

## At Seventh Scout,

we're all about strategy, creativity, and occasionally (*okay, rarely*) doing math. So, what better way to celebrate the possibilities of 2025 than with a game that combines all three? Enter **cribbage**: the perfect blend of calculated moves, friendly competition, and, let's face it, counting to 15 a lot.

As marketers, we spend our days humanizing brands and finding connections, and cribbage feels fitting—because, at its core, it's all about making the most of the hand you're dealt.



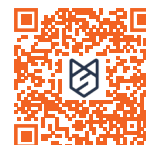
**So grab your board, shuffle the deck, and let's see what's in the cards for you in 2025.**

## Cribbage

### INTO THE NITTY GRITTY

- 👉 If the starter is a jack, it is called "His Heels," and the dealer pegs (*scores*) 2 points at once.
- 👉 The crib belongs to the dealer, but these cards are not exposed or used until after the hands have been played.
- 👉 When play ends, the three hands are counted in order: non-dealer's hand (*first*), dealer's hand (*second*), and then the crib (*third*).
- 👉 The kings, queens and jacks count 10 each; every other card counts its pip value (*the ace counts 1*).
- 👉 Certain basic formulations should be learned to facilitate counting. For pairs and runs:
  - ➔ A triplet counts 6.
  - ➔ Four of a kind counts 12.
  - ➔ A run of three, with one card duplicated (*double run*) counts 8.
  - ➔ A run of four, with one card duplicated, counts 10.
  - ➔ A run of three, with one card triplicated (*triple run*), counts 15.
  - ➔ A run of three, with two different cards duplicated, counts 16.
- 👉 If you have a jack in your hand that is the same suit as the starter, 1 point.

SCAN THE QR CODE TO LEARN WHY  
PLAY IS IMPORTANT TO US + IDEAS FOR  
MAKING THE MOST OF GAME NIGHT!



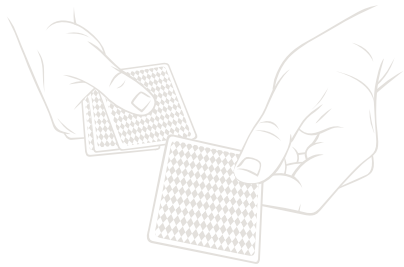
# WHAT'S IN THE CARDS FOR 2025



# HOW TO PLAY CRIBBAGE (The Quick and Friendly Version)

## The Basics

- 👉 **Players:** 2 (but you can play with 3 or 4, too!)
- 👉 **Goal:** Be the first to score 121 points (or 61 points) by creating combinations and pegging your way across the board.



## The Setup

- 1 Grab a standard deck of cards (no jokers!) and shuffle.
- 2 Each player is dealt 6 cards.
- 3 Each player chooses 2 cards to place in the crib (a separate pile that belongs to the dealer for extra points later).
- 4 From the undealt deck of cards, cut the pack. The dealer turns up the top card of the lower packet and places it face up on top of the pack. This card is the “starter.” The starter is not used in the pegging round of Cribbage, but is used when counting your hand.

## The Gameplay

Cribbage is played in two phases:  
**The Pegging Round & Counting Your Hand.**

### 1. THE PEGGING ROUND

- 👉 Players take turns playing one card at a time, keeping a running total of their values (but never going over 31!). The non-dealer lays one of their cards face up on the table. The dealer similarly exposes a card, then non-dealer again, and so on – the hands are exposed card by card.
- 👉 As each person plays, they announce a running total of pips reached by the addition of the last card to all those previously played. (Example: The non-dealer begins with a four, saying “Four.” The dealer plays a nine, saying “Thirteen”.)
- 👉 During play, the running total of cards may never be carried beyond 31. If a player cannot add another card without exceeding 31, they say “Go” and the opponent pegs one. After gaining the Go, the opponent must first lay down any additional cards he can without exceeding 31. If a player reaches exactly 31, he pegs two instead of one for Go.
- 👉 The player who called Go leads for the next series of plays, with the count starting at zero. The lead may not be combined with any cards previously played to form a scoring combination; the Go has interrupted the sequence.

- 👉 The person who plays the last card pegs one, plus one extra if the card brings the count to exactly 31.
- 👉 Points are scored for:
  - 15:** If your card brings the total to 15, you get 2 points.
  - 31:** Bring it to exactly 31? Another 2 points.
  - Pairs:** Play a card matching the previous one? 2 points for the pair. Triplet? 6 points. Double pair? 12 points.
  - Runs:** Play cards in a sequence (e.g., 7-8-9)? Score 1 point per card in the run.

### 2. COUNTING YOUR HAND

After the pegging round, it’s time to count up points from the hands and the crib:

- 👉 Points come from pairs, runs, and combinations of cards that add up to 15.
- 👉 Don’t forget to count the starter card (the top card flipped from the deck) as part of your hand!
  - Fifteen:** Each combination of cards that totals 15 = 2
  - Pair:** Each pair of cards of the same rank = 2
  - Run:** Each combination of three or more cards = 1 for each card in the sequence
  - Flush:** Four cards of the same suit in hand = 4
  - Four cards** in hand or crib that are the same suit as the starter = 5

See *Into the Nitty Gritty* for more!