



Wyckoff PTO Coordinating Council Presents

## Crazy Eights

### Family Card Night

Friday, February 29, 2008

7:00pm-9:00pm

Eisenhower School Cafetorium

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

Each year the Wyckoff PTO Coordinating Council sponsors a fundraiser to help a community organization. All proceeds from this event will be donated to the Wyckoff Fire Department.

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

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 Suzanne Anderson: [suzand4@yahoo.com](mailto:suzand4@yahoo.com)*

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 for the Wyckoff Fire Department: \$ \_\_\_\_\_

I would like to provide a dessert refreshment of \_\_\_\_\_

RSVP by February 8<sup>th</sup> .

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 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 red token is at stake.

SCORING:     1. One point for each black token.  
               2. Three points for the red token.

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