



**Objective:** To collect the most complete sets of 4 numerically matching cards.

**Set Up:** Shuffle the cards and deal 7 cards to each player. The first player asks another player if he has any \_\_\_'s. If that player has none, he says, "Go Fish."

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** John Jaques Jr in 1851 - had cards matching occupations (Butcher, Baker, Candlestick Maker) and was called Happy Families - people started playing it with a deck of regular playing cards



**Objective:** Score the most points by building lines that share a common attribute either color or shape.

**Set Up:** Each player draws 6 tiles and stands them up so the other players can't see them. The first player lays down at least 3 tiles that are the same color but different shapes, or the same shape and different colors.

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** Susan McKinley Ross in 2006





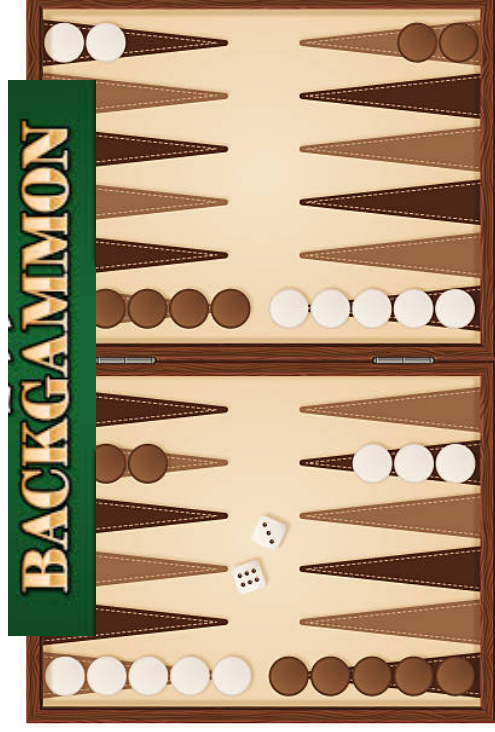
**Objective:** Move all your colored pawns safely into your “home” space.

**Set Up:** Each player places his 4 colored pieces in his start space. Then the first player draws a card and moves the number of spaces indicated.

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** William Henry Storey in 1930



**Objective:** To move all of your checkers past those of your opponent's and remove them from the board first.

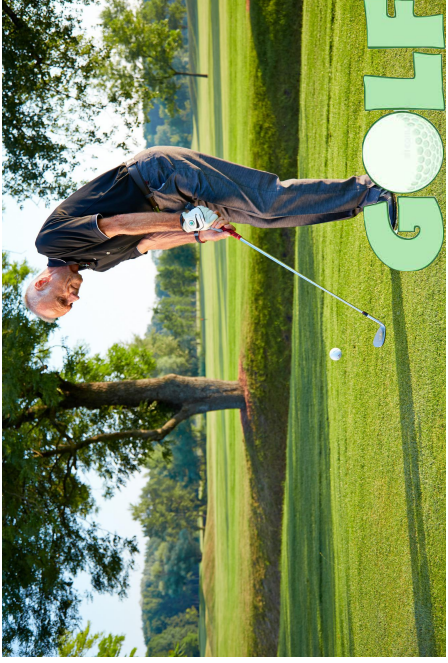
**Set Up:** Set up the table according to instruction. Roll the dice and move your pieces according to the roll. Any double that is rolled counts as a double double.

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** started by Egyptians, Sumerians, and Persians - Edmond Hoyle wrote the book of rules in 1745.





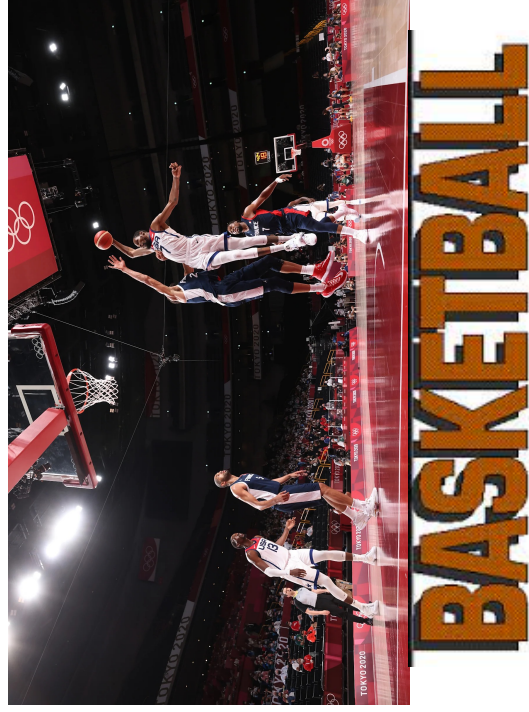
**Objective:** Use the fewest number of strokes to get ball into hole - least points wins.

**Set Up:** Start at the first tee and using various clubs hit your ball into the corresponding hole.

**Rules:**

1. ...
2. ...
3. ...
4. ...

**Creator:** Scots in 1457 - “Articles & Laws in Playing at Golf” (known today as the “13 Articles”) were written by “The Gentlemen Golfers of Leith” for a single day of competition on the Leith links. There are the basic rules for golf that has been played since then



**Objective:** To score the most points by putting the ball inside the hoop (basket) and to prevent the opposing team from doing the same.

**Set Up:** Needs a court, at least 5 players per team, a basketball - one person from each team will come to the center to jump for the ball.

**Rules:**

1. ...
2. ...
3. ...
4. ...

**Creator:** James Naismith - 1891

# CHECKERS



**Objective:** Clear all your opponent's pieces off the board.

**Set Up:** Set up the checker board and the first player moves one of his pieces in a diagonal direction on the dark squares.

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** dates back to 2000 BC found in Ur (modern day Iraq) - rules were set down by William Payne, an English mathematician in 1756



**Objective:** Capture your opponent's king.

**Set Up:** Set up the chess board according to directions, the white play then starts by moving one of his pieces as that piece is designed to move.

**Rules:**

1. . . .
2. . . .
3. . . .
4. . . .

**Creator:** unknown - developed in Asia (China, India, Persia) around 600 AD. The rules we developed around 1475 to what we know today