

ABINGDON INVITATION CRIBBAGE LEAGUE

Summer League Losing Cribbage

On each match night, in addition to playing the 3 normal league games, a 'friendly' 4th game will be played. This 4th game will be 3 legs (not best of 3) and will take the 'losing crib' format, the results of which will form a separate league table.

Pairs nominated to play in this game should play in either the 1st or 2nd league game so that the 'losing' game can be played at about the same time as the 3rd league game.

General

If you tired of getting the worst hands all the time in normal league crib then, just 'maybe', losing crib is for you. On the other hand you may be surprised at the 'great' hands that you are dealt.

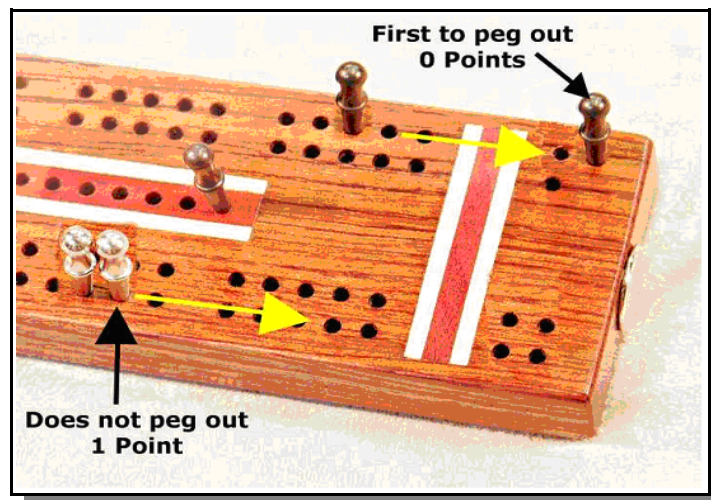
When playing losing crib everything you know is wrong! In losing crib the aim is to score as low as possible, and the first to 61 is the loser.

The play is turned on its head and zero-point hands suddenly become desirable. Playing losing crib will keep your skills and concentration sharp; it is easy to forget that you are trying not to peg points. The play requires you to rewrite your strategy - now you are trying to force your opponents into making scores, and avoid them yourselves.

Rule variations

The rules of 'losing crib' are much the same as normal league crib with the following exceptions.

- The aim of 'losing crib' is to lose the game (so, for example keep low hands and 'load' the opponents box)
- The winners are the pair that avoids pegging 61 holes before their opponents (i.e. only once around the board)
- When cutting for the 'box' the highest card wins the box (picture cards all count as 10 as per normal league crib)
- Cutting a Jack at the beginning of a hand counts 2 holes to the opposition
- The winning pair will score 1 point for each of the 3 legs played, so 3 points are available to win – see image below



At the end of the season a knockout will take place between the league winners and runners-up to determine an overall winner and runner-up.