



Wyckoff PTO Coordinating Council Presents

Crazy Eights

Family Card Night

Snow Date - Friday, March 5, 2010

7:00pm-9:00pm (doors open at 6:30)

Location Changed to Lincoln School

Cost: \$5.00 per person - Maximum \$20.00 per family

Please join us for a fun evening of cards with family, friends, raffles and prizes. No experience necessary. *Game rules below.* Join in the fun!

All proceeds from the event will benefit the Wyckoff Public Library.

Complete the form below and return it to your school in an envelope marked "Family Card Night" with a check payable to "Wyckoff Coordinating Council".

For more information, contact Randi Seffinger at MRSeff@verizon.net

Name _____ Phone _____

Players at Table: 1. _____ 2. _____

3. _____ 4. _____

5. _____ non-player/helper (optional)

Number of Tickets requested _____ Amount Enclosed \$ _____

I cannot come, but here is my donation of \$ _____

Please make checks payable to The Wyckoff Coordinating Council.

I would like to provide a dessert refreshment of _____

WALK INS WELCOME!!!!

OVERVIEW: "Crazy Eights" is a simple card game. The object is to be the first person to get rid of all your cards. On your turn, you try to throw out a card by matching either suit or the number of the last card in the discard pile. Eights are wild!

We will play in simplified "Military Bridge" style. You may come to Family Card Night as a table of four players or we can arrange a table for you. (You may bring others along to help younger children.) We will be playing five hands of "Crazy Eights". Two players will remain at the home table for the entire evening. One of them will be the dealer for the night. The players at the home table will play visiting players to defend their team treasure. The other two players will be the "scouts". They will travel to other tables to play the five hands of "Crazy Eights". If either of them wins a hand, they bring back one of their opponents tokens.

Crazy Eight Rules

The start of each new game will be announced. The scoring sheet shows the table number to which your scouts should go.

OBJECT: to get rid of all your cards

START: Two people on the same team sit opposite each other. Captain of the table always deals. The captain deals everyone eight cards face down. Place the rest of the deck face down in the center. Turn over the top card from this pile and place it face up alongside the pile. If this card is an eight, bury it in the pile and turn over the next card.

ALL PLAYERS: Arrange your cards by suit and number order.

PLAY: Dealer goes first. Play a card that is either the same suit or number as the starter card. If you can't follow the suit or number, you may play any eight. The Eight card is wild and you can use it to change the play to a new suit. If you can't follow the play, or if you choose to save your eight for later in the game, draw the top card from the pile and add it to your hand. You may play this card if you can follow the play. If you cannot follow the play, the play continues to the person on the dealer's left.

WINNER: The first player to get rid of all their cards wins. If a visiting player wins, he or she takes a colored token back to their home table. When a hand is won by one of the players of the home team, the visitors return empty-handed. On the last hand, the white token is at stake.

SCORING:

1. One point for each colored token.
2. Three points for each white token.

Table with the highest total score wins. In the event of a tie, a playoff will occur.