasional use, is the custom of being allowed to return a card to the pack, and receive another, on payment to the dealer of one point; having a second exchanged, on forfeiture of two points, and so on as long as the dealer likes to agree to such absurdity. Why not each player turn up the whole pack, and pick out such cards as he would like to honour by holding!

FLUSH IN CRIB.

Many Cribbage players allow a Flush in Crib to be reckoned in Five-Card Cribbage, when the four cards of which the Crib is formed, tally in suit; although the same parties would not allow it at Six-Card. Instead of throwing increased facilities in the way of making points, it seems to me advisable to act on a contrary plan; and I consider it to be most consistent with the spirit of the game, as the law is generally indeed recognized,—that in Five-Card Cribbage, as well as every other species of the game, the Crib is not flushed unless it agrees with the turn-up in suit.

SHOWING KNAVE FOR GAME.

A practice, highly objectionable, exists in certain circles; I mean that of allowing any player at the point of sixty, to have the power, should he hold

the Knave of the same suit as the turn-up, to throw it down, before a card is played, whether dealer or leader, and claim the game. It is true that if fair for one, it is fair for the other, but such doings are not the less improper and unlawful. Better agree that both parties being sixty, should at once toss up for game, and thus save the trouble of dealing, and perhaps it were better still, not to play at all! One party may be sixty, holding Knave, and the other only fifty-six; yet the latter by scientific planning may play out, or the former may throw the game away by bad play.

SHOWING CARDS.

Some people only consider a card shown when quitted on the table, and other wiseacres carry this even to the point of allowing cards to be taken up again and changed, unless "covered," as they call it, by the adverse card. A card is shown, not only at Cribbage, but at every other game, if you purposely expose it, having to play, so that your adversary can call it by name, or if you quit it on the table, even though the face be downward.

FLUSHES IN PLAY.

As I have already remarked (see p. 100.) there once existed a custom among certain players, which is not now in vogue, relative to Flushes formed in play. It applied equally to every description of Cribbage. If three or more cards of the same suit followed each other in play, points were thereby derived and scored by the owners. The practice is now almost totally in disuse.

SEPARATE START CARDS.

Another improper and illegal rule to which we need only allude, was the permitting each party to cut a separate start-card, instead of the card directed by the laws to be cut for their mutual benefit. It is also improper to propose cutting again, which is sometimes done by the innocent novice, should he be dissatisfied with the turn-up.

CHAPTER XI.

ON FALSE PLAY.

In Anthony Pasquin's book, which forms the groundwork of this little volume, he devotes a lengthened space to the exposure of certain malpractices, introduced and carried to a considerable extent by the sharpers of the past generation. The game of Cribbage was played frequently for very large sums of money, and professors of manual dexterity were not wanting to take advantage of the young and sanguine. Not only at Cribbage, but at Hazard and other games, similar arts have been exercised. Years were bestowed in learning how to change a die, or slip a card. With the introduction of improved manners and refinement, many of these horrors have vanished; and Cribbage is now played for stakes too low to tempt the practised swindler often into the arena. Still, it is right we should know of the existence of such iniquities, in order to their recurrence being thereby

more fully prevented; and I proceed to avail myself of Pasquin's full and satisfactory "exposé" of the virtuous practices of our forefathers, as far at least as the development of a rapid sketch, taken almost exclusively from his work, of the chief modes in which the Greeks of the eighteenth century wove their "secret black and midnight" artifices. The learner will gather from this, that even in our own times he should be cautious with whom he sits down to play Cribbage for money; however specious the manners may be, of his new and polite acquaintance. Indeed, he who under any circumstances, plays Cribbage or any other game, with a stranger, for aught beyond the merest trifle, must be such a "born fool" that he is hardly to be pitied for the robbery he will in all probability be made subject to. The same remark may be applied to the bets made so indiscriminately by the thoughtless, with persons whose uniform rule of conduct is to receive WHEN THEY WIN, AND NOT TO PAY WHEN THEY LOSE.

The first species of UNFAIR PLAY, deserving of notice, is that termed by the adepts "HANDING THE CARDS." Suppose A and B to play, and the former to be in every sense of the word the "sharper" of the two. He takes two fives, with any other two indifferent cards; placing one of the ordinary cards at the top,—next to it, one five, then the other indifferent card, and under it the second five. These four cards, so placed, A secures in the palm of his hand, while he desires his adversary to shuffle the pack; and, being very generous, also, bids B cut them. When this is done, A puts his hand, containing the four arranged cards, upon the top of

the pack, and there leaves the cards, he being the dealer. Consequently, when he deals, the two fives fall to his own hand of cards, as a matter of certainty. Any person who has seen clever tricks on the cards, performed by sleight of hand, will immediately recognize the simplicity of the above process. It is certain that by long practice, the hand may be trained to move much quicker than the eye of the spectator.

Cards may be also improperly secured upon the knee, by pressure against the table; and a person practising this art, may thus obtain the choice of exchanging bad cards taken up, for good picked cards, previously secreted from the pack. In like manner, cards have been found secured says Pasquin "under the hat, or behind your head," but as most persons in these degenerate times play cards with their hats off, the former part, at least, of this mode of cheating must, I presume, be nearly impracticable. That it was done, when Pasquin wrote, is certain. I quote his very words:—

"The method of doing this is, to select out three or four extraordinary good cards, while your adversary is marking his hand or crib, and placing the same behind your head. This being done and the cards properly dealt, you take up your own cards, which you take care to examine pretty quick, and after laying out any two you think proper, for the crib, you immediately with one hand put your other remaining cards upon the pack, and with your other hand take down the cards which have been secured; then in lieu of

very bad cards which you possibly might have had, you have the best which can be got."

The simple mode of frustrating these and similar tricks, is to count the pack frequently, to make sure of there being fifty-two cards.

"SLIPPING THE CARDS" is performed in various ways, all of which unite in replacing those cards at the top of the pack, which having been cut off, ought to go underneath. When this is practised, the pack has been previously arranged, in such manner, as will best square with the base designs of the party performing the operation. Our police reports show that there are men "about town" always prepared with new cards in their pockets, properly "*doctored.*" Such persons on sitting down to play with a stranger, call of course for unopened packs, but take an early opportunity of exchanging the cards for those previously initiated. This is less frequently practised, since the extensive introduction of cards with the backs coloured in so many different patterns; prepared cards being generally of the common form with white backs.

A mode of shifting by sleight of hand, the position of the pegs on the Cribbage-board has been detected. In performing this operation, imagine A has to score six: he takes out both his pegs together, and advances them, say ten points on the board; but replaces both simultaneously, with the correct interval of six holes between them. B, his opponent, just glances at the board, but seeing that A's front peg only precedes his back peg by six

holes, is quite satisfied as to the integrity of the proceeding. A similar device is executed, occasionally, as follows;—The sharper being about to lay out for the crib, takes the two cards he intends discarding, and fixes them with his third finger on their backs, while his other fingers are in front of the cards. Then, holding the cards fast in his hand, he covers the pegs on the board momentarily from the view of his adversary; and, with the dexterity arising from much practice, takes out, with his thumb and forefinger, any one peg he likes, and places it where he chooses.

To mark the four fives on the backs, so as to know them at a glance, is another method of swindling to be added to the catalogue of crime. Pasquin says, that a practitioner thus acquainted with the fives, can, in dealing, avoid giving one to his adversary; slipping it elsewhere, and dealing him instead, the next card. Placing the fives at the bottom of the pack, and thence dealing them into the fellow's own hand, is also a "ruse," against which the inexperienced should be on their guard.

Another plan for cheating is concocted by taking two or three cards (generally small ones) out of the pack, and putting them away altogether, or dropping them on the floor, which not being known to the unsuspecting dupe, makes him play, throughout the game, at an immense disadvantage.

In prepared packs of cards, the fives, sevens, eights, &c., are sometimes marked on the corners of the backs, with spots of different numbers, and placed in a different order, according to the cards

they are intended to denote. This is done either with clear water, or else water tinged with Indian ink, so as to be distinguished only by such persons as are in the secret. For Whist, Aces are marked with single spots on the two opposite diagonal corners; Kings, in the same way, with two spots; Knaves, with the same number transversed, &c. By way of variation, such marks are frequently made with the point of a penknife; showing merely a slight abrasion of the polish, but as legible to the "professor," as if the characters were written in letters a foot long. Moreover, in prepared packs of cards for Cribbage, certain cards are cut of different lengths, called LONGS and SHORTS; the SIXES, SEVENS, EIGHTS, and NINES being all cut somewhat shorter, and the fives, together with the tenth cards, cut narrower than they were when fresh from the card-maker. Aware of this, the adept, when requiring the start of a particular card, can cut accordingly. Example:—

A, having prepared the cards *properly*, and wanting a six, seven, eight, or nine to be the turn-up, lifts the cards by taking hold of them at each end, by which means the sixes, sevens, eights, and nines being shorter that way than the others, the probability is very great that one of these will be uppermost, and will present, consequently, the card required by A. On the other hand, should A wish for a tenth card, or five, to start, he lifts the cards by taking hold of the pack on each side, which makes it matter of moral (*or immoral*) certainty, that some one of the cards desired will turn up. Cards thus cut down are termed "brief cards," and are generally pared at the edges with a sharp

knife. The difference of size is quite imperceptible to those unacquainted with the trick.

One card is sometimes introduced into the pack, rather larger than any of the others. Such cards are surreptitiously procured from persons in the employ of card manufacturers, and are termed "old gentlemen." The following will exemplify the use to which they are applied.—By fixing any card under it, which may be thought eligible, A can always have the card so placed for a start, should his adversary have the deal; or by selecting two fives, with any other one card between them, and placing the three cards together under the said "old gentlemen," A is enabled to make his adversary give him, in dealing, the pair of fives, by cutting the cards where he feels the "old gentlemen."

BENDING THE CARDS.—A fruitful source of VILLAINY arises from preparing the cards by bending them. Three or four cards will be turned down finely at one corner, to serve as signals to cut by, and sometimes the cards are bent two different ways, to cause an opening or arch in the middle. This is done when the swindler wishes for any particular card to start, and can by any means find such card, and place it at the top of the pack. Suppose A to have done this with impunity, he proceeds to bend the upper part of the cards upwards, and the lower part of the cards downwards; then, dividing the cards, and placing those which were under, at the top, the two cards which have been bent opposite ways will be found together, and will form a cavity like the arch of a bridge; by which means A perceives where to cut for the card he wants.

Another method of bending the cards is recorded by Anthony Pasquin, as having been in his day extensively practised at Cribbage. This consists in bending the sixes, sevens, eights, and nines in the middle long ways, with the sides downwards; by which means it is extremely easy for A to have one of those cards for a start, by cutting where he perceives a card bent in that manner; taking *proper care* to leave the card so bent uppermost, that it may rise to his wish.

The last point worthy of notice, before we quit this odious part of our subject, is one equally deserving of attention by players both at Cribbage and Ecarté; as there is little doubt of it still being occasionally adopted at both games. Under pretence of taking an interest in your success, and perhaps, under cover of some trifling bet on your play, A looks over your hand, and by means of his foot, or fingers, makes B (your adversary, and A's confederate), fully acquainted with every card you lay out; which knowledge enables him to manage his hand accordingly.

Many other tricks might be mentioned, of a similar nature, descending to the very remotest depths of RASCALITY, and making the philosopher shudder with disgust at the VILLAINY of his species; but it is presumed enough has been here said to place the tyro on his guard,—at least against the snares of strangers. From the artifices of his *friends*, he must learn to protect himself.

THE END.

GILBERT & RIVINGTON, Printers, St. John's Square.

Printed for Sherwood, Gilbert, and Piper.

THE

FOLLOWING NEW WORKS

ON

CHESS AND DRAUGHTS,

BY

GEORGE WALKER,

AUTHOR OF THE

"CRIBBAGE-PLAYER'S TEXT BOOK."

I.

Dedicated to the Members of the Society for the Diffusion of Useful Knowledge.

CHESS MADE EASY; BEING A NEW INTRODUCTION TO THE RUDIMENTS OF THAT SCIENTIFIC AND POPULAR GAME; WRITTEN EXCLUSIVELY FOR BEGINNERS. By GEORGE WALKER. London, 1836, 16mo., with numerous diagrams. Price 3s. 6d.

Extract from Bell's Life in London, of June 27, 1836.

"Chess Made Easy.—A most useful little work under this title, being an introduction to Chess, from the pen of Mr. George Walker, has just been published, which in addition to its other recommendations, possesses that of cheapness. The principles and laws of the game are laid down in a clear and intelligible manner, so that those "who run may read;" and as all doubts and difficulties are met by imaginary cases, the elucidation becomes clear to the most inexperienced. We think it one of Mr. Walker's best efforts, and we have no doubt it will be so considered by all lovers of the game. It should be in the hands of all who wish to lay a solid foundation for becoming adepts at a

game, the study of which is becoming more extensive every day." &c. &c.

Extract from the Bristol Mirror, of July 2, 1836.

"This elegant little volume is written exclusively for beginners, and is intended by the author as an introduction to his "Treatise on Chess." It is strictly adapted to serve as a first book for persons who know nothing whatever of the game, and is illustrated with numerous diagrams. The lovers of Chess owe large obligations to Mr. G. Walker. His publications are all valuable, and are all equally distinguished by clearness and brevity."

Extract from the Gentleman's Magazine, of July, 1836.

"The author of several works on this prince of games, has produced this little volume in the most captivating form, to attract the attention and smoothe the difficulties of incipient players. We are informed that in the great match by correspondence, between the Paris and Westminster Clubs, it was agreed that the games should be played according to the rules laid down in Mr. G. Walker's larger treatise. Beginners and domestic players may therefore rely with full confidence on the authority of this manual."

Extract from the Liverpool Mercury, of July 8, 1836.

"We have looked through this little work, and having some little knowledge of this noble game, to which it is an introduction, we can confidently recommend it to the attention of beginners. The leading principles of the game, and the best manner of opening, are laid down in a clear and intelligible manner, and the mists of seeming mystery which perplex and dishearten the tyro, are dispelled with an able hand. Mr. G. Walker has attained considerable fame both as a player and an author, and we think this Chess primer likely to add to his laurels. We are sure that one effect of this cheap and intelligible Treatise will be to extend the knowledge and practice of this fascinating game much beyond its present limits."

Extract from the Atlas, of July 17, 1836.

"An elementary book, that may fairly be called 'The Chess-player's first book.' It developes the principles of the game in a very clear and simple way, and those who apply themselves zealously to it, until they have mastered its contents, will be in a condition to enjoy the more erudite treatises, amongst which Mr. G. Walker's larger work may fairly be admitted to a place."

Extract from the New Sporting Magazine, of July, 1836.

"A little volume, truly designated as the Chess-player's first

book, in which the elements of that delightful game are so clearly and simply explained, that with a moderate share of attention, the dullest capacities may soon acquire them. It is an excellent introduction to Mr. G. Walker's more elaborate Treatises on the same game.

Extract from the Metropolitan Magazine, of July, 1836.

"Chess made easy! we beg Mr. Walker's pardon—he has done as much, nay, more for Chess, than any other man now living, but easy he will never make it. Were it so, it would not be the noble thing it is, nor deserving the patronage and attention of a man so talented as our erudite author. Certainly these pages are the best leading strings in which to put grown gentlemen, who are ambitious of some time becoming a *Walker on Chess*. Nothing could be better arranged, or more lucidly explained, than is the matter of this little Treatise. We play Chess ourselves, and do not speak ignorantly. It is the best book to ask for, for persons wishing to learn the game."

Extract form the Scotsman, of July 27, 1836.

"The scientific and finely complicated game of Chess is not, we believe, very generally pursued in this country (Scotland), principally owing, no doubt, to the difficulty of exploring its deep mysteries;—a difficulty greatly obviated by the plain and easy instructions laid down by Mr. George Walker in this neat little volume. The author seems himself to be an enthusiastic devotee of the game, and he is generally reckoned, we understand, a good authority in regard to it. Numerous wood cuts are introduced, to show the moves of the various figures; the laws adopted by the first Chess societies are given, and the elements of the game are developed in a masterly manner."

II.

The Second Edition of

A NEW TREATISE ON CHESS; CONTAINING THE RUDIMENTS OF THE GAME, EXPLAINED ON SCIENTIFIC PRINCIPLES; WITH THE BEST METHODS OF PLAYING THE MOST BRILLIANT OPENINGS, AND DIFFICULT ENDS OF GAMES; INCLUDING NUMEROUS ORIGINAL POSITIONS, AND A SELECTION OF FIFTY NEW CHESS PROBLEMS. By GEORGE WALKER, London, 1833. Pocket size. Price 5s. 6d. bound in cloth.

Extract from the Monthly Magazine, for June, 1833.

"Some twelvemonths since, considerable excitement was produced in the Chess-playing world, by the appearance of a little work, at the very low price of three shillings, professing to teach the science of Chess. The high-priced authors were scandalized at this innovation in Chess literature, and of course predicted the failure of the experiment:—but the matter at issue was in the hands of an enlightened public; and before the expiration of a year, the call for a second edition has dissipated for ever the golden visions of the writers of guinea octavos in large type. The price of the volume has now been raised to five shillings and sixpence, but the additional matter, apart from its intrinsic worth, is equal in bulk to the original. That beautiful opening, known by the name of its inventor, Captain Evans, upon which very little has hitherto been written, occupies many pages of the work. The analysis has been most carefully made, and the best modes of attack are laid down with an air of decision, that at once gains the student's confidence, and shows the author to be thoroughly acquainted with his subject. * * * * * * When all is good it is difficult to particularize, but we may point attention to the chapters on the Muzio and Bishop's Gambits, as being particularly worthy of commendation. The ends of games with Pawns are highly instructive, and the problems ingenious and entertaining. We have no hesitation in pronouncing this to be not only the best book on Chess that has ever been written, but one which, with a little addition, would entirely supersede the necessity of other works, so far as relates to their practical utility."

Extract from the Liverpool Mercury, June, 1833.

"Every admirer of the noble game of Chess should possess this work, and if he be desirous of becoming a proficient, he should study it attentively. We claim to know something of Chess-playing ourselves; and having looked into Mr. Walker's book carefully, have no hesitation in giving it the preference over all others. There is some fine play developed in the 'Ends of Games with both Pieces and Pawns' (p. 139), as well as in the 'Ends of Games with Pawns only' (p. 127). The student on Chess will find his advantage in closely considering the effect of many of the moves in these two portions of the volume."

Extract from Le Palamede, Monthly Chess Magazine, published in Paris, by M. De La Bourdonnais, p. 229.

"Cet ouvrage offre un excellent résumé de tout ce qui a été écrit de meilleur sur le jeu, et quelques nouveaux débuts ingénieux, dont plusieurs sont de l'invention de M. M'Donnell."

III.

A SELECTION OF GAMES AT CHESS, ACTUALLY PLAYED BY PHILIDOR, AND HIS CONTEMPORARIES. NOW FIRST PUBLISHED FROM THE ORIGINAL MANUSCRIPTS; WITH NOTES AND ADDITIONS. DEDICATED TO THE MEMBERS OF THE EDINBURGH CHESS CLUB. BY GEORGE WALKER. LONDON, 1835. POCKET SIZE. PRICE 5s. BOUND IN CLOTH.

This volume includes games played by Lord Harrowby, Count Bruhl, Dr. Bowdler, Mr. Atwood, Mr. Wilson, Signor Verdoni, The Hon. H. Conway (afterwards Lord Henry Seymour), Mr. Leycester, and M. de Beaurevoir. Fifty of these games were played by Philidor himself, and none of them have ever been before published.

Extract from the Metropolitan Magazine, for June, 1835.

"Who has not heard of PHILIDOR, the phenomenon, the PAGANINI of Chess:—in a word, the greatest player who ever lived. If his fame only rested on the extraordinary faculty he possessed, in so eminent a degree, in the art of conducting one, two, or three games of CHESS at once, without seeing either of the boards, little chance would there be of its suffering obscuration; but when, in addition, we know that he could give odds to every player of his day, and was the author of the then best treatise on the subject,—when we know that his fame was greater than that attained by any other Chess-professor in any country, or at any time,—when we read that kings were glad to hail him as their guest, and nobles felt honour at being invited to witness his wonderful performance,—then we say the conviction becomes certain, that his Chess-laurels will never fade, and that the bright light of his glory shall shine to the end of time, upon his liege followers and subjects.

"The book before us is a selection of games actually played by PHILIDOR and his contemporaries; and this publication adds another obligation to those already incurred by the Chess world, to MR. GEORGE WALKER, the well-known Chess-player, for his uniformly persevering exertions to extend the knowledge of Chess in England. We have gone through some of the games, and fully appreciate the exquisite skill and genius frequently elicited. About fifty of them were played by Philidor himself, and are all

well worthy of his fame. In this work he may be said to live over again. We see him as he took up his daily position in Paraloe's Coffee House, 'his soul in arms, and eager for the fray,' while BOWDLER, BRUHL, Lord HARROWBY, and others of equal note, stand reverently around, and hang upon their master, to catch some sparks of his inspiration. 'Peace to the souls of the heroes—their deeds were great in fight.' Let no one smile at this enthusiasm, until they have won a game of Chess of one worthy of the great contention.

"Mr. WALKER's notes are voluminous, and always to the purpose. He breaks new ground in CHESS, by dismissing in some manner, the formal conventional style in which previous Chess authors wrote, and adopts a more pleasant manner of communicating instruction. As a fireside companion in the country, or by the hearth of a road-side inn, on a pelting wet day, his book would be a real treasure; and in packing the portmanteau for our annual run in July, deeply do we vow to remember its merits," &c. &c.

Extract from Le Palamede, p. 299.

"Ce volume curieux est extrait d'un manuscrit original découvert depuis peu, et dont nous devons la publication à M. G. Walker; il contient un grand nombre de parties jouées par Philidor et ses contemporains. Grace à cette publication intéressante, nous pouvons juger de la force du plus grand joueur connu."

IV.

New Edition of

STURGES' GUIDE TO THE GAME OF DRAUGHTS; IN WHICH THE WHOLE THEORY AND PRACTICE OF THAT SCIENTIFIC RECREATION ARE CLEARLY ILLUSTRATED; INCLUDING THE CELEBRATED HUNDRED-AND-FIFTY CRITICAL AND BRILLIANT POSITIONS BY JOSHUA STURGES, DISPLAYED ON SEPARATE DIAGRAMS. REVISED AND IMPROVED BY GEORGE WALKER. LONDON, 1835. POCKET SIZE. PRICE 4s. 6d.

JOSHUA STURGES holds the same rank among writers on Draughts, that GIAMBATISTA LOLLI fills in Chess; and his work is by far the most complete ever published. It has been many years out of print, and the Publishers believe they have done Draught-players "good service,"

in thus giving them a new and cheap edition. The book is printed in a very small type, so as to comprise more matter than many volumes of larger external pretensions. A new Introduction to the Rudiments of the Game is prefixed, as well as the Laws of Draughts.

Extract from the Atlas of April, 19, 1835.

"STURGES was an enthusiast. He spent his whole leisure in the cultivation of his favourite pursuit. The game of Draughts was to him all in all, like the first book in JACOTOT's System of Education. He unravelled all its difficulties, and traced its intricacies to their last ramifications. * * * * * MR. WALKER has greatly improved upon the original edition, by arranging its contents in more lucid order, and in enlarging and improving the Introduction. The book is a charming book of its kind, although, as Chess-players, we have less opinion of the attractions of Draughts; but we are certain there is more beauty in the game than Chess-players generally care to explore. Those who are curious in the matter cannot do better than try some of the critical 'Positions' elucidated in these pages. We promise them abundance of sport, even should they reap no further advantage from the experiment."

Extract from the Metropolitan Magazine, of June, 1835.

"We love all games which depend on fine skill for their conduct, and in devoting ourselves, 'imprimis' to Chess, leave a nook in our recollection for the simpler science of Draughts; at which many a desperate battle have we sustained 'in our young days,' before we were compelled to fight those battles in real life, in which, too often, both parties lose. Draughts contain quite enough of difficulty for simple minds, and may be acquired in one-tenth the time it takes to obtain even a slight mastery of that finely complicated sport—Chess. MR. STURGES was the best writer on Draughts that ever appeared. He was frequently sent for, to exhibit his wonderful skill in the game, before GEORGE IV., when Prince of Wales, and his companions, LORD YARMOUTH, SHERIDAN, and FOX. We have here a reprint, in a portable form, of MR. STURGES' work, with a clear, clever introduction to the game by MR. WALKER, and considerable improvements in the manner of giving the critical positions of STURGES, which are here displayed on diagrams, to the number of one hundred and fifty; and thus afford a pleasing source of amusement in their study, without the essential accompaniment of board or men. * * * * * * Once more we say, the community is indebted to MR. WALKER, for his energy in the cause of scientific disport."

A New and Original Work, entitled,

THE SPORTSMAN'S CYCLOPÆDIA; COMPREHENDING THE SCIENTIFIC OPERATIONS OF THE CHASE, THE COURSE, AND OF ALL THOSE DIVERSIONS AND AMUSEMENTS WHICH HAVE UNIFORMLY MARKED THE BRITISH CHARACTER, AND WHICH ARE SO EXTENSIVELY PURSUED BY THE PRESENT GENERATION; INCLUDING THE NATURAL HISTORY OF ALL THOSE ANIMALS WHICH ARE THE OBJECTS OF PURSUIT, WITH ILLUSTRATIVE ANECDOTES. BY T. B. JOHNSON, AUTHOR OF THE "SHOOTER'S COMPANION," &c. &c. In One large Volume, Octavo, illustrated with numerous highly finished and emblematical Engravings. PRICE 1l. 11s. 6d. BOUND IN CLOTH.

THE Alphabetical Arrangement of this Work will afford every facility to the Reader, and its leading features will be found to contain the Whole Art of HORSEMANSHIP, or the SCIENCE OF RIDING. The DOG in all his Varieties, with his Diseases, Manner of Cure, and the Mode of Breeding and Training him for the different Pursuits; Directions for entering Hounds, and HUNTING the Fox, Hare, Stag, &c. THE SCIENCE AND PRACTICE OF SHOOTING FLYING, as well as every Information relative to the Use of the Fowling-Piece. COURSING, with Notices of celebrated Greyhounds. THE RACE-COURSE, with its Operations, in all their Varieties; of Breeding and Training the Racer, with particular Notices of the most distinguished Running Horses. THE COCK-PIT, and Management of Game Cocks. THE WHOLE ART OF ANGLING AND FISHING, in all their different forms, &c.

N.B. THESE WORKS MAY BE ORDERED SEPARATELY, THROUGH THE MEDIUM OF ANY COUNTRY BOOKSELLER.