

CHICKENFOOT

Players: Children old enough to tell colors, to adult.

Number: As few as 3, as many as 5-7.

Supplies: Set of double nine white DOMINOS
Paper and pencil to keep score.

Objective: Make the lowest score.

Shuffle the dominos

Each player selects 7.

The player with the double NINE plays first. If no one has the double nine, play double eight, etc until one player has a double domino.

The player to the left of the first player matches the color, placing the domino at an angle . The next five plays must be the same color, placed around the first domino to form two chicken feet.

After the first two chicken feet are formed, players match any color, extending away from the original domino.

When a player places a double domino, he says "CHICKENFOOT" and three of the same color must be played before another color is played.

If a player cannot follow color, he draws one from the remaining dominos (the bone yard)

The first player to place all of his dominos wins, and has a score of zero. The remaining player add the number of their dominos, and this is then their score. Anyone left with the double zero adds 50 points to his score.

Continue playing by following sequence, using the next double domino. Go back to pick up the ones you had to skip. You may play for certain length of time, or play until all the double dominos have been used.

If you play with more than seven, adjust the number drawn in the beginning.

CARD BINGO

Players: Anyone able to recognize numbers and face cards.

Number: Four, if you use one playing deck. You can use multiple decks for more people.

Supplies: Deck of cards for the caller and a deck of cards for every four people.
Quarters

Objective: To “bingo” first. Play all your cards.

Cards from one deck are dealt to players. Caller then draws one card at a time from the second deck . Player matches this card . Play continues until the dealer has no more cards.

TAKE AWAY BINGO

Supplies: Twenty-five spaced card for each player. Ziplocked bag with twenty-five different objects. ie....penny, screw, shell, button, etc.

Each player places an object on a square, until the card is covered.

The first player selects an object to remove. Everyone removes the same object. The next player selects an object and everyone removes it from their card. This continues until someone has a “bingo” (Five empty spaces in a row, vertical, horizontal, or angle.)

CAJUN POKER

Players: Children old enough to recognize numbers to adults.

Number: At least two and as many as you can comfortably sit around a table.

Supplies: Three decks of cards with the jokers.

Paper and pencil to keep score.

Objective: Make the lowest score.

Scoring: Joker -3

Kings 1

Ace 1

Pair 0

All other face cards 10

All other cards face value.

Dealer gives each player four cards face down and two cards face up. Without looking at the face down cards, the player arranges them in pairs, with the face up cards closest to the center of the table. The dealer then places the deck in the center of the table with one card discarded. The player to the left may take the discard or draw from the deck. He then keeps the card, discarding one of the face up cards, or discards the one drawn. The next player may take his discard or draw one from the deck. Continue.....

The object is to change cards until you have the lowest score possible in the pair showing. When you are satisfied with this pair you move to the cards face down. When a low card is drawn, you discard a face down card and place the one just drawn in its place. You may not go back to the first two card, or change the position on any card when you have turned it face up. When someone has turned all cards face up, the hand is over. The rest of the player play one more round. Each player adds his score, using the scale at the top of the page.