Task 2 (6 x 1 mark = 6 marks)
Read the following text and choose the option (a, b or c) which fits best according to the text. Then write your answer in the corresponding white box under the task on the next page. Item 0 is an example.

MARK

A BRITISH GAME OF LUCK AND SKILL

Card games are probably the most widespread and popular of all games. There are hundreds of different games, although many of them are probably very similar. All card games have an element of luck; it is the card dealer who shuffles at the beginning of the game who really determines the outcome. A player could be dealt a terrible hand, and through no fault of their own, lose the game. But even though card games are sometimes games of chance, there is sometimes a great deal of skill involved.

This combination of luck and skill mean card games are great for all members of the family; even experienced players can play beginners as they are not always at an advantage. Card games are sometimes known as games of ambush, as each player's strategy is a secret.
Playing cards possibly originated in China, thousands of years ago. In more recent years, card games have become widely associated with gambling. Most card games are banned in British pubs; alcohol and gambling should probably not be mixed. However, there is one exception to this rule, and that is the popular British card game, cribbage.

Cribbage is played with a fifty-two card pack and the ace is the lowest-ranking card. It is a game for two players. Each round in the game is scored using a cribbage board, a small board with many holes that markers are placed in. The first player to get 121 points wins.

The Deal
First, shuffle the cards very well. This should be done a few times with a new deck of cards. Then cut the deck in half. Each player is dealt a card to determine who has the lowest card and who will go first. The player with the lowest card deals six cards to each player. The players take turns to deal.

The Discard
Each player throws two of his six cards away, leaving the two players with four cards each. The cards which have been thrown away form the 'crib', so later the dealer will be able to add the 'crib' to their own score. The player who didn't deal will try to throw away the most useless cards and keep the cards which give him or her the best scoring combinations. The dealer may want to discard the cards that give the best scoring combinations, so they can count them later. This will make more sense after a few rounds. At this stage no one is allowed to look at the 'crib' until later in the game.

The Play
The player who didn't deal cuts the pack and then turns over the top card. This card is the 'Starter'. If it's a Jack, this player immediately gets two points. Players take it in turns to lay a card from their hand, while counting up the total of the cards that are being laid. Both players should keep their hands separate, or the scores cannot be added up. Each person must continue to lay their cards for as long as the score does not exceed 31. If a player cannot play, they must say 'go', and the other player will lay as many of their cards as they can until they reach as close to 31 as they can.

When the total has reached 31, or as close as is possible, the game starts again from zero. The cards that were played in the previous round are turned over so that they are facing down. If one player has been 'out', they can join in again when the count begins again. The game is played until all the cards have been laid even if it means that one player has to complete a round on their own.

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In any round, a player who makes the total 15 gets two points, the player that lays the last card in any round gets one point 'for the Go' or two points if they manage to reach 31 exactly.

The Show

The player who didn't deal lays his cards in front of him and counts them first. The score is made up of the four cards plus the 'Starter' card, making a five card hand. Players can use every card as many times as they want when counting up their score with the five cards. The dealer then counts his own hand and turns over the 'crib' and counts that as well. The dealer will generally score the most, so it is important to take turns when playing the role of the dealer.

0. People have been playing cards

a) since they were children.
b) to win lots of money.
c) for many centuries.

8. Before the game begins, the player will

a) cut.
b) deal.
c) shuffle.

9. Even though the dealer deals six cards to each player,

a) the game is only played with four.
b) the dealer can receive more.
c) no player has to keep them.

10. During play, players' cards shouldn't be mixed, otherwise

a) scores can't be taken
b) the game is void.
c) the dealer gets the points.

11. Before a player shouts, 'go' they should have

a) scored all their cards.
b) laid all their cards, if they can.
c) found the Jack card.

12. Provided a player scores 31,

a) they will win the game.
b) they will get a chance to shuffle.
c) they will receive two extra points.

13. The person who deals the cards alternates every game, so as to

a) confuse your opponent.
b) get the highest score
c) make the game fair.

Text	0	8	9	10	11	12	13
Letter	C						
	✓						

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