**NOVA SCOTIA/NUNAVUT COMMAND CRIBBAGE ASSOCIATION RULES**

1. Each Branch will be eligible to send 4 players (2 teams of 2) to the Provincial Championship.

2. Prior to play each team will be numbered and designated a table to start play at.

3. Each table must count the cards before play. Ten (10) games will be played.

4. Odd numbers will move forward after each game is played and the cards will be moved backwards.

5. The next game will only start when **ALL** games are completed. You will be told when you can start to play each game.

6. A player from each team will cut for first deal. Low card wins (Ace is low) No further cuts are required.

7. If a card is turned over during the deal the cards are to be re-dealt by the dealer.

8. A “Jack” turned up will count two (2) points for the dealer at all times. A game may be finished in this manner.

9. One person does the pegging. Once the pegs are moved the count is final.

10. The counting starts left of the dealer, one player at a time. Cards are to be placed face up on the table so all players can verify the count.

11. Your partner may help you count if you are unsure.

12. If your opponents miss points during their count you may not take their points.

13 High hand is to be verified by an official.

14. All disputes and discrepancies must be settled immediately, using an official as mediator, before play continues.

15. One person from each team is responsible for reporting scores and initialing the opponents score card. Scores are to be reported after each game. Winning team scores (0). The losing team scores the points lost by.

16. After 10 games the Branch with the lowest total score will be declared the winner. In the event of a tie the two branches will select 2 players from each branch and play best 2 out of 3 games to determine a winner. This will also apply for 2nd place.

17. The overall winning Branch will represent our Command at the National Competition. Ensure your players are aware of this before they compete.