TABLE-TOP TOURNAMENT GAMES

For rainy days at camp, gathering of families and friends, or just entertaining!

Games are fun when played with small groups of family members, friends, or new acquaintances. They challenge the mind and test the intellect. Some require strategies and some are simply or mostly a matter of luck. Card games like Bridge require a lot of thought. Games like TORA TORA require quick visual recognition and quick reflexes. All games should entertain.

Turning games into tournaments can offer an added dimension of competition for the competitive, and variety for those who just enjoy the play and socializing. There are web sites that provide free, printable brackets for groups in a wide variety of sizes: "printyourbrackets.com" is just one of many sites to check out. Print Your Brackets also has information on a variety of ways to set up your tournaments: single, double, triple elimination; round robin; etc. They also have bracketing for a wide variety of games and sports.

There are eight games in this set. Some require thought, some are mostly luck of the roll, some are great mixers, and some require good reflexes. All should be fun! None require a lot of supplies, but TORA TORA and Two Snakes & A Man require game pieces that you can make for yourself from scavenged materials. Have fun setting up your own Table Top Tournaments!

DICE BASEBALL –- 2 to 4 people on a team

Equipment needed: Two dice
One Ball Diamond sheet
Four pennies

Play: If time permits, full games can be played. If play time needs to be controlled, innings can be limited. Test play before you set up your tournament to get a feel for the amount of time required for play. The Ball Diamond Sheet is a tool to help keep track of "'Who' is on first base," and advancing players.

DICE BASKETBALL --- 1 to 5 people on a team

Equipment needed: Two dice
Pencil and paper to keep score

Time periods of play, adjusted to tournament length

HOT DICE --- One-on-One or 2-Per Team

Equipment needed: Six Dice per table
Pencil and paper to keep score

Time periods of play, adjusted to tournament length. Play to lower closing score. Play until one table completes selected total score. Then allow individual teams to complete their round.

TORA TORA --- 2 to 3 people per team

Equipment needed: 6 – Strings 12" Long with 1" dowel or large wood bead tied to one end
One "Capture" Can or Bowl

Time limit play to first table completed or to shortened number of letters played.

UP JENKINS --- 4 to 6 people per team

Equipment needed: One quarter
Pencil and paper to keep track of guesses

Time limited to tournament length. Rounds adjusted accordingly. Teams allowed to complete the round they are in when time is called (Same number of plays for each team).

Dumb Dice --- 2 to 4 people per team, spaced alternately around a table.

Equipment needed: 2 – Dice per table
One Pencil and sheet of paper per table…or one sheet of paper per player

Time limit to tournament length. Possibly reduce the number needed to win the round. Stop the round when the first table limits out.

Over and Under 7 --- 1 to 4 people per team

Equipment needed: 2 – Dice per table, One Pencil and sheet of paper per table…
…or one pencil and one sheet of paper per team…or per player

Snake and Indian --- 2 to 4 people per team

Equipment needed: One set of three "Tossing Pieces" [2-Snakes, 1-Man/set]
(Playing pieces can be made from "popsicle/craft sticks, tongue depressors, or larger rectangular pieces of wood)

<u>Self-contained Round Robin/Mixer/Tournament Style Games</u>

Jack's Saturday Night Card Fun --- 2- couples per table

Equipment needed: One deck of cards per table
One pencil and score sheet per person

Follow game Instructions

Double- Double 3's are Trouble--- 2 couples per table

Equipment needed: 2-dice
1- pencil and score sheet per person

Follow game instructions

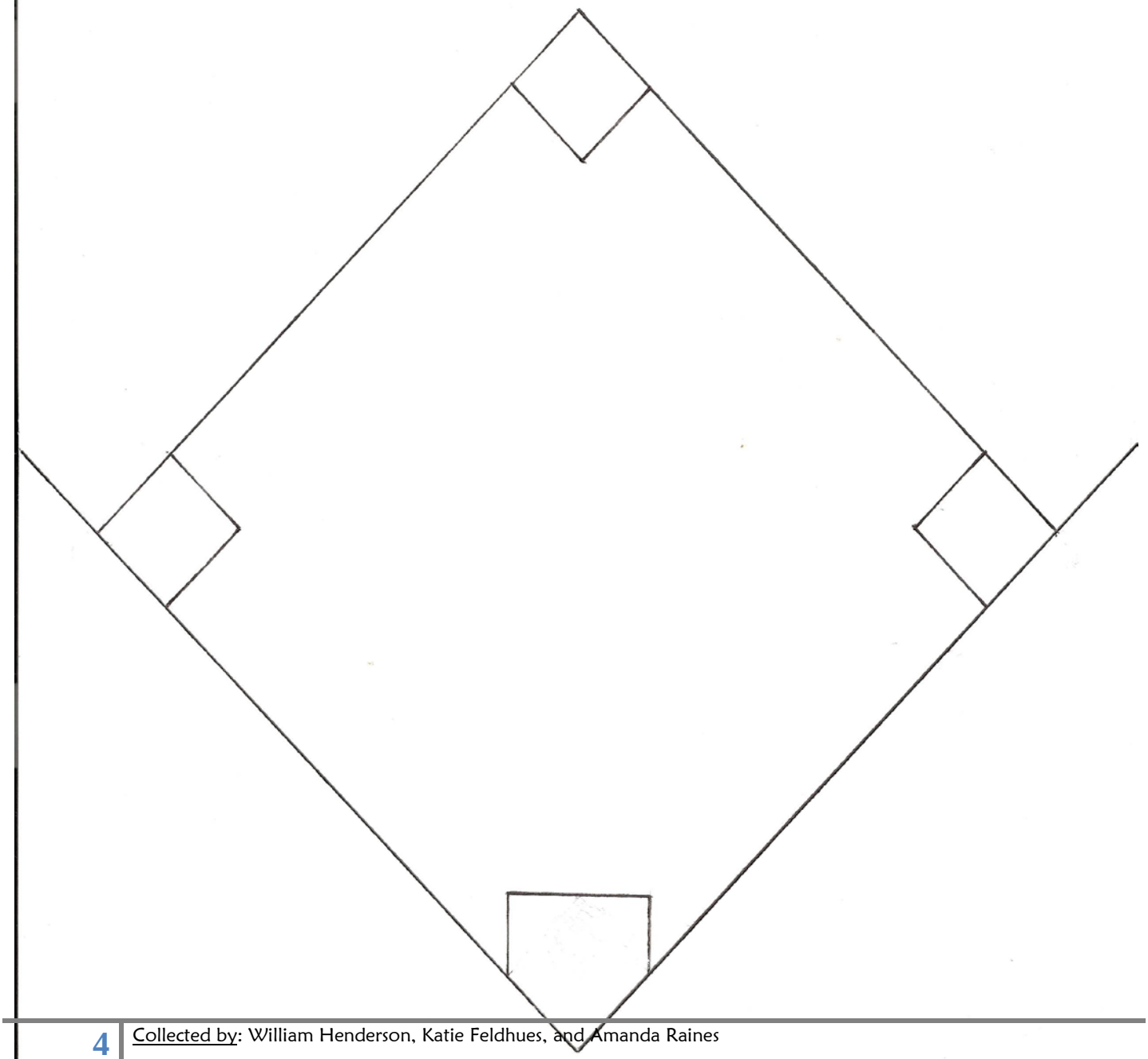
DICE BASEBALL

Players: 4-8
Materials: 2 dice, pencil, and paper

Rules: First divide group into two teams. Then have one person from each team roll a die to decide who starts the game. Person who wins roll will take both dice and roll. List will be provided which tells what each roll of the dice means.

Dice Roll:
1-1 =Single
1-2 =Strike
1-3 =Fly Out
1-4 =Infield Out
1-5 =Ball
1-6 =Lined Out
2-2 =Single
2-3 =Foul Ball
2-4 =Walk
2-5 =Wild Pitch, Runners Advance, Ball on Batter
2-6 =Single
3-3 =Home Run
3-4 =Bounce Out
3-5 =Called Strike
3-6 =Error, Batter Safe, All Runners Advance
4-4 =2-Base Hit
4-5 =Ground Out
4-6 =Long Fly Out, Runners Advance If Applicable
5-5 =3-Base Hit
5-6 =Fly Out
6-6 =Home Run

TEAM	1	2	3	4	5	6	7	8	9	Total
Runs										
Outs										
Runs										
Outs										



HOT DICE

OBJECT OF THE GAME: Be the first person to score 5,000 points.

EQUIPMENT NEEDED: Six Dice

SCORING: = 100 Points

= 50 Points

Three of a kind = spots x 100 points (3 = 200 Points)

(3 = 300 Points)

(3 = 400 Points)

(3 = 500 Points)

(3 = 600 Points)

= 1,000 Points

= 1,000 Points

PLAY: 1. Must score 500 points in one turn to get on the board.

2. A turn consists of rolling all six dice to start. The turn continues as long as points are scored on each roll. The turn continues untill all dice score or a roll turns up no counters. If no counters come up, the turn ends and all points accumulated in that turn are lost. After the player "Gets on the board" by rolling 500 or more points in one turn, s/he can stop with any amount of points rolled in subsequent turns.

3. "Hot Dice" - When points are scored with all six dice in any one roll, or subsequent rolls, the player has "Hot Dice" and can pick up all six dice and continue to score points. All points are lost for the turn if no points are scored on any roll.

4. Play continues with each player rolling the dice in their turn. When a player accumulates 5,000 or more points, each player after s/he has one more turn to try to top the player with 5,000 or more points.

DICE BASKETBALL

Players: 4-8
Materials: 2 dice, pencil, paper, and watch or clock

Rules: First divide people into two teams. Then have one person from each team roll a die to decide who starts the game. Person who wins roll will take both dice and roll. List will be provided which tells what each roll of the dice means. Use clock to time how long you play a half. (For example: 10 minutes a half for a total of 20 minutes)

Dice Roll:
1-1 =2-point field goal
1-2 =Fast break pass to man under the basket
1-3 =Throw ball out of bounds-defense gets ball
1-4 =Blocking foul on defense
1-5 =Pass to forward
1-6 =Missed shot-offensive rebound
2-2 =2-point field goal
2-3 =Over and back-defense gets ball
2-4 =Technical foul-1 free throw & keep the ball
2-5 =Alley-Oop Pass fails-defense gets ball
2-6 =Double dribble-defense gets ball
3-3 =2-point field goal
3-4 =Fouled in the act of shooting-2 free throws
3-5 =Missed shot-defense rebound
3-6 =Offensive foul
4-4 =2-point field goal
4-5 =Pass to guard
4-6 =Pass stolen-defense gets the ball
5-5 =2-point field goal and foul-Shoot 1 free throw
5-6 =2-point field goal
6-6 =3-point field goal
(Foul Shot – Shooter rolls one die. A 2, 4, or 6 = One point. A 1, 3, or 5 = No points.)

TORA TORA- fast moving game for four to eight people.

Materials: Each player needs a playing piece (string with wood attached), one cup and one die

Scoring: If you make a mistake you get a letter. The game is over when one person spells out the name of the game: **TORA TORA**. Who ever has the least amount of letters is the WINNER.

Mistakes that cost you a letter:
* When you pull your wood block out of the center and the die was ***not*** a 1 or 6.
* When you do not pull your wood block out of the center when it is a 1 or 6.

*When you have the cup and do not catch any wood blocks and it was a 1 or 6.
* When you have the cup and try to catch wood blocks and the die is ***not*** a 1 or 6.

OBJECT:
When you have the cup, if you roll a 1 or 6, you must catch at least one wood block or you receive a letter.
If you do not have the cup, you do not want to move your wood block unless the die is a 1 or 6. If you move your wood block and it is ***not*** a 1 or 6 you get a letter. If the person with the cup catches your block you get a letter.

The cup travels around the circle to the right. The person with the cup puts the die in the cup and then quickly turns the cup upside down with the die now on the table under the cup. When he is ready he quickly picks up the cup to see the number on the die. If it is a 1 or 6 he much try to catch as many wood blocks as possible. He MUST catch at least one wood block to not receive a letter.

If the die is NOT a 1 or 6, it is now the next person's turn to the right to roll the die.

At the beginning of each round the wood blocks are laying very close together in the center of the playing area (table), but the strings should NOT be tangled. Each person is holding onto the string, which is attached to his wooden block.

Take your block out of the center when it is your turn to have the cup and die.

ITEMS NEEDED:
String about 15" long with wood block about 1" long attached to one end (one for each person)
one die, one cup

Up Jenkins

Object: To guess correctly as a team where the coin is located
Number of players: 2 teams of 4-6 players
Equipment: 1 coin
Play: One team starts with the coin and puts all of their hands underneath the table. They then pass the coin back and forth until the other team yells "Up Jenkins". The team with the coin all put their elbows on the table with their hands closed palms facing the other team. On the count of three all teammates slam their hands to the table spreading out their fingers. The person with the coin must open their fingers as well while trying to keep the coin hidden. The other team guesses as to where they think the coin might be. You can keep score of how many guesses it takes to find the coin. Lowest score wins.
Optional play: Can use slammers or creepers. Slammers is described above. Creepers is when the team with the coin all place fists on the table and then slowly open up their hands palm down. This is difficult to conceal where the coin is. The team guessing would say "Up Jenkins" and then slammers or creepers.

Tenzi Dice-

Object: First person to have all 10 dice on the same number
Number of players: infinite
Equipment: 10 dice per person (or play in partners)

Play: Everyone rolls dice repeatedly and as fast as they can until all 10 of their dice

FAST/DOUBLE/DUMB Dice

Object: First person to reach 100 on their score pad
Number of players: 2-8
Equipment: 2 dice, one pen, and one piece of paper for each person

Play: One person starts by rolling the dice. The person sitting next to them would then roll and the dice continue moving clockwise around the table with each person rolling the dice one time each turn. If someone rolls doubles they grab the pen and start writing numbers in sequence 1 to 100. The dice continue to be rolled and passed. Whoever rolls the next set of doubles takes the pen and begins writing on their own piece of paper. If someone has started their string of numbers the next time they get the pen they start where they left off - not back at the beginning. First player to reach 100 is the winner.

Over and Under 7

Players take turns throwing <u>two dice until 10 rounds are done</u>

- Player who is casting predicts:
  - Before he/she throws the dice
  - Combination of dice will be over 7
  - Combination of dice will be under 7
  - Combination of dice will be exactly 7

- If the player who is throwing the dice is correct he/she adds 7 points
- If the player who is throwing the dice is incorrect he/she passes to the left
- Highest score after 10 complete rounds wins

Snake and Indian

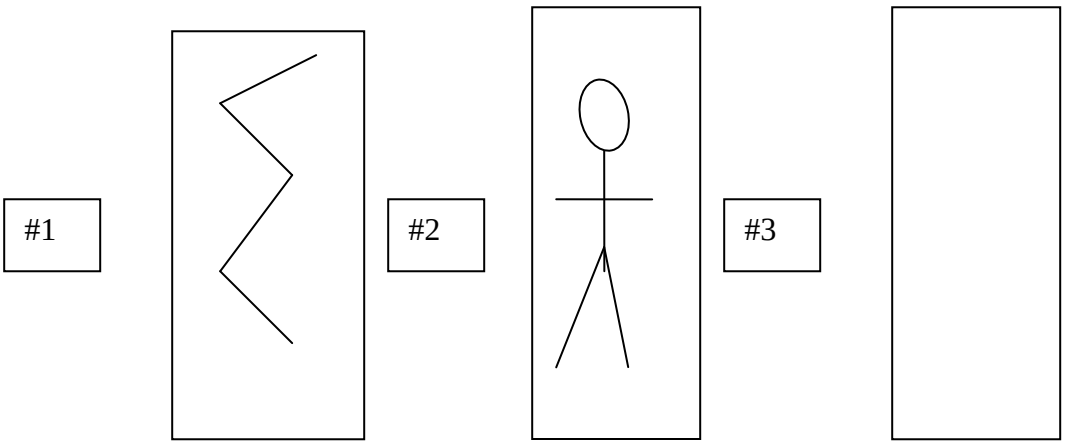
This is a First Inhabitant game. Pieces were made of almost any material from wood to bone. It is a game of tossing pieces into the air and counting the score when they come to rest.

See diagram for an idea of what it will look like when finished

From left to right:

#1 Picture of a *<u>snake</u> on two of the boards*

#2 Picture of a *man on one of the boards*
#3 The *other side of each board is blank*



Player takes all three boards and tosses them into the air and count their score.

- All plain sides showing counts as 4 points
- All marked sides showing counts as 4 points
- Two snakes and one plain side counts as 6 points
- Two plain and one snake counts as 6 points
- One plain, one snake and one man counts as 10 points
- First to score 50 points wins.

JACK'S SATURDAY NIGHT CARD FUN

START AT TABLE # _____ NAME _____

1. Each trick counts 10 points. **Follow suit if possible.** If you can't follow suit, then you may either throw off a card of another suit, or you may wish to trump that trick. Ace is high, then King, Queen etc. The highest of the SUIT PLAYED TAKES THE TRICK in each case, unless someone trumps, in which case the highest trump takes the trick.

2. Cut the cards for the first dealer. Highest card wins the deal.

3. **Play as partners. The team taking most tricks moves up to the next table and changes partners.**

4. Change tables and partners after each hand. **Please wait for the bell.**

5. **Keep score on your own sheet and take it with you.**

6. Intermission with light refreshments, after the first round.

First Round Scores		Second Round Scores
_____	First hand **Spades** are trump. Winners add 100 points to score	_____
_____	Second hand **Clubs** are trump. Winners and losers trade scores.	_____
_____	Third hand **Hearts** are trump. Do not look at cards. Play from table.	_____
_____	Fourth hand **No trump.** Losers subtract 10 from score.	_____
_____	Fifth hand **Diamonds** are trump. Winners take all. (130 Points)	_____
_____	Sixth hand **Cut cards** for trump. Winners add 50 to score.	_____
_____	Seventh hand **No trump.** Losers take all. (130 Points)	_____
_____	Eighth hand **Spades** are trump. Do not look at cards. Play from table.	_____
_____	Ninth hand **Hearts** are trump. Winners double their score.	_____
_____	Tenth hand **No trump.** Winners score 300 points. **Losers get zero.**	_____

_____ First Round Total Second round total _____

TOTAL SCORE _____

DOUBLE-DOUBLE
"3's" ARE TROUBLE

Supplies needed: 2-dice
1-score sheet per person

Dice Game:
1st Round – 1's are Trump
2nd Round – 2's are Trump
3rd Round – 4's are Trump
4th Round -- 5's are Trump
5th Round – 6's are Trump
and repeat

The game consists of
10 rounds.

Scoring:
Roll trump = 1 point
Any other double = 5 points
(Other than 3's)
Double trump = 25 points
Double 3's cancel score
accumulated as partners
for that round!

Table:
2 – couples form a table

Head Table:
When "Head Table" gets
to 50 points, the round stops.

Rotating:
Winners move up and
change partners. (Losers at the
head table move to the last table.)

Losers stay and change partners.

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"3's" ARE TROUBLE

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DOUBLE – DOUBLE
3'S ARE TROUBLE

~Score Sheet~

Name _____

Double Threes_____

Round

_1_____

_2_____

_3_____

_4_____

_5_____

_6_____

_7_____

_8_____

_9_____

10_____

TOTAL_____

DOUBLE – DOUBLE
3'S ARE TROUBLE

~Score Sheet~

Name _____

Double Threes_____

Round

_1_____

_2_____

_3_____

_4_____

_5_____

_6_____

_7_____

_8_____

_9_____

10_____

TOTAL_____

DOUBLE – DOUBLE
3'S ARE TROUBLE

~Score Sheet~

Name _____

Double Threes_____

Round

_1_____

_2_____

_3_____

_4_____

_5_____

_6_____

_7_____

_8_____

_9_____

10_____

TOTAL_____

1. Player one write numbers 1 through 9 on a sheet of paper.
2. He then rolls two dice. He then crosses out one or more numbers that add up to the roll. For example: if he rolls an 8, he can cross out the 8, or the 6 and the 2, or the 7 and the 1, or the 5 and the 3.
3. After the numbers 6 and up are crossed out, the player can roll just one die. If he managers to cross off all the numbers, he's shut the box. His score for this round is zero.
4. If the player can't match a roll to the remaining numbers, his turn is over. And uncrossed numbers are added to his score.
5. Now player two takes their turn with a fresh set of numbers.
6. Players alternate turns for 10 rounds, or until 1 player reaches 50. The lowest score wins.

Left, Right, Center- 3 dice, 3 pieces of candy for each player

1. Players sit in a circle. Each player starts with 3 pieces of candy.
2. The first player rolls 3 dice. If they roll a one, pass one candy left. If they roll a 2, they pass one candy right. If they roll a 6, they put on piece in the center.
3. After rolling, the dice get passed to the left.
4. Everyone continues rolling until all candy is in the center except for 1 piece. The player with the last piece wins the pot.

Pig- paper, 2 dice

1. The game begins with a player rolling 2 dice. They earn points for each roll that is not a 1. If a 1 is rolled, the score is 0 and the next player rolls.
2. After each roll without a 1, the player has 2 choices:
    a. Roll again to add more points to the score. If a 1 is rolled, the score goes back to 0 and the turn is over.
    b. Hold the points, and let the next player roll.
3. If a 1 is rolled, all points from that turn are lost and the score is 0.

Example:

Amanda rolls 4. She can hold the 4 and record the points, but instead she decides to roll again for more points. The second roll she gets a 7, so her total is 11 (4 + 7). She decides to roll again, and one die shows a 1. Her turn is now over and she gets 0 points.

Patty goes next. She rolls a 5, and decides to roll again. The second roll she rolls a 12, so her point total is 17 (5 + 12). She decides to hold and records 17 points on the score sheet.

If double 1s are rolled, the player loses all points from all previous rounds.

Dutch Blitz- (Specific Cards Needed—Available at Walmart)

Objective: Person with the highest score

Set up: Each person gets a complete set of object cards (pail, pump, buggy, plow). Using their object cards, each person deals out 10 cards face up in a Blitz Pile, 1 card in each Post Piles (3 piles for 2 players – 5 piles for 3+ players), rest of cards in Wood Pile. Put 1's into the center as they are uncovered, add corresponding colored cards in ascending order from each players post pile as fast as possible. Fill in Post Piles from the Blitz Pile. If no cards in a players Post or Blitz Piles match, players should flip through Wood Pile 3 cards at a time. Try to flip through Blitz Pile first! First person to use all their Blitz Pile cards ends the game's play.

Scoring: all cards remaining in Blitz Pile are worth -1. All cards played in the center are flipped over and sorted by object type and returned to player assigned that shape. These cards are worth +1 each. Total score. You can play multiple rounds.

Left, Right, Center- 3 dice (1 Left, 1 Right, 1 Center, 3 Keep)

*You can buy special dice or you can assign #1 L, #2 R, #3 C, #4-6 Keep

To Play: Each person begins with 3 "markers" ex. quarters, candy, etc. Each person rolls the same number of dice as the number of markers they have in their possession (up to 3 at a time). The person then moves their "markers" the way the dice say Ex. L, R, C, Keep. Next, the dice passes to the person to the right. Center acts as a holding pot that the winner of the game ultimately gets. Play continues until one person or the center (pot) has all the markers.

Farkle- 6 dice needed

Objective: First person to 10,000 wins.

To play: Only 1's and 5's are worth points.

1= 100 points

5= 50 points

Other numbers count as follows:
3- 1's= 300 points
3-2's= 200 points
3-3's= 300 points
3-4's= 400 points
3-5's= 500 points
3-6's= 600 points

4 Dice of any # = 1,000 points
5 Dice of any # = 2,000 points
6 Dice of any # = 3,000 points
1-6 in order = 1,500 points

Players roll 6 dice. In order to begin scoring, players must roll at least 500 points to BANK. A player can keep rolling remaining dice as long as a 1 or 5 (or some points are pulled out for scored ex. 3- 4's). If all dice are used, the player can re-roll all 6 dice again. If at any point a player rolls the dice and does not roll a 1 or 5, the player FARKLES! A FARKLE requires the players to shout "FARKLE" and the player loses all points acquired during this round.

GOLF CARD GAME:

2-3 persons can play with 1 deck of cards

Object of the game: To get the lowest score

Aces = zero points
Kings = 1 point
Jacks & Queens = 10 points
2 – 10 = face value

Deal 9 cards face down to each player (one at a time of course)
Place the cards in 3 columns – 3 rows:

Card 1	Card 2	Card 3
Card 4	Card 5	Card 6
Card 7	Card 8	Card 9

Put remainder of cards in the middle of table. This is the DRAW PILE.

Before the game starts each player turns over any TWO cards and remembers what they are as these 2 can be switched for a draw card 1 time each.
The remaining cards are your Blind Cards.

Start Play:
Draw one card from draw pile.

If card is low, either replace one of your turned up cards or replace it for a blind card. (Or you can take a chance of keeping a high point card and getting 3 in a column to wipe out the entire column.) Once a blind card is turned over – It must be discarded.

Discard card face up next to draw pile.

Next player can either pick up the discarded card or draw one out of the draw pile.

Try to get 3 like cards (3 of a kind) in a COLUMN. When this happens you pick up column and put cards under the discard pile.

First person to have all their cards (rows & columns) face up goes OUT. Each other player gets 1 more turn at drawing & discarding. Then all cards are turned up and counted. Person with the lowest score wins.

You can play 9 rounds of Golf and person with the lowest totals is the CHAMPION!