



April 1-4, 2027

Main / Consolation
Tournaments
Sanctioned by



DoubleTree by Hilton
4810 Page Creek Lane
Durham, NC 27703

[Click to Reserve Online](#)
or call **919-941-6000**
and mention "Cribbage Rate"

Master Rating Points Awarded to ACC members
Muggins is in effect for ALL events
Q Pools are optional, equal split, HQ double
Walk-ins Welcome! (cash only)

Rate: \$105+tax/night
Good Through Mar 27

Registration open 1 hour before, closes 10 minutes before

Thursday, April 1

4:00 pm Backyard Bonanza Satellite - \$20 – 5 games (see next page) - Pays top 3 (50% / 30% / 20%)
7:00 pm Thursday Early Bird - \$30 - 9 games - \$30 – Pays 1 in 4

Friday, April 2

8:00 am Pre-Fling Main - \$60 (\$20 Q) – 12 games – Top 25% to playoffs	1:30 pm Main Playoffs
2:00 pm Pre-Fling Consolation - \$40 (\$10 Q) – 9 games – Top 25% to playoffs	6:00 pm Consolation Playoffs
8:00 pm Friday Poolside Peg-o-Rama Satellite - \$20 – 5 games (see next page) - Pays top 3 (50% / 30% / 20%)	

Saturday, April 3

8:00 am Spring Fling Main - \$80 (\$20 Q) – 22 games – Top 25% to playoffs
7:00 pm Canadian Doubles Satellite – 9 games - \$100/team – Pays 1-in-4
7:00 pm Saturday Night Special (aka, I hate Canadian Doubles) – 9 games - \$30 – Pays 1-in-4

Sunday, April 4

7:45 am Spring Fling Main Playoffs
9:15 am Spring Fling Consolation - \$40 (\$10 Q) – 9 games – Top 25% to playoffs Playoff time TBD

DIRECTOR: JENNIFER JOHNSON | 617.515.2232 | Jennifer.ACC.TD@gmail.com
CO-DIRECTOR: MEGAN PLAYER | NOCTRaleighNC@gmail.com

2026 Raleigh Spring Fling Cluster Registration

Both tournaments are sanctioned by the ACC. The tournament director reserves the right to refuse/reject any player at any time for inappropriate behavior. By pre-registering or playing , I agree to abide by the rules of the ACC and Tournament Directors.

Name: _____ ACC # _____

Address: _____

Email: _____ Phone: _____

Please register me for:

do NOT register for both main and consy in same day

☐ Friday Main (\$70)	☐ Saturday Main (\$80)	☐ Backyard Bonanza (\$30)
☐ Friday Main Q (\$20)	☐ Saturday Main Q (\$20)	☐ Thursday Early Bird (\$30)
-- OR --		☐ Poolside Peg-o-Rama (\$30)
☐ Friday Consy (\$40)	☐ Sunday Consy (\$40)	☐ Canadian Doubles (\$100/team)
☐ Friday Con Q (\$10)	☐ Sunday Con Q (\$10)	Partner: _____
Total: _____		☐ Saturday Night Special (\$30)

☐ Judge ☐ Anchor

Check payable/send to:
Jennifer Johnson
1006 Delaronde Lane
Morrisville, NC 27560

[Register Online](#)

[Pay online with Venmo](#)
[@Jennifer-Johnson-NC](#)

Thursday Backyard Bonanza

Game 1: No Regrets

Starter card is turned before crib discards.

Game 2: Nineteen

Zero-point hand: player moves 19 holes backward. Zero-point crib: player moves 19 forward.

Game 3: Toss Fives

Player MUST discard any 5s into the crib. You should only have 5s in your hand if you're dealt more than two. Failure to put any 5s (except as noted) into the crib will result in 5 points per 5 held awarded to the non-offender, and the offender's hand is dead.

Game 4: Canadian Singles

Each player is dealt ten cards, discards two to the crib, and makes two four-card hands. Players select one hand to peg and count. Then the second hand is pegged and counted. Finally, the crib is counted.

Game 5: No Peek To Lose

The primary objective is to score as few points as possible. The game is to 61 points (not 121) with the skunk line at the 45-hole. You cannot look at your cards.

Blindly put 2 into the crib. When it is your turn to peg, turn over one card. If you can play the card, play it. If not, it's a "go", and you play that card next time it is your turn. There is no renege in this version.

Rule Adjustments: If a player under-pegs, they must take all the points they should have scored, and the opponent gets to peg backwards that same number of pegs. If a player peeks at their cards before the starter card is turned, it's a re-deal; after the starter card is turned, it's a 2-point forward penalty for each card in the player's hand.

Friday Poolside Peg-o-Rama

Game 1: Double Crib

Each player is dealt 8 cards. 4 cards are held as Player's hand; 2 each go to Dealer's and Pone's crib. Hands are counted in this order: Pone's Hand, Dealer's Hand, Pone's Crib, Dealer's Crib.

Game 2: Revenge (aka Millward Cribbage)

After the deal, hold your cards up, facing you. Each player picks two cards out the other's hand at random and puts them in the crib.

Game 3: Starter

The starter card starts the play. The dealer still gets 2 for nibs, but the count doesn't start at zero, it's whatever the starter is.

Game 4: Draw Crib

After the cards are dealt, each player gets the opportunity to discard and draw between 0-4 new cards. You must always keep one card. After both players have drawn, discard two cards into the Dealer's crib.

Game 5: No Peek To Lose

See above