

Combination	Explanation	Examples	Playing pts	Hand/Crib pts
<b>Fifteen</b>	A combination of cards adding up to 15 pips		2	2
<b>Pair</b>	A pair of cards of the same rank		2	2
<b>Tree of a kind (Royal pair)</b>	Three cards of the same rank (equals 3 pairs)		6	6
<b>Four of a kind (Double Royal pair)</b>	Four cards of the same rank (equals 6 pairs)		12	12
<b>Straight of 3 (Run of three)</b>	Three cards of consecutive ranks		3	3
<b>Straight of 4 (Run of four)</b>	Four cards of consecutive ranks		4	4
<b>Straight of 5 (Run of five)</b>	Five cards of consecutive ranks		5	5
<b>Straight long (Run)</b>	More cards of consecutive ranks, 1 pt for each		+1	-
<b>Flush 4-card</b>	All cards of the hand/crib are the same suit		-	4
<b>Flush 5-card</b>	All cards of the hand/crib and a starter are the same suit		-	5
<b>Nob</b>	If Jack in a hand/crib and a starter are the same suit (One For His Nob)		-	1
<b>Thirty-one</b>	Adding up to 31 pips in playing		2	-
<b>Last Card or Go</b>	Last card played below 31		1	-
<b>His Heels</b>	Jack as a starter card (Two for His Heels) for Dealer		2	-
<b>Useful Run combinations scoring</b>				
<b>Double Run of three cards</b>	Two 3-card runs and a Pair		-	8
<b>Double Run of four cards</b>	Two 4-card runs and a Pair		-	10
<b>Triple Run of three cards</b>	Three 3-card runs and a Royal pair		-	15
<b>Double double Run of three cards</b>	Four 3-card runs and two Pairs		-	16