

CAMP LA JUNTA

# Daily DO #6

## SPOONS

### THE PACK

A standard deck of 52 cards is used plus a number of spoons using one fewer spoon than the number of players playing in the game.

### OBJECT OF THE GAME

Players take turns to collect a four-of-a-kind. Once someone does, everyone tries to grab a spoon. Without a spoon, you get a letter. If a player spells “S-P-O-O-N”, they’re out! The last player standing wins!

### THE DEAL

Arrange the spoons in a small circle in the center of the table and deal four cards to each player.

### THE PLAY

Each player tries to make four of a kind. The dealer takes a card off the top of the deck to have five cards in their hand, removes one and passes it face down to the left. Each player discards to the person on their left.

The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table/circle until someone gets four of a kind and takes a spoon from the center. Once the player with four of a kind takes a spoon, anyone can take a spoon. The player left without a spoon gets a letter. If at any time the draw cards run out, pause to reshuffle the trash pile and keep going.

### HOW TO KEEP SCORE

The winner is the last player remaining. Players move close to elimination each time they don’t get a spoon and take the next letter in the word S-P-O-O-N. Spell spoon and you’re out.