

SPORTS & GAMES: ** * CARD & DICE GAMES

Hosted by Ashtyn and Lucas

SPEED CARD GAME

• A card game that you must move fast in order to win! Be the first player to get rid of your 20 cards and you win!

NEEDED

• 52 card deck; two players

DEALING THE CARDS



- Only one card can be played into the middle at a time.
- A player can have no more than five cards in his/her hand at a time.
- Each player is dealt 20 cards in two piles, 15 cards in one pile, and five cards in the other pile. The remaining 12 cards are setup in a horizontal line between the two players with two single cards next to each other, and a five-card pile on the outside of each single card.

HOW TO PLAY THE GAME

- Each player holds their five-card pile in his/her hand. The game begins with each player flipping up one of the single cards in the middle. Players can play cards from their hands that are one number higher or one number lower than the cards in the middle.
- Players play as fast as they can and do not take turns. Once a card is played into the middle, the player can replace it with a card from the pile of 15 cards. The ace links the king and two together. The first player to play all his/her cards into the middle and shouts "SPEED" wins the game.



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DOUBLES DICE GAME

• An awesome, simple and fast pace dice game to play with friends! Be the first player to reach 100 by writing 1-100 on a piece of paper and you win!

NEEDED

- 2 Dice
- 2+ people (you can play with any number of friends)
- Each person needs a piece of paper
- 1 pencil or pen
- To be played sitting at a table

HOW TO PLAY THE GAME

RULES

- Do not skip any numbers! It must be 1-100.
- 1-50 use dominate hand
- 50-100 use your non-dominate hand
- You only get ONE roll each turn to try to land doubles
- The dice continues to go around in the circle / 1 pencil is allowed
- One person starts the game by rolling the dice. The person to the left grabs the dice and rolls right after. Then the next person to the left rolls the dice. The dice keeps going around in the circle. Each player gets ONE turn to roll the dice. The objective is to try to roll a double, meaning the numbers must match (2,2 - 5,5, - 8,8 etc.). If you roll a double, start writing from 1 with a pen/pencil by using your dominant hand. If someone rolls a double while you are writing, they have to shout "DOUBLES!" and you will hand them the pencil for them to start writing 1-100. The only way you can pick up from the number you stopped at is by rolling doubles again. Once you reach the number 50, you switch to your non-dominant hand. The first person to reach the number 100 on their piece of paper wins!