

Spoons

Materials Needed:

- Deck of cards
- Spoons

Instructions:

Objective is to collect four cards that match like four sevens or four jacks and/or not be the person without a spoon. Have one spoon fewer than players. If you have four players you should have three spoons. The spoons are placed in the center of the table within grabbing reach of all players. Deal out four cards to each player and dealer keeps the deck. The dealer will start by picking up one card from the deck, looking at it deciding if he wants it and then discards one card from his hand. The card he discards is slid facedown to the next player on his left. They will do the same and pass to the next player their discarded card. This is continued until one player has four of a kind; at that time they will take a spoon from the pile. He can keep passing cards until they notice that a spoon has disappeared. There will be a mad rush to get a spoon once they discover that a spoon is missing. The player without a spoon has lost that round. To keep score that player is given the letter S for the word S-P-O-O-N. All players that loose will be given letters to spell out spoon. The player that has survived at the end is the winner.

Variation:

Dare Spoons: instead of receiving a letter if a player doesn't get a spoon the player must complete a dare that is predetermined by the group before the round starts. Monitor the dares to ensure that they are appropriate (example of a dare: sing happy birthday to someone in the group).