

Gaming: Sample Plan

American Mah Jongg

Patrons come to play Mah Jongg

Projected Outcomes:

- Reduce social isolation
- Strengthen community
- Foster opportunities for play of a 4-player game
- Provide cognitive stimulation & opportunity to improve game skill

* Note: Our staff learned to play in order to offer bi-annual 4-week teaching sessions for this challenging game. Many patrons who expressed interest to play did not yet know how.

Program Prep:

- ☐ Acquire square or round game tables so that players can sit across from opponents and keep hand hidden
- ☐ Acquire sets of American Mah Jongg tiles (one for each table)
- ☐ Acquire tablecloths or mah jongg mats to protect tiles and reduce noise
- ☐ Acquire name tags if you choose to use them
- ☐ Set-up registration, if you choose to require it
- ☐ Note in your calendar listing or flyers a requirement that players will purchase and bring their own official American Mah Jongg card.

Before the Program:

- ☐ Print sign-in sheet if you choose to use one to ensure only registered players attend

Set-Up:

- ☐ Set-up game tables and pre-set tables with tablecloths and game sets
- ☐ Set welcome table with optional name tags, marker, sign-in sheet and pen

During Program:

- ☐ Welcome players and invite them to fill in tables with empty seats (some might save a seat for a friend)
- ☐ Mah Jongg is meant for 4 players, but can be played with 3, so you may need to facilitate moving players to ensure that every table has 3 or 4 players
- ☐ Be on hand to facilitate questions about the rules
- ☐ We do not do any betting or score-keeping.

Post Program:

- ☐ Enter statistics

Gaming: Sample Plan

Euchre Card Game

Patrons come to play Euchre

Projected Outcomes:

- Reduce social isolation
- Strengthen community
- Foster opportunities for play of a 4-player game
- Provide cognitive stimulation & opportunity to improve game skill

Program Prep:

- ☐ Acquire square or round game tables so that players can sit across from opponents and keep hand hidden
- ☐ Decide which version of the game you are going to play and prepare a little “speech” to give at the start of each session to convey “house rules” to new players
- ☐ Acquire decks of cards
- ☐ Optional: make trump indicator dice out of wood cubes from the craft store
- ☐ Design a score sheet for players to track their team score after each round
- ☐ Design a system for rotating in “extra” players (not a derivative of 4) - We use wood pogs from the craft store marked with “*play*” or “*sit out - 5 pts*”. (See details below for how we use these.)

Before the Program:

- ☐ Get food and drink (usually lemonade, water and either cookies or chips)
- ☐ Print score sheet as well as sign-in sheet, if using one

Set-Up:

- ☐ Set-up game tables with one deck of cards and a trump die at each table (note that euchre uses only cards 9-Ace plus the 5s for score keeping)
- ☐ Put out snacks and drinks
- ☐ Set a welcome table with optional name tags, marker, sign-in sheet and pen
- ☐ Have cell phone or stop watch available to time rounds

During Program:

- ☐ Welcome players and invite them to fill in tables with empty seats (some might save a seat for a friend/partner)
- ☐ At program start time, read aloud the [“welcome speech”](#) including:
 - “House rules” for your library
 - Flow of play: 20 minutes rounds, everyone notes their score after each round, losers move to a new table, winners stay put but split up
 - How any “extra” players will be rotated in
- ☐ Set timer for 20 minutes and announce start of play

- ☐ During this first round of play, if you have “extra” players, prepare the pogs. The number of pogs should equal two per full table in play: this will include one “sit out” pog per “extra” player and the remainder of these should say “play”. We use a pencil case for players to draw these pogs from.
- ☐ After 20 minutes are up, announce for everyone to finish the hand they’re on and note their score. (Any extra players who sat out get 5 points for the round.)
- ☐ Remind everyone that the winning pairs stay put, but one person must rotate seats so they aren’t partners for the next round.
- ☐ If you have extra players, invite losing pairs to take a pog to determine who will sit out for the next round. (If a loser has already sat out for a round, make sure they don’t get the “sit out” pog again.)
- ☐ Once players are settled at a new table, reset the timer and do it all again until the program end time.
- ☐ Note that we do not give any prizes. We track scores only for fun and bragging rights.

Post Program:

- ☐ Enter statistics

PDL House Rules & Flow of Play

(Facilitator – you don’t need to know what these terms mean. The players know; just read it.)

- Play is intended to be friendly and casual vs super competitive
- We’ll be playing with “turn up” euchre with the “stick the dealer”¹ rule and the ability to “go alone”, when you choose. We will not use the farmers hand², or any jokers³.
- In order to ensure tables finish around the same time, each match will last 20 minutes.
- Once the match is done, report your points on the score sheet. **Winning pairs will stay at their table, but switch seats so you are no longer partners. Losing pairs will move to a new table and can choose to play as partners or switch it up.**
- Please start the next match with my “go” so that all tables have equal point-earning time.

(Facilitator, if there are “extra” players, read this next part:)

Since we have an odd number of players tonight, here’s how we handle rotating in: When it’s time for everyone to move, losing players will each take a pog from this case to determine if they will play the next match or sit out and be “cheer squad” for the next round. Cheer squad comes with 5 “spirit points” to help reduce the scoring disadvantage. If you’ve already sat out a round, you are exempt from sitting out again.

1 – Stick the dealer is a euchre variation where the dealer must choose the trump suit after the second round (if every player passes during the naming of the trump, in both the first and second round.)

2 - When a player has a hand consisting of 9s and 10s, they can call “farmer’s hand” and exchange three of their cards for the three cards in the kitty. This is also known as “the 9s and 10s rule” “going under” or “under the table”.

3 – Euchre with a Joker is often called “British Euchre”, or “Benny.” In this version, the Benny card is the strongest card in the British Euchre, regardless of the trump suit.

Gaming: Sample Plan

Scrabble

Patrons come to play Scrabble

Projected Outcomes:

- Reduce social isolation
- Strengthen community
- Foster opportunities for play with other logophiles
- Provide cognitive stimulation & opportunity to improve game skill

* Note that we host drop-in Scrabble play in the same room as mah jongg play to make optimal use of the room because turnout for Scrabble is lower and mah jongg is popular.

Program Prep:

- ☐ Acquire square or round game tables so that players can sit across from opponents and keep hand hidden
- ☐ Acquire Scrabble games
- ☐ Acquire a Scrabble (or other) dictionary
- ☐ Design a score sheet (optional)

Before the Program:

- ☐ Purchase boxes of tea bags (winter) and iced tea (summer)

Set-Up:

- ☐ Set-up game tables and pre-set tables with games, score sheets and pencils
- ☐ Put out tea station (hot water pot, cups, stirrers, tea)
- ☐ Set welcome table with optional nametags & marker

During Program:

- ☐ Welcome players and invite them to fill in tables with empty seats (some might save a seat for a friend)
- ☐ Facilitate moving players to ensure a nice balance of players at each board
- ☐ Players play as many rounds as they care to in allotted time.
- ☐ Note that we do not give any prizes. We keep score only for fun and bragging rights.

Post Program:

- ☐ Enter statistics