



Game Rules

Air Hockey

- The game will consist of a Celebrity and a Player with a 20-minute time limit.
- A face-off or coin toss decides which player gets the first possession of the puck.
- The first person to score 7 points by shooting the puck into the opponent's goal wins the game. When the puck breaks the horizontal plane inside the goal, a point is counted, whether or not captured by the electronic scoring device.
- Once the puck is on a player's side of the center line, he/she has 7 seconds to hit the puck back across the center line. Otherwise a foul is committed and the opponent receives possession of the puck.
- If the game is not completed after 20 minutes, the Player with the highest score will win a medallion and become eligible for the grand prize. If the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award.
- **How to play:**
 - During play, players can stand anywhere around the table as long as they don't pass the centre line. The player can only hit the puck if it's on their side of the centre line, and when the puck passes over the centre line, the player has seven seconds to return it – a sneaky rule to prevent faffing about and lining up trick shots. If the puck is touching the centre line, any player can hit it.
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 - Interaction with the puck is the main mechanic, and therefore there are some very specific rules about how you can and can't hit it: most notably, you can't bring your mallet down on the puck to stop it or drag it. This is called "topping", and constitutes an immediate foul. The only exception is if the puck goes flying off the playing field – you can use the mScoring
 - For a player to score a point, the puck must land in the opposing player's goal, and stay there – if it bounces in and out, it doesn't count! It doesn't matter whose mallet the puck touched last, so own goals are entirely possible. Within each game, possession of the puck for the next serve passes to the player who was scored upon. Mallet to bat it back towards the table!



Game Rules

Billiards (Eight Ball)

- The game will consist of a Celebrity and a Player with a 20-minute time limit.
- A lag will determine who goes first.
- If there is no winner after 20 minutes, the person that has pocketed the most balls wins a medallion and becomes eligible for the grand prize. If the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award.
- In case of a tie, the winner will be determined by a coin flip.
- **HOW TO PLAY:**
 - Eight Ball is a call shot game played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 thru 15 (stripes). **THE PLAYER POCKETING HIS GROUP FIRST AND THEN LEGALLY POCKETING THE 8-BALL WINS THE GAME.**
 - See rules attached for greater detail.



Game Rules

Blackjack

- The game will consist of a Dealer, Celebrity, and 3 Players with a 20-minute time limit.
- Player(s) will redeem game chip for 20 blackjack chips.
- Player(s) has a one-time opportunity to purchase 20 additional chips (\$20 donation – cash or check) at the beginning of the game.
- Celebrity has one-time option to obtain 20 additional chips at the beginning of the game at no cost (only if one or more competing players have purchased additional chips).
- At the end of the 20-minute segment, the player with the most chips will win a medallion and become eligible for the grand prize. In the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award.
- All playing chips will be turned over to the dealer when the game has concluded.
- **How to play:**
 - Each participant attempts to beat the dealer by getting a count as close to 21 as possible, without going over 21.
 - **CARD VALUES/SCORING** - It is up to each individual player if an ace is worth 1 or 11. Face cards are 10 and any other card is its pip value.
 - **BETTING** - Before the deal begins, each player places a bet, in chips, in front of them in the designated area.
 - **THE SHUFFLE AND CUT** - The dealer thoroughly shuffles portions of the pack until all the cards have been mixed and combined. The dealer designates one of the players to cut, and the plastic insert card is placed so that the last 60 to 75 cards or so will not be used.
 - **THE DEAL** - When all the players have placed their bets, the dealer gives one card face up to each player in rotation clockwise, and then one card face up to themselves. Another round of cards is then dealt face up to each player, but the dealer takes the second card face down. Thus, each player except the dealer receives two cards face up, and the dealer receives one card face up and one card face down.
 - **THE PLAY** - The player to the left goes first and must decide whether to "stand" (not ask for another card) or "hit" (ask for another card in an attempt to get closer to a count of 21, or even hit 21 exactly). Thus, a player may stand on the two cards originally dealt to them, or they may ask the dealer for additional cards, one at a time, until deciding to stand on the total (if it is 21 or under), or goes "bust" (if it is over 21). In the latter case, the player loses and the dealer collects the bet wagered. The dealer then turns to the next player to their left and serves them in the same manner.
 - **THE DEALER'S PLAY** - When the dealer has served every player, the dealers face-down card is turned up. If the total is 17 or more, it must stand. If the total is 16 or under, they must take a card. The dealer must continue to take cards until the total is 17 or more, at which point the dealer must stand. If the dealer has an ace, and counting it as 11 would bring the total to 17 or more (but not over 21), the dealer must count the ace as 1 and stand. The dealer's decisions, then, are automatic on all plays, whereas the player always has the option of taking one or more cards.



Game Rules

Texas Holdem

• How To Play

- In hold'em, players receive two down cards as their personal hand (holecards), after which there is a round of betting. Three board cards are turned simultaneously (called the flop) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.
- Rounds of Betting - Opening deal - Each player is dealt two cards face down, which are known as hole cards or pocket cards. Pocket Cards:
- Card-back Card-back - First round of betting - Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.
- The flop - The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the flop, while all of the community cards are collectively called the board.
- Second round of betting - Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
- The turn - The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the turn card, or fourth street.
- Third round of betting - It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
- The river - The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the river card, or fifth street.
- Final round of betting - It follows the same format as the second and third rounds.
- The showdown - Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)
- **These rules deal only with irregularities.**
- If the first or second hole card dealt is exposed, a misdeal results. The dealer retrieves the card, reshuffles, and recuts the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card can not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one hole card is exposed, this is a misdeal and there must be a redeal.
- If the flop contains too many cards, it must be redealt. (This applies even if it is possible to know which card is the extra one.)
- If the flop needs to be redealt because the cards were prematurely flopped before the betting was complete, or the flop contained too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
- If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck



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- and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
- If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card is returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
 - If you are playing the board, you must so declare before you throw your cards away; otherwise you relinquish all claim to the pot.



Game Rules

Darts

- The game will consist of a Celebrity and 3 Players with a 20-minute time limit.
- Player(s) to redeem game chip for one game of High Score.
- The winner will be determined by the Player with the highest score after 5 rounds.
- If the game is not completed after 20 minutes, the person with the highest score wins a medallion and becomes eligible for the grand prize. If the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award.
- **Type of Darts: cricket**
 - The point of the game is to “close” all of the numbers (15-20, you can ignore the rest of the board in this game) plus the bull’s-eye. That means you need to hit each number three times, or alternatively, hit a double and a single, or hit a triple.
 - To choose who goes first, both players throw a dart at the bull’s-eye; whoever is closest begins the game. If there is a tie, throw again. If you have closed a number before your opponent has closed the same number, and you hit that number again, then you receive that number of points. For example, say you have closed the 20. Your opponent, however, only has two marks on it and still needs one to close. If you hit a single 20 again, you get 20 points. The person to finish with all of the numbers closed and with the most points at finish wins. The green bull is 25 points and the red bull is 50.
 - 301, 501, 801: The 01 series are popular dart games (501 in particular) and are all essentially the same, except that you begin with a different number of points depending on the number of people you are playing with. You begin with 301 points (or 501/801/etc.) and the objective of the game is to get to zero points the quickest.
 - You must hit a double to begin scoring (or rather, to begin subtracting points) and a double to win. Your goal is to hit the largest number per turn (19s and 20s) in order to win quickly. But here’s the thing: if you are shooting for an out, and you throw your exact score, you have to start over. Also, when shooting for an out, if you shoot a number higher than your current score, you go bust. Because of those two rules, the end can be tricky in a game of 301, 501, or 801 darts.
 - The variations: Depending on who you are playing with and the game, variations can include not having to “double in” or “double out.” Doubling out is almost always a requirement, but doubling in is optional. Generally, 801 is a team game played with four players or more but has the same basic organization.



Game Rules

Table Tennis

- The game will consist of a Celebrity and a Player. A coin flip will determine who goes first.
- The first person to 21 points wins (must win by 2 points). If this is the Player, they receive a medallion and become eligible for the grand prize. If the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award.
- If the game is not completed after 20 minutes, the person with the highest score wins.
- How to play
 - The aim of the game is simple; hit the ball over the net onto your opponent's side. A point is won by you if your opponent is unable to return the ball to your side of the table (e.g. they miss the ball, they hit the ball but it misses your side of the table, or the ball hits the net), or if they hit the ball before it bounces on their side of the table.
 - The winner of a game is the first to 11 points. There must be a gap of at least two points between opponents at the end of the game though, so if the score is 10-10, the game goes in to extra play until one of the players has gained a lead of 2 points. The point goes to the player who successfully ends a rally, regardless of who has served.
 - A player takes two serves before the ball switches to the opponent to serve, except during periods of extra play where it changes each time. The first person to serve at the start of the game can be determined in many different ways, we'll leave that up to you to decide! Service can be diagonal or in a straight line in singles



Game Rules

Shuffleboard

- The game will consist of a Celebrity and Player. A coin flip will determine who goes first.
- The first person to reach 21 wins the match. If this is the Player, they receive a medallion and become eligible for the grand prize. If the winner is the Celebrity, they become eligible to win the Sam Littleton Memorial Award
- If the game is not completed after 20 minutes, the person with the highest score wins.
- **How to play:**
 - A coin toss determines who shoots first and who gets the hammer. The winner normally takes the hammer and loser picks the color of puck she will shoot.
 - Player A begins by shooting one of his colored pucks. Player B shoots the other color. Players then rotate shots until all eight pucks have been shot. If a puck doesn't cross the foul line closest to the player shooting, it must be removed and the shot forfeited.
 - After all eight pucks have been shot, the players determine who scored by counting only the pucks closest to the end of the table and are the same color. If a player has more than one puck closer to the end of the table then his opponent may also count those pucks.
 - Remember, only one color can score per frame. A puck must be completely inside the score zone to receive the points in that zone.
 - The team or player that scores in that frame must shoot first in the next frame. This process is repeated until one team or player reaches 15 points.



Game Rules

Corn Hole (Doubles)

- Partners shall stand at opposite corn hole boards on the same side
- Each team will have 4 bags of one color with all 8 corn hole bags begin at one end
- The first team will then begin by throwing a corn hole bag at the opposite platform
- Teams take alternate throws until all 8 corn hole bags have been thrown. Teams then count the points scored during the round.
- After scoring, the second team will begin throwing on the opposite end with players taking their turns in the same manner
- The team scoring the most points in the previous round will throw first to start the turn
- Play continues until either team reaches the 21 points

Corn Hole Scoring

3 points

- a bag that goes through the hole completely

1 point

- a bag remains on the playing surface
- a bag that is hanging into the hole, but does not fall completely through
- a bag that is hanging off the edge of the platform, but does not touch the ground

0 points

- a bag that hits the ground before coming to rest on the platform
 - a bag that is on the playing surface, but is also touching the ground or another bag that lies on the ground
 - a bag that is hanging off the front edge and is resting on a corn hole bag that is on the ground
- A bag that bounces on to the board should be removed before the next player tosses
 - Scoring is done by cancellation. The difference of both teams' scores is the score given to the highest scoring team. If both teams score the same amount, no team will receive any points.
 - If the game is not completed after 20 minutes, the player on the team with the highest score will win a medallion and become eligible for the grand prize drawing. The celebrity on the winning team becomes eligible to win the Sam Littleton Memorial Award—do not give them a medallion.