



Nova Scotia/Nunavut Command
The Royal Canadian Legion

61 Gloria McCluskey Avenue
Dartmouth, Nova Scotia B3B 2Z3

Tel.: 902-429-4090

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All Branch Mail Out #1 - 2018

Date: January 3, 2018

To: NS/NU Command Branches
NS/NU Zone Commanders
NS/NU Executive Council
NS/NU Past Presidents
NS/NU Command Staff

From: Murray Dawson, Chairman
NS/NU Command Cribbage Association

Subject: 2018 Command Cribbage Championships

Message: Comrades, please see attached



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Date: January, 2018

To: Executive Council, Zone Commanders, All Branches – Branch Sports Chairperson

SUBJECT: 2018 COMMAND CRIBBAGE CHAMPIONSHIPS

Comrades:

As always, there will be a Provincial Level Tournament to determine the team to represent NS/NU Command to compete at the National Level Dominion Command Tournament.

The Provincial playoff to determine the team to represent Nova Scotia/Nunavut Command will be held at Mersey Branch #038, Liverpool, NS on Saturday 3

March 2018. **A team Captain's meeting will be held at 12 Noon and play will begin following the meeting.**

Each **Branch** sending a team to the Provincial Tournament must be represented by 4 [four] players and it is open to Ordinary, Life, Associate and Affiliate members. Players must be members in good standing.

Teams must be registered by **February 23, 2018** to compete in the Provincial Playoffs. The four [4] team members representing Nova Scotia/Nunavut Command must be from the same Branch. Please send Registration Form [enclosed] along with a Branch cheque in the amount of **\$75.00** (make cheque payable to NS/NU Command Cribbage Assoc.) to **Murray Dawson, 761 Pictou Road, East Mountain, NS B6L 2M9 [902-895-6220] by February 23, 2018.**

The National tournament will be held at Branch #091, Victoria, BC from April 27th to 30th 2018. For qualifications see the Dominion Command Sports Guide [Oct. 2013]. Dominion Command will be responsible for traveling costs of four [4] players from their place of residence to the site of the Championship and return.

Any **Branch** wishing to **Host** the **2019** Command Cribbage Championships must bring a letter from their Branch to the 2018 playoff in Liverpool confirming their Branch availability.

In comradeship;

Murray Dawson

Murray Dawson, Chairman



**NOVA SCOTIA/NUNAVUT COMMAND
PROVINCIAL CRIBBAGE
REGISTRATION FORM**

**PLEASE HIGHLIGHT THE NAMES OF ANY PLAYERS THAT CANNOT MOVE FROM TABLE
TO TABLE DURING THE TOURNAMENT.**

BRANCH REPRESENTED _____
NAME NUMBER

TEAM "A"

MEMBER #1 _____
NAME PHONE

MEMBERSHIP CATEGORY _____ CARD # _____

MEMBER #2 _____
NAME PHONE

MEMBERSHIP CATEGORY _____ CARD # _____

TEAM "B"

MEMBER #1 _____
NAME PHONE

MEMBERSHIP CATEGORY _____ CARD # _____

MEMBER #2 _____
NAME PHONE

MEMBERSHIP CATEGORY _____ CARD # _____

Please send your Registration forms along with a Branch cheque in the amount of \$75.00 made payable to Nova Scotia/Nunavut Command Cribbage Association.

Mail to: Murray Dawson, 761 Pictou Rd., East Mountain, NS, B6L 2M9
Phone: (902)-895-6220 E-mail: murrayd@eastlink.ca

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.