

S. I. CRIBBAGE PAIRS TOURNAMENT : NZ SAFETY TROPHY : RULES OF PLAY

1. Play to start on the bell. After eight minutes, a warning bell/whistle will sound. Target is eight minutes game time and two minutes nipping time.
 2. One deal each. (Four deals per game) or 121 points – whichever is first.
 3. Cards to be spread out on the table. One draw each. Lowest card wins the deal. (King high, Ace low). Top and bottom cards of a spread cannot be selected.
 4. When dealing – one up all up. Misdeal – deal again. Any other card exposed, by any player – return to hand.
 5. If play has started, and a player finds they have too many cards, this can be corrected by the opposition drawing a card from the hand.
If the crib has the wrong number of cards, this can be corrected by the opposition drawing a card (face down) from the crib.
 6. When cutting, bottom card must not be looked at. Should a card be exposed when cutting, the top card of the deck remaining is the turn-up.
 7. When a Jack is cut, the dealer takes 2 points.
 8. Two points only for **15-2** with last card. Two points only for 31 – **no** extra point for the last card.
 9. When taking score – if incorrect points have been taken, only the front peg can be adjusted. However, if front peg is removed (apart from correction) the remaining peg becomes the front peg.
 - 10.(a) Failing to play card to make 31 or less – 2 point penalty, and un-played card becomes dead. (The card still registers in the final count up of hand).
(b) Crossing lanes or removing own/opposition pegs results in automatic loss of game.
 11. Cards to be counted face-up on the table and pegged return. (Turn-up card is a communal card).
(a) Any player who picks up the crib before it is counted, other than the dealer, incurs a loss of game for the offender.
(b) No player may pick up the crib before the count and pegging of all four hands. Only then can the dealer pick up the crib to count it and peg accordingly.
(c) Any dispute. Cards and board must remain untouched until dispute resolved.
 12. No fifth person is allowed to stand behind players during play. Host Club supplies emergencies if team have no-one available.
 13. No players to move until score cards have been nipped.
Sitting players use red pegs all day. Moving players use green pegs. Thirty six games to be played.
- A. In the event of a draw, a count-back will be made based on the wins and draws of each card. The team with the least draws will be declared the winner. If the scores are still the same, a play-off will be held. Team Captains and their partners will play off. Best of 3.
- B. The winning Team will be presented with the NZ Safety Trophy. The runner-up Team will be presented with the Vince Mora Memorial Trophy. The winning Pair will be presented with the Papanui Club Trophy. Prize money will be split 2/3rd to Teams and 1/3rd to Pairs.
- C. Registration forms to include Host Club's Bank account and name and number, and reference is participating Club name. Confirmation of payments to be made by email and receipts given.
- D. If a single club does not have sufficient players for a team, they may combine with another club to make up a composite team.
No player in the composite team should be from a Club that already has a team entered. Nor can a club provide multiple players for multiple teams. A club intending to invoke the above rule shall write to the Host Club Organising Committee informing them of the intent to form a composite team, providing the name of the organising contact person and their contact details. The organising person shall have the responsibility to collect the completed entry forms for each contributing club and submit these entry forms as part of the completed composite entry form. The organising person shall ensure that there are no conflicts or irregularities in the formation of a composite team as per the conditions. Each player must be a current member of the club they are representing and produce their membership card on request. **(2019)**