

Glossary of Card Terms:

Bid: A spoken declaration to win a specified number of tricks or points; also, to make such a declaration.

Contract: An agreement to win a certain number of tricks or points in a game or round.

Cut: The Player to the left of the dealer lifts half of the cards off the top of the face down deck and put them beside the bottom half.

Cutthroat: Each player playing on his or her own.

Deal: The act of portioning out the cards to the players; also, the period of play in the game between one deal and the next.

Declaration: A statement to fulfill a contract.

Deuce: A card of the rank of two; also called a two-spot.

Draw trumps: To lead high trumps in order to deplete opponent's hand of trumps.

Draw: To take a new card or cards.

Face card: A king, queen, or jack.

Face value: The numerical value of a card.

Flush: A set of cards entire same suit.

Follow suit: To play a card of the suit led.

Foundation: In solitaire, a starting card on which other specific cards are played.

Game: A total number of points to achieve; also, what constitutes winning or ending a game.

Going out: Playing, melding (see Meld below), or discarding your final card.

Hand: The cards dealt to a player; also, the period of play in the game between one deal and the next.

Kitty: A common chip pool; also (in a few games) cards available for exchange.

Lay off: To play one or more cards according to allowable plays.

Lead: To play the first card to a trick.

Maker: A player who takes on a specific obligation, such as to take a certain number of points or tricks, often along with the right to choose the trump suit.

Marriage: A meld consisting of the king and queen.

Match: To equate by being of the same rank (or by another criterion).

Meld: A combination of cards with scoring value, generally three or more cards in sequence in one suit or all of the same rank; also, to show or play such a combination.

No-trump: The condition when no suit is trumps in a trick-taking game.

Pass: A spoken declaration not to make a bid; in Hearts, three hidden cards exchanged among the players.

Plain card: Any 10, 9, 8, 7, 6, 5, 4, 3, 2, or ace.

Pot: A pile of chips or counters to be collected by the winner.

Reserve: In solitaire, a group of cards available to be played.

Sequence: Two or more cards in consecutive order.

Shuffle: Mixing of the cards so well that their order is unpredictable.

Singleton: A holding of only one card in a suit.

Stock: The undealt cards available for future use.

Table: The playing area; also, to lay down a meld on the playing area.

Tableau: In solitaire, the layout of cards on the playing surface, not including the foundations.

Talon: A portion of the pack reserved for later use during the deal.

Trey: A card of the rank of three, also called a three-spot.

Trick: A round of cards played, one from each player's hand.

Trump: A suit designated to be higher ranking than any other suit; any card in that suit. Also, to play a trump card on a trick.

Upcard: The first card turned up after a deal, often to begin play or initiate a discard pile.

Void: A lack of a suit in a player's hand.

Wild card: A card or cards, established before the game begins, that can be designated by the holder to stand for any other card.

Menagerie

Instructions:

To start:

1. Each player chooses an animal name which is long and difficult to say (*Amazonian Umbrellabird* is acceptable, *Cow*, not so much - although this will obviously be dependent on the age of your children!) They then write these names on slips of paper, which are folded up and shaken about in a hat or box. Each player then takes out a slip of paper and whichever animal they have selected is theirs for the rest of the game.
2. Everyone must then make sure to learn the names of all the animals, not merely their own.
3. Next, all the cards are dealt clockwise and kept face down. It doesn't matter if the number of cards given to each player is unequal. No player can look at their cards, but simply keep them in a face down pile.
4. Now, the player to the left of the dealer turns his top card over to start a face up pile. Every other player does the same in turn, continuing around the circle. When a player notices that another player's face up card is of the same rank (ie the same number or picture) as his, he has to shout out the name of the other player's animal three times. The first player to shout correctly wins the other player's face up pile, which he adds to the bottom of his face down pile.
5. If a player calls out the wrong name, he gives all his face up cards to the player whose name he did shout.
6. The WINNER is the player who manages to collect all the cards.

Intro to Marbles

Marble Vocabulary:

“Taw” - The Shooter Marble (almost always a little bit bigger than the rest of the marbles)

“Mibs” or “Kimmies” - The remainder of the smaller marbles.

“Lagging” - Determines who goes first in any marble game. (see below)

“Knuckling Down” - A proper hand position for shooting your “Taw”.

“Sticks” - When your marble stays put after being shot.

“Pitching Line” - Location where you shoot your “Taw” when “Lagging”.

“How to Shoot”: Releasing your “Taw” accurately is the key to most marble games. Hold the “Taw” between the forefinger and middle finger. Put your hand on the ground with knuckle from your forefinger touching, (“Knuckling Down”). Flick your “Taw” out with you thumb, try to give it some backspin so when it hits the target marble it stays put (“Sticks”) putting you in a good position to shoot from again. If you shoot too hard or shoot without backspin it may cause your “Taw” to bounce across the room leaving you out of the circle or in very poor shooting position. Since “Marbles” is a finesse and accuracy game, if your marbles are bouncing off target marbles ending up out of the circle, across the room or in poor shooting position you might be using too much speed. Choose smooth surfaces to play such as asphalt, wood, linoleum, or flat carpeting.

“Lagging” - Draw two lines about a foot apart and then back away from them for about ten paces. Draw another line at that point. This is your “Pitching Line” From the “Pitching Line” (do not cross it) use an underhanded throw or toss to place your marble as close to the nearest line as possible, it can cross the nearest line but cannot cross the back line. Whoever’s marble is closest to the nearest line goes first (even if it crosses the closest line) If it does cross the back line it is an automatic loss. However, if you land on the line you’re the automatic winner.

Now You Are Ready to Play “Marble Games”

Marble Games to further investigate: Tic Tac Toe, Ringer, Potsies, Chasies, Bridgeboard, Football, Rockies, Sticker, Potty, Newark Killer & Dropsies



Poison Ring

You'll need a smooth surface, this game requires deadly accuracy!

Draw a Ring 7 or 8 feet in diameter; clump a group of marbles in the center everybody contributes equally, not more than 3 or 4 marbles per player.

"Lag" to see order of who goes first, second, etc.

Whoever starts first can set up anywhere on the ring. The idea is to shoot, knock out a bunch of marbles and end up with your shooter ("Taw") OUTSIDE the ring.

No matter what happens, you can't keep your turn, in other words... ONE SHOT PER TURN.

If you do not knock out any marbles pick up your "Taw" (no matter where it ends up) and wait for your next turn.

If you do knock out marbles collect them, then pick up your "Taw" and when it comes around to your turn again you can set up anywhere on the ring.

Once the ring is completely cleared of marbles the one with the most collected marbles is the WINNER!

Puggy

When marbles was played in the dirt puggy was a "hole game" You dug your heel into the ground and that made the target. Marbles in the dirt is pretty frustrating so these days puggy is played on a smooth surface with a shoe as the target.

1. Someone removes their shoe.
2. Drop the shoe into the middle of your playing area.
3. Everyone who is playing takes out 3 or 4 marbles from his bag and scatters them within a foot or so of the shoe. (these are your target marbles) The idea is to knock one of the marbles so it touches the shoe with your shooter or "Taw".
4. Draw a circle around the shoe say four or five feet away from it and set up behind it. Someone starts out. If they are able to knock one of the target marbles so it bangs off the shoe, they get to keep it (the target marble not the shoe) and keep shooting. Otherwise next turn. Note: every shot has to be taken from behind the ring.
5. When the last target marble has been claimed, everybody counts their marbles. WINNER has the most marbles.



Black Snake

An Obstacle course, except the object of the game is to hit the obstacles. It can be played in the dirt or grass, although if the ground/surface is too rough to permit accurate shooting, you can stand up and bowl instead. If you do that though, spread your course out a bit more.

1. Arrange 7 obstacles in an irregular line. Shoes, rocks, bricks, books, anything about that size... The obstacles or bases should be at least 3 or 4 paces apart.
2. If you're the one starting out, begin at a point beside the first obstacle and take aim at the next one. If you're able to hit it, don't move your marble. Shoot it toward the next base and keep going until you miss and lose your turn.
3. If you miss your next base, you have to wait your turn and take another shot. You can't skip bases or take them out of order.
4. Once you have made it through the course you are now a "black snake" This is where it gets a little more competitive. Without moving your marble from wherever it ended up, take aim at anyone else's marble still on the course. If you can hit it (or come within a hand's span if you're playing on the rough) then they are eliminated. Unfortunately, if you miss them and hit a base YOU are eliminated... so be careful!
5. The game is over when everyone has either been eliminated or achieved "Black Snakedom"

Boxies

1. Locate a shoe box and set it on its side with the opening towards you.
2. Step back approximately five giant paces. More if you think you are good enough.
3. Everybody bowls toward the shoe box taking turns. The idea is to land your marble IN the box. If your marble hits the back of the box and bounces out again that is not a winner it must end up IN the box. First one to do that is the big winner.

*Note: If you are playing for keeps the winner gets to claim one marble from each player.



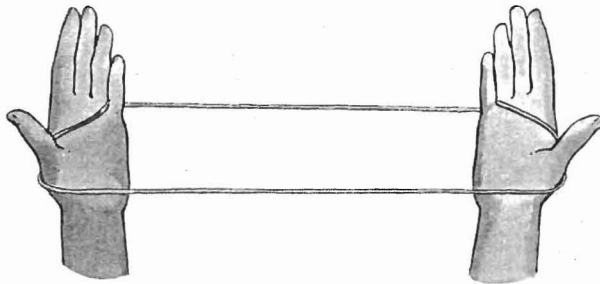
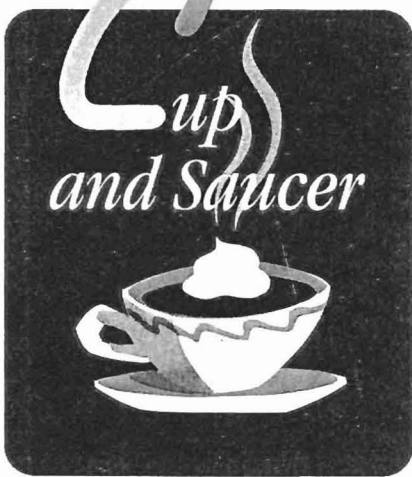
String Games

People have been playing string games all over the world for ages. Turning an ordinary piece of string into a picture, game, story or legend has been dated back to Navajo history. Many of us have played string games such as "Cats Cradle" but perhaps have yet to learn other string games. The benefits of playing string games during after school time provide students with a fine motor activity that is quiet, thought provoking and inexpensive. Please encourage these string games as a fun addition to your afterschool program.

Cup & Saucer . . . How to Begin:

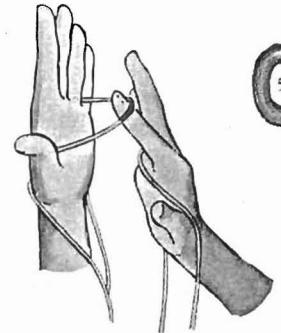
1. Start by looping the string across both of your palms and behind your pinkies and thumbs.
2. Now Reach across with your pointer finger of your right hand and pick up the string that runs across the left palm.
3. Pull your hands apart.
4. Do the same thing with the first finger of your left hand reach across and pick up the string that runs across the right palm then pull your hands apart again.
5. Now reach over with both thumbs and hook them under the string on the far side of each finger. Pull thumbs back to where they started. You will have two loops on each thumb.
6. Using your mouth or your other hand pull the bottom loops off your thumbs and pass over the top ones to come off.
7. Now drop the loops from both pinkies, and pull your hands apart.
8. Tilt your thumbs up so the Cup and Saucer are right side up.



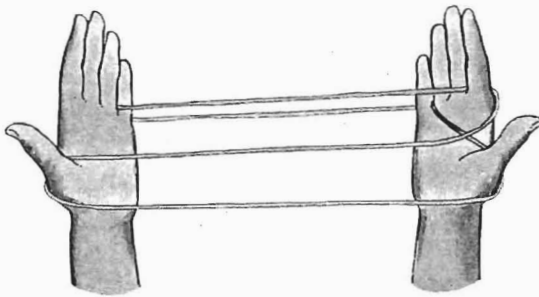


1 Start by looping the string across both of your palms and behind your pinkies and thumbs.

2 Now reach across with the first finger of your right hand and pick up the string that runs across the left palm.

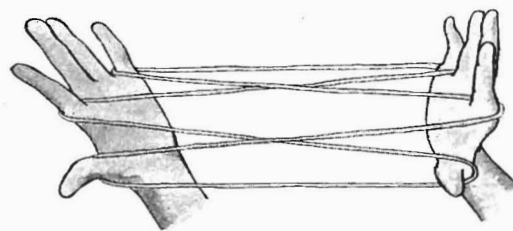


Red means "This is the next piece of string you'll pick up."



3 Pull your hands apart.

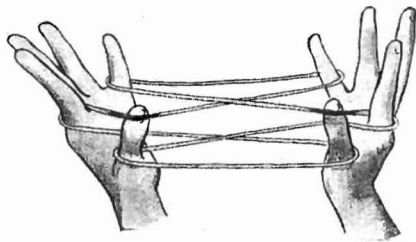
Red means "This is the next piece of string you'll pick up."



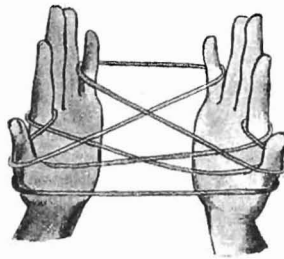
4 Do the same thing with the first finger of your left hand: Reach across and pick up the string that runs across the right palm, then pull your hands apart again.

6

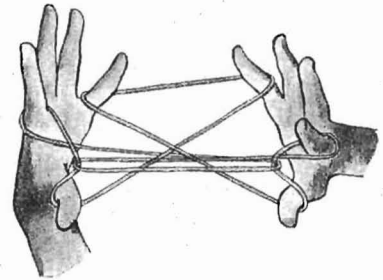




5 Now reach over with both thumbs and hook them under the string on the far side of each first finger. Look at the picture: it helps.

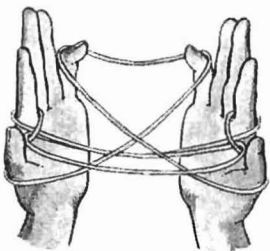


6 Pull your thumbs back to where they started from. You'll have two loops on each thumb.

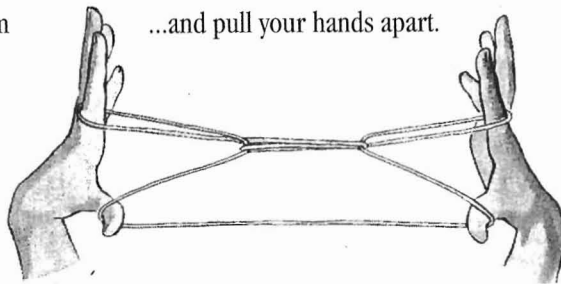


7 Using your mouth or your other hand if you can, pull the bottom loops off your thumbs. These loops will have to pass over the top ones to come off.

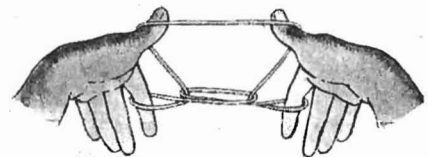
7



8 Now drop the loops from both pinkies...



...and pull your hands apart.



9 Tilt your thumbs up so the **Cup and Saucer** are right-side up.

8



Eiffel Tower:

1. Start with Cup and Saucer.
2. Catch the string that makes the top of the Cup in your teeth . . .
3. Then drop the loops from your thumbs and pull your hands down **GENTLY!** Pull strings too tight and it wont work!



1 Start with a **Cup and Saucer**. Catch the string that makes up the top of the cup in your teeth...

2 ...then drop the loops from your thumbs, and pull your hands down *gently*. Don't pull the strings too tight, or it won't work.

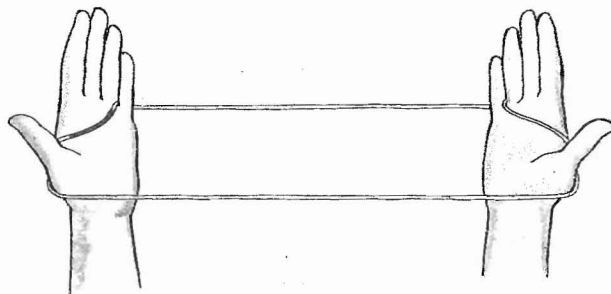
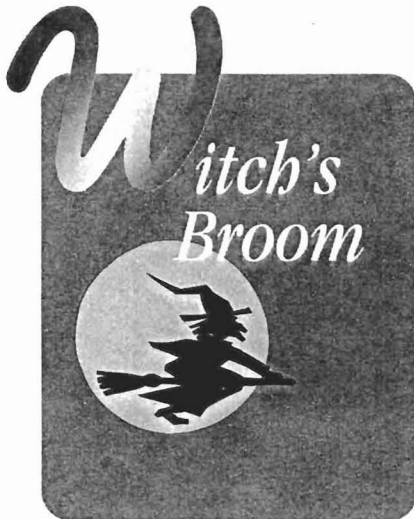


Voilà



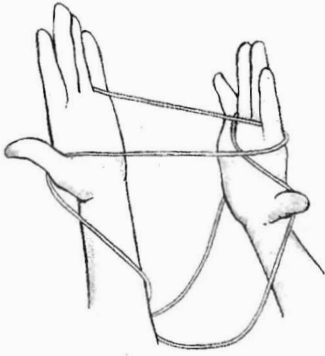
Witches Broom:

1. Start with the string running across both palms, but behind pinkies and thumbs (like Cats Cradle)
2. Reach across with the pointer finger of your R hand and hook it under the string that runs across your L palm. Pull your hands only part of the way apart!
3. Twist the new loop twice with pointer finger of R hand.
4. Then pull your hands apart.
5. Next reach across with your L pointer finger and catch the string that runs across your R palm. Reach **through** the loop (that is key to the trick!) that you just twisted to pick up the string.
6. Pull your hands apart again.
7. Drop the loops from the thumb and pinkie of your R hand and pull apart your hands so the strings are tight . . . There you have it. Witches Broom!

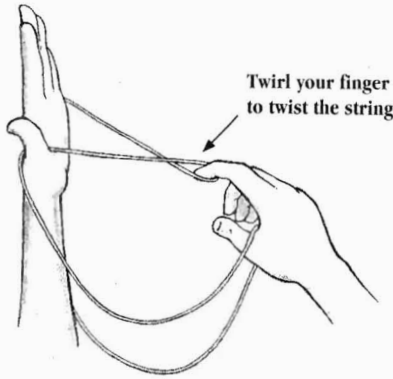


- 1 Start with the string running across both palms, but behind your pinkies and thumbs.

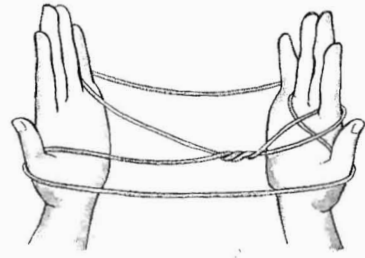
Red means This is the next piece of string you'll pick up.



2 Reach across with the first finger of your right hand and hook it under the string that runs across your left palm. Don't pull your hands all the way apart yet.

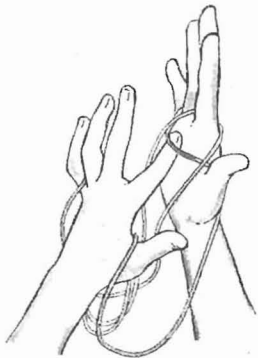


3 Twist this new loop twice by twirling your first finger around twice...

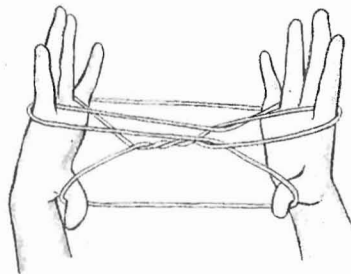


4 ...then pull your hands apart.

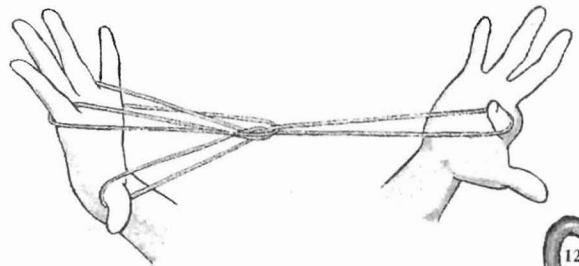
11



5 The next step is to reach across with your left first finger and catch the string that runs across your right palm. The trick is to reach through the loop you've just twisted to pick up the string.



6 Pull your hands apart again.



7 Drop the loops from the thumb and pinkie of your right hand and pull your hands apart so the strings are tight. There's the Witch's Broom.

Red means "This is the next piece of string you'll pick up."



12

