



Oceana East

1

ACTIVITIES



Activities Committee

Chair: Sue Chesnut

Members: Jan Grant, Harry Chesnut, Gudrun Warrick

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Aqua Aerobics



Date and Time: Monday 11:00AM – 12:30PM

Location: Community Pool

Team Leader: Mary Gabriel

What to Bring: 2 Empty – 1 Gallon Plastic Jugs with Lids. Sunscreen, hat, sunglasses, towel and water to drink.

What is Aqua Aerobics?

Aqua Aerobics is the performance of aerobic exercise in shallow water such as in a swimming pool. Done mostly vertically and without swimming, typically in waist deep or deeper water, it is a type of resistance training.

The top benefits of aqua aerobics:



1. Water supports the body, putting less stress on your joints and muscles
2. Working out in water helps build strength. Fighting against the push of the water activates your muscles
3. Water pressure helps put less strain on the heart by moving blood around the body
4. The impact of gravity is less in the water, allowing a greater range of motion
5. Working out in water helps prevent overheating, helping you exercise for longer
6. And... it's fun! It is not often you can say that about a workout.



Exercise Guide:

DEEP BREATHING	15X
MARCH IN PLACE	25X
SIDE STRETCHES	20X
NECK AND FACE STRETCHES	20X EACH
PENDULUM SIDE TO SIDE	40X
ROCKING HORSE	50X
HIGH KNEES	50X
WASHING MACHINE	40X
DO THE TWIST	40X
ARM PULLS	15X
ARM PUSHES - TO THE SIDE, PUSH BACK/FRONT	25X EACH WAY
ARM CIRCLES - FRONT AND BACK	25X EACH WAY
ARM BENDS TO THE ELBOWS	25X
ARM BENDS TO THE SHOULDERS	25X
ARMS STRAIGHT OUT IN FRONT - BOTH ARMS	25X
ARMS STRAIGHT UP IN THE AIR (WORK FINGERS)	25X
ARM PUSHES - CROSS OVER TO THE LEFT (WORK FINGERS)	25X
ARM PUSHES - CROSS OVER TO THE RIGH (WORK FINGERS)	25X
CROSS COUNTRY - EVERY 10 TURNS	50X
JUMPING JACKS - OUT OF WATER	50X
PUNCHING BAG OR ARM ROLLS	20X
JUMPING JACKS - UNDER WATER	50X
RIB-IT - FROG	50X
OPPOSITE KNEES TO ELBOW	50X
TUMMY SCRUNCH	50X
FRONT AND BACK KICKS - CAN-CAN (ROTATE EVERY 10)	10X/TOTAL OF 60
SIDE STEP COOL DOWN (TO THE WALL)	6 STEPS DECREASE TO 1
UP-SIDE-DOWN	25X
PENDULUM	25X
SIDE KICK	25X
SIDE KICK KNEE BENT - TAKE A LEAK	25X
CROSS OVER	25X
ANKLE CIRCLES OR FIGURE 8'S	15X
BUMP THE WALL	25X
BUTT TO THE WALL AND LEG LIFTS	10X EACH LEG TWICE
CLIMB THE WALL	3X
RUNNERS STRETCH	2X
BICYCLE	100X
HAPPY CIRCLE	

Billiards/Pool



Date and Time: 2nd & 4th Thursday 2:00PM – 4:00PM

Location: Clubhouse Game Room

Team Leader: Gary Gervais

What to Bring: BYOB and a snack (for yourself or to share) if desired.

Are Billiards and Pool the same thing?

Ever wondered what the difference is between Pool and Billiards? To the casual observer both games appear to be the same. The concept is similar. A player uses a long stick with a white tip, known as a cue stick, and strikes the cue ball. This white ball hits the other balls on the table. Players lean over the table to line up their shots. They consider the angles and distance between the balls on the table and consider the best possible way to strike the white cue ball. The goal, of course, is to hit one of the colored balls and push it into the pocket. At least, that appears to be the goal, but is it?

Billiards – The Gentleman’s Game

Historically a gentleman’s game, billiards was developed in the 19th century as a game of skill for men to play and wager on while enjoying a cigar in a private club. Billiards involves a cue ball for each player and a red “striker” ball. The object of the game is to use your cue ball to push the striker ball into your opponent’s cue ball. A billiards table does not have pockets. Instead the table is surrounded by bumpers that allow balls to ricochet and move around the table. Points in billiards are scored by striking your opponent’s cue ball and vary based on the difficulty of the shot. Rather than the white cue ball found in pool, cue balls in billiards are colored to make it easy to tell your cue from your opponent’s.

Pool – Similar, Yet Different

The game of pool developed out of billiards and was originally considered a common man’s game. A pool game has a single white cue ball and fifteen additional balls of different colors. Balls are numbered and are either solid or white with a colored stripe. There are several variations of pool, but the objective of all of them is sinking your balls into the pockets before your opponent can.

Pool tables have a pocket at each corner as well as a pocket at the center of each of the long sides. Just like the game of billiards, pool players consider the angle of each possible shot. Using techniques with names such as English or Masse’, players hit the cue ball to create spin, curve or velocity and hit a specific ball or series of balls on the table.



Official Rules of Pool (8 Ball Rules):

1. **OBJECT OF THE GAME:** Eight-Ball is a call shot game played with a cue ball and 15 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 through 15 (stripes). The player pocketing either group first and then legally pocketing the 8-ball wins the game.
2. **CALL SHOT:** In Call Shot, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Bank shots and combination shots are not considered obvious, and care should be taken in calling both the object ball and the intended pocket. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent. The opening break is not a "called shot." Any player performing a break shot in 8-Ball may continue to shoot so long as any object ball is legally pocketed on the break.
3. **RACKING THE BALLS:** The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner.
4. **DECISION OF BREAK:** Flip a coin (NOT OVER THE TABLE). Winner of the coin toss has the option to break. During competition, players will alternate breaking on each subsequent game.
5. **NO JUMP SHOTS OR MASSE'**
6. **LEGAL BREAK SHOT:** To execute a legal break, the breaker (with the cue ball behind the head string) must either pocket a ball, or drive at least four numbered balls to the rail. If s/he fails to make a legal break, the other player has three choices: A) Play from there. B) Break again. C) Have the other player re-break.
7. **SCRATCH ON A LEGAL BREAK:** If a player scratches on a legal break shot (cue ball is pocketed): A) All balls pocketed remain pocketed (exception, the 8-ball: see rule 9). B) It is a foul. C) The table is open. NOTE: Incoming player has cue ball in hand behind the head string and may not shoot an object ball that is behind the head string, unless he first shoots the cue ball past the head string and causes the cue ball to come back behind the head string and hit the object ball.
8. **OBJECT BALL JUMPED OFF THE TABLE ON THE BREAK:** If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of accepting the table in position and shooting, or taking cue ball in hand behind the head string and shooting.
9. **8-BALL POCKETED ON THE BREAK:** If the 8-ball is pocketed on the break, breaker may re-rack or have the 8-ball spotted and continue shooting. If the breaker scratches while pocketing the 8-ball on the break, the incoming player has the option of a re-rack or having the 8-ball spotted and begin shooting with ball in hand behind the head string.
10. **OPEN TABLE:** The table is "open" when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice-versa. The 8-ball can be used in the middle of a combination, but if it is the first ball contacted, it is a foul and no stripe or solid may be scored in favor of the shooter. The shooter loses his turn; the incoming player is awarded cue ball in hand; any balls pocketed remain pocketed; and the incoming player addresses the balls with the table still open. On an open table, all illegally pocketed balls remain pocketed. NOTE: The table is always open immediately after the break shot.
11. **CHOICE OF GROUP** The choice of stripes or solids is not determined on the break even if balls are pocketed from only one or both groups. The choice of group is determined only when a player legally pockets a called object ball after the break shot.
12. **LEGAL SHOT** On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and pocket a numbered ball, or cause the cue ball or any numbered ball to contact a rail. NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting the object ball; however, after contact

with the object ball, an object ball must be pocketed, or the cue ball or any numbered ball must contact a rail. Failure to meet these requirements is a foul.

13. SAFETY SHOT For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring "safety" in advance. A safety shot is defined as a legal shot. If a player fails to declare "safety" to his opponent and the called object ball is pocketed, the shooter is required to shoot again. Any balls pocketed on a safety shot remain pocketed.

14. SCORING A player is entitled to continue shooting until failing to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

15. FOUL PENALTY In the event of a foul, opposing player gets cue ball in hand. This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on opening break). This rule prevents a player from making intentional fouls which would put an opponent at a disadvantage. With "cue ball in hand," the player may use a hand or cue (including the tip) to position the cue ball. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.

16. ILLEGALLY POCKETED BALLS An object ball is considered to be illegally pocketed when that object ball is pocketed on the same shot a foul is committed, or the called ball did not go in the designated pocket. Illegally pocketed balls remain pocketed and are scored in favor of the shooter controlling that specific group of balls, solids or stripes. The penalty is loss of turn only.

17. OBJECT BALL JUMPED OFF THE TABLE If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are not re-spotted.

18. PLAYING THE 8-BALL. When the 8-ball is the legal object ball, a scratch or foul is not loss of game if the 8-ball is not pocketed or jumped from the table. Incoming player has cue ball in hand.

19. LOSS OF GAME A player loses the game by committing any of the following infractions: A) Fouls when pocketing the 8-ball (exception: See Rule #9). B) Pockets the 8-ball on the same stroke as the last of his group of balls. C) Jumps the 8-ball off the table at any time. D) Pockets the 8-ball in a pocket other than the one called. E) Pockets the 8-ball when it is not the legal object ball.

20. COACHING (Applies to team play) A player can ask for a coach any time during the game. A player can ONLY be coached by a member of his own team. No unsolicited coaching is acceptable. NOTE: All infractions must be called by the opponent before another shot is taken, or else it will be deemed that no infraction occurred. THE ONLY PERSON WHO CAN CALL A FOUL IS THE OPPONENT.

Bocce Ball



Date and Time: 2nd & 4th Wednesday 2:00PM – 4:00PM

Location: Bocce Ball Court

Team Leader: Harry Chesnut

What to Bring: Lawn chair, sunscreen, hat, sunglasses and water to drink.

What is Bocce Ball:

Bocce, also known as Italian lawn bowling, is one of the most widely played games in the world, and is one of the oldest lawn or yard games. Best known in Italy, where you may see a group of retired Sicilians gathering in a town square for a daily afternoon game, bocce has been gaining popularity in North America and other locations. Its pros: the game is simple, can be played by people of all ages and skill levels, and you can use just about anything as a bocce court.

How to Play Bocce Ball:

To get started, you will need a bocce set, which consists of:

- One pallina (target smaller ball).
- Eight larger bocce balls (four each of two different colors or patterns).
- A tape measure, which isn't required but is handy to settle close calls.
- Bocce court.



Begin the game with a coin toss. The winning team picks a player to pitch the pallina from a line at one end of the court. Ideally, the pallina should land about 30 feet from the pitch line, or in the center of the court. The same player throws or rolls a bocce ball as close as possible to the pallina. If you have good aim, you want that first ball to stop in front of the pallina.

Next, the opposing team rolls a bocce ball, aiming as close to the pallina, and hopefully knocking the other person's bocce out of the way or by hitting the pallina itself. If successful, the starting team is up again and tries to roll a bocce ball even closer to the pallina to "better the point." If the next player doesn't land the ball closer to the pallina, the next player on the team takes a turn, and it proceeds from there.

Scoring occurs at the end of each round (frame), with only one team (the one with the ball closest to the pallina) scoring points. A team earns one point for each ball that is closer to the pallina than the closest ball of the opposing team. If a ball touches the pallina, it's worth two points. If both teams' balls are equidistant from the pallina – nobody scores. Additional rounds are played until one team reaches a set point total. A total of 12 points works well for informal backyard game.

Bridge



Date and Time: 2nd & 4th Monday 2:00PM – 4:00PM (Bridge)
1st & 3rd Monday 2:00PM – 4:00PM (Beginners Bridge)

Location: Clubhouse Main Room

Team Leader: Sharon Fritts (Bridge)
Marlene Suliteanu (Beginners Bridge)

What to Bring: BYOB and a snack (for yourself or to share) if desired.

What is Bridge?

Contract bridge, or simply bridge, is a trick-taking game using a standard 52-card deck. It is played by four players in two competing partnerships, with partners sitting opposite each other around a table. Millions of people play bridge worldwide in clubs, tournaments, online and with friends at home, making it one of the world's most popular card games, particularly among seniors.

Learn to Play Bridge!

Bridge is by far the greatest card game of all, and it can provide immense challenge and enjoyment for the rest of your life. This lesson is intended for the complete beginner, one who knows nothing, or almost nothing, about bridge. If that is you, read on.

Where to begin? Bridge is more complicated than other card games, and beginners are sometimes discouraged by this. Relax! After this lesson, you will understand the card play involved and be well on your way to becoming a bridge player. Take your time! There is no hurry.

A Few Basics

The game of bridge has two main parts: the *Bidding* (also called the Auction) and the *Play*. You should learn the play first because it will give you a better sense of what the bidding means. In fact, learning the bidding first is a mistake and can be a turnoff to new players.

Bridge is a partnership game requiring four players. Each player sits opposite his partner at a card table.

Bridge is played with a standard deck of 52 playing cards. One of the players deals all of the cards, 13 to each player, in clockwise rotation, beginning with the player to the left of the dealer.

One way to determine the partnerships and the first dealer is to draw cards. The two highest cards are partners against the two lowest, and the highest card deals. In the case of a tie (e.g., two aces) it is broken by the suit rank. Partnerships can be prearranged if desired and just draw to see who deals first.

In bridge there are five suits, and they are ranked: notrump (highest), spades, hearts, diamonds and clubs (lowest). The ranking is for bidding purposes only. In the play all suits are equal, unless one suit has been named as trump, then it beats all the others. Suits are sometimes shown as symbols, or abbreviated: NT, S, H, D, C.



The cards of each suit are ranked from the ace (highest) through the two (lowest). The exact order using common abbreviations: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Note that the ace is always high, unlike in some card games such as poker or gin rummy, where it can be low.

Winning of Tricks

The object in bridge play is to win tricks for your side. A trick consists of four cards, one from each player in turn, clockwise around the table. Hence, there are 13 tricks to be won on each deal. The first card played to each trick is called the lead.

If it is your turn to lead, you may play any card in your hand. After the lead, however, the next three players have an obligation: You must follow suit (play the same suit as the lead) if possible. For example, if a spade is led and your hand contains any spades, you must play one of them (you can play any spade you want). If you have no spades, the obligation is gone. If you cannot follow suit, you may play any card in your hand.

Except for the duty to follow suit, card play in bridge is a free choice. In some games, like pinochle, you must try to win each trick; not so in bridge. You play the cards anyway you want, which is one of the reasons bridge is a superior game.

After four cards have been played, the trick is complete. The rules for determining the winner of a trick are explained below, along with a few examples.

If a trick contains no trump card, it is won by the highest card of the suit led. If a trick contains a trump card, it is won by the highest trump played.

After each trick, one player of the side that wins it should collect the cards and arrange them neatly so the number of tricks won can be counted easily. Play continues this way for all 13 tricks.

Declarer and Dummy

The bidding determines who will be the declarer, which suit (if any) will be trump, and the number of tricks the declarer must win.

Beginners often confuse the terms, dealer and declarer. The dealer is the one who deals the cards. Any of the players may become the declarer.

The player to the left of declarer makes the first lead, which is called the opening lead. The hand held by declarer's partner is then displayed face up for all to see. This is called the dummy, and the player who held it does not participate in the play. Declarer must play both the dummy and his own hand, although each in proper turn.

After the opening lead, the hand that wins each trick must lead to the next trick.

This concept of exposing one of the hands for all to see is the hallmark of bridge. It adds an element of skill that would never be possible with all four hands hidden, yet there is more than enough mystery about the unseen hands to make the play challenging.

The dummy should be arranged neatly, separated into suits. The cards in each suit should be in order of rank and overlapped, with the rank of each card clearly visible. If there is a trump suit, it is placed on dummy's right (viewed by declarer, trumps are on the left).

What Next?

Now that you understand the object of the game — winning tricks for your side — you are ready to learn about bidding. The purpose of bidding is just to determine which player will be the declarer and how many tricks he must win with his chosen suit as trump (or without trumps if desired). **To learn about bidding and how to really play Bridge, come to the Beginners session.**

Corn Hole



Date and Time: 2nd & 4th Wednesday 2:00PM – 4:00PM

Location: Bocce Ball Court

Team Leader: Harry Chesnut

What to Bring: Lawn chair, sunscreen, hat, sunglasses and water to drink.

Cornhole History:

There is much debate surrounding the history and origins of the game of cornhole. Some people say that ancient civilizations invented cornhole by tossing rocks at holes in the ground. Others say that cornhole, the game, was invented by Native Americans. In particular, they cite the Blackhawk tribe in Illinois, who apparently filled pigs' bladders with dried beans and tossed them competitively.

Moving forward in history, the Germans declare that they really invented cornhole, or the bags game. Hence, they cite the story of Matthias Kuepermann as their proof. As the story goes, Kueppermann was in the fields one day and saw several boys tossing rocks at a hole. Concerned for their safety (apparently their aim wasn't the greatest), Kueppermann gave them burlap bags filled with a pound of corn and a wooden 6" square box for a "goal." However, as corn prices rose over time, the popularity of cornhole all but died out. Nevertheless, German immigrants began playing again in Cincinnati during the 1800's where corn was available in abundance.

Still, others say it was not Kuepermann who invented cornhole, but rather Jedediah McGillicuddy. As the story goes, this Kentucky farmer invented the game cornhole in the 1800's. Apparently, McGillicuddy devised cornhole as a fun game to play on the farm with friends and family.

And so, the stories go... Regardless though of which story you believe, there is no denying the fact that cornhole is a fun, family-friendly game. **Moreover, it is perfect for all ages – tots to grandparents!**

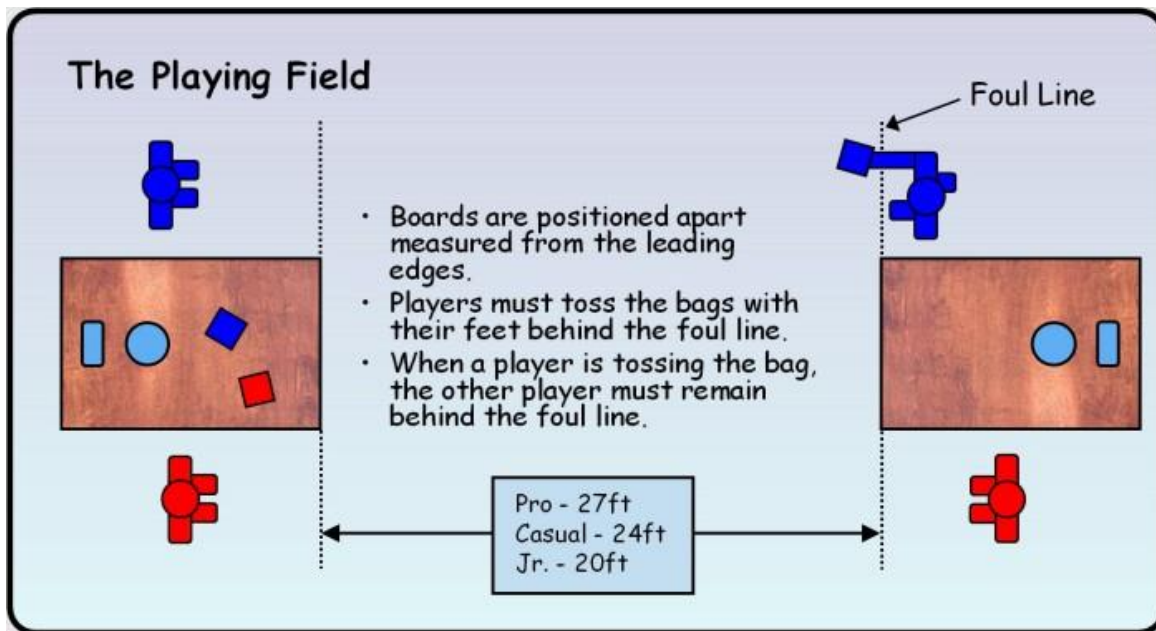
Rules and Regulations:

Equipment and court layout

Cornhole matches are played with two sets of bags, two platforms and two to four players. There are four bags to a set. Each set should be identifiable from the other; different colors work well.

Each platform is 2 by 4 feet (0.61 by 1.22 m), with a 6-inch (150 mm) hole centered 9 inches (230 mm) from the top. Each platform should be angled with the top edge of the playing surface 12 inches (300 mm) above the ground, and the bottom edge 3–4 inches (76–102 mm) above the ground. A regular court places the holes 33 feet (10 m) apart, or 27 feet (8.2 m) between the bottoms of the platforms. Shorter distances can be used when younger players are participating or there is not sufficient room.

Bags are tossed from the pitcher's box, which is the rectangular area directly to the left or right of a platform. The bottom of the platform forms the foul line. Players may not step over the foul line while pitching.



Gameplay

Cornhole matches are broken down into innings or frames of play. During each frame, every player throws four bags. A player may deliver the bag from either the left or right pitcher's box, but, in any one inning, all bags must be delivered from the same pitcher's box. It is possible that both players can throw from the same pitcher's box. Also, the player gets a three-foot box to throw in. Each player must deliver the bag within twenty seconds. The time starts when the player steps onto the pitcher's box with the intention of pitching. The player who scored in the preceding inning pitches first in the next inning. If neither pitcher scores, the contestant or team who pitched last in the preceding inning pitches first in the next inning. Note: No foot can land past the front of the board until the corn bag leaves the hand, otherwise the point does not count. At the end of the round there is a 10-second window to allow beans to fall within the bag, possibly allowing additional points.

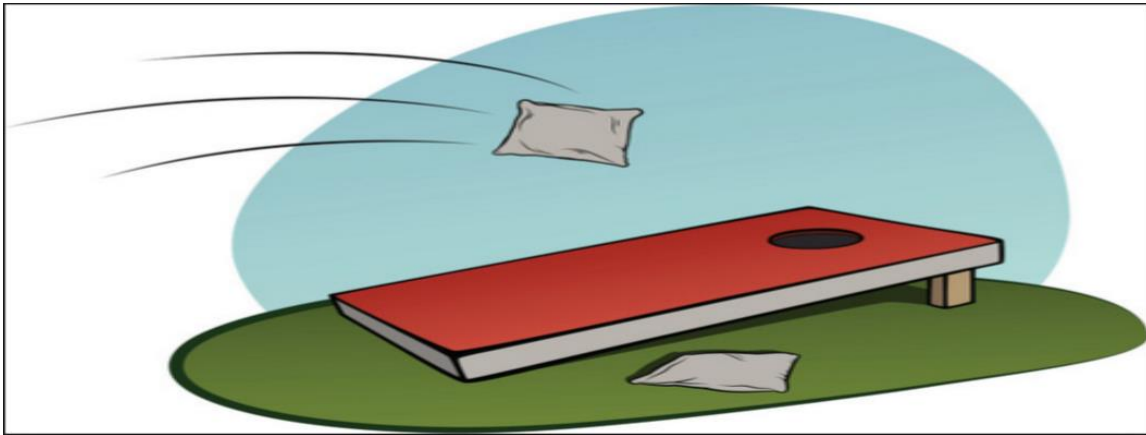
Cornhole can be played as either doubles or singles. In doubles play, four players split into two teams. One member from each team pitches from one cornhole platform and the other members pitch from the other. The first side of players alternate pitching bags until both players have thrown all four of their bags, then the players pitching from the opposing cornhole board continue to alternate in the same manner until all four of their bags are delivered and the inning or frame is completed. In singles play, two players play against each other. Delivery is handled in the same manner as doubles play. Both contestants pitch from the same cornhole platform and alternate their pitches until all of their bags have been pitched, completing the inning or frame.

Scoring

In order to score, the bags must either be tossed into the hole or land on the board. A bag that falls through the hole is worth a value of three points. The bag can be tossed directly into the hole, slide into the hole, or be knocked into the hole by another bag. A bag that lands on the board and is still on the board at the end of the inning is worth one point. If a bag touches the ground and comes to rest on the board, it is removed from the board prior to continuation of play and not worth any points. Usually, cancellation scoring is used. In one version of cancellation scoring, bags that fall in the hole and bags that land on the board that are pitched by opponents during an inning cancel each other out. For example, if one team lands two bags in the hole and one on the board for seven points, and the other team lands one in the hole and two on the board for five points, the first team's score would be three, and the second team's score would be one. This is because both teams had at least one bag land in the hole, cancelling three points, and one bag on the board, cancelling one point, for a total of four points cancelled from each team. Another example would be if one team gets one in the hole and the other team gets three on the board, no points would be cancelled and both teams would receive three points. In case of a tie, the team who ties the game, must go first.

In another common version of cancellation scoring, the total score for each team for the inning is totaled each round, and then the difference of the two scores is awarded to the team with the higher score. It is thus only possible for one team to score points each inning. For example, if one team lands two bags in the hole and one on the board for 7 points, and the other team lands one bag in the hole and two on the board for 5 points, 5 points from the round would cancel out, and the first team would thus score 2 points. Because only one team can score points in each inning, it is impossible for teams to reach or exceed 21 points in the same inning, and therefore ties are impossible. Although, while playing with this method, players who have already reached 21 points can, in any way, discard their bag so they do not exceed their 21 points.

A cornhole match is played until the first player or team reaches twenty-one points at the completion of an inning. The winning team does not need to win by two or more points.



Darts



Date and Time: 1st & 3rd Thursday 2:00PM – 4:00PM

Location: Clubhouse Game Room

Team Leader: Gary Gervais

What to Bring: BYOB and a snack (for yourself or to share) if desired.

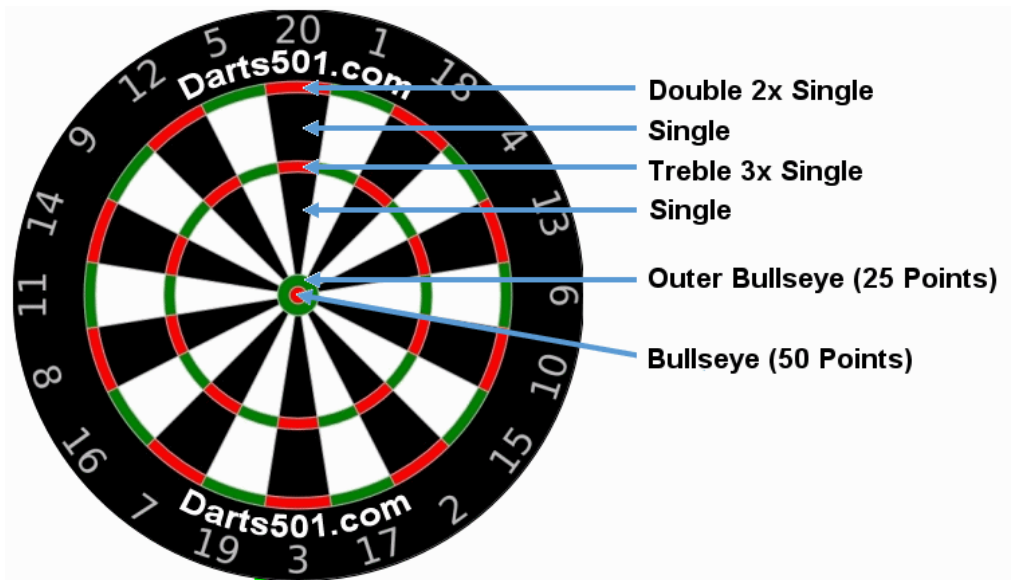
What is Darts?

An indoor game in which small pointed missiles with feather or plastic flights are thrown at a circular target marked with numbers in order to score points.

Playing darts is a great way to pass the time with good friends or people you've just met. From the casual to the hardcore, darts is a game of finesse that can be enjoyed by anyone, anytime.

About the Dart Board:

The dartboard is set up with three main areas: The single area, the double ring, and the triple ring. The ring on the outermost edge of the board is the double. If you hit a number in that ring, you get two marks, or, double points. The thin, inside ring is the triple. If you hit a number within that ring, you get three marks, or, triple points. The green bull's-eye area is a single. The red is double. So, from outside to in, the dartboard is arranged as double ring, single area, triple ring, single area, green bull's-eye, red bull's-eye.



Rules of Play – 301/501:

All players start with 301/501 points and attempt to reach zero. If a player scores more than the total required to reach zero, the player "busts" and the score returns to the score that was existing at the start of the turn. When a player reaches zero, the game is over.

Dinners (Community)



Date and Time: 3rd Saturday 5:30PM – 10:00PM
(October to June)

Location: Clubhouse Main Room

Team Leader: Dinner Committee

What to Bring: Plate, Silver Ware, Glass, Beverage (Coffee, Tea & Water provided), Money for “Playing Chances”

What is a Community Dinner?

A gathering of friends and neighbors for the purpose of good food, good conversation, fun and a sharing of community spirit.

About the Dinner:

The Community Dinner takes place once a month from October to June. Happy Hour starts at 5:30pm and the meal is served at 6:00pm. The cost of the dinner varies according to the meal planned and the activity taking place. Your Block Captain will collect your money by the Tuesday before the dinner.

Information about the dinner and activity will be posted in advance.



Movies



Date and Time: Saturday 10:00AM - 12:30PM

Location: Clubhouse Main Room

Team Leader: Jan Grant

What to Bring: \$0.25 for the movie.
BYOB and a snack (for yourself or to share) if desired.

Saturday Morning at the Movies!

Come watch a movie on the big screen at the Clubhouse.



Sequence



Date and Time: 2nd Friday 6:00PM – 8:00PM

Location: Clubhouse Main Room

Team Leader: Sue Chesnut & Jan Grant

What to Bring: BYOB and a snack (for yourself or to share) if desired.

What is Sequence?

Sequence is a Board Game, easy enough for children, yet challenging for adults! Play a card from your hand and place a chip on a corresponding space on the game board. When you have five in a row, it's a Sequence! Learn to block your opponents and remove their chips. Watch out for Jacks; they're wild!

Rules of Play:

A connected series of five of the same colored chip either up or down, across or diagonally on the playing surface.

NOTE:

There are printed chips in the four corners of the game board. All players must use them as though their color marker chip is in the corner. When using a corner, only four of your marker chips are needed to complete a Sequence. More than one player may use the same corner as part of a Sequence.

OBJECT OF THE GAME:

For 2 players or 2 teams: One player or team must score TWO SEQUENCES before their opponents.

For 3 players or 3 teams: One player or team must score ONE SEQUENCE before their opponents.

PREPARATION:

Place the game board on a flat surface with enough room around the game board for placement of the draw deck of cards, marker chips and discards for each player.

For 2 players or 2 teams: Team players must be evenly divided into two teams. Team members must alternate their physical positions with opponents around the playing surface.

For 3 players or 3 teams: Team players must divide evenly into three teams. Team members must alternate their physical positions every third player around the playing surface.

Players cut cards and lowest card deals – Aces are high. The dealer should shuffle the cards and deal out the same number of cards to each player (see table below for proper number of cards to be dealt). Be sure all members of a team use the same color marker chips.

TABLE FOR NUMBER OF CARDS DEALT EACH PLAYER:

For 2 players 7 cards each
For 3 players 6 cards each
For 4 players 6 cards each
For 6 players 5 cards each
For 8 players 4 cards each
For 9 players 4 cards each
For 10 players 3 cards each
For 12 players 3 cards each

RULES:

Set-up

Beginning with the player to the left of the dealer and moving in a clockwise direction, each player selects a card of their choice from their hand and places it face up on a discard pile (players should start their own discard pile in front of them visible to all other players) and then places one of their marker chips on the matching card on the game board. Each card is pictured twice on the game board. Jacks do not appear on the game board. A player can play on either one of the card spaces as long as it is not already covered by another marker chip. Once a marker chip has been played, it cannot be removed by an opponent except when using a one-eyed Jack as explained below.

The Jacks

There are 8 Jacks in the card deck. The 4 Jacks with TWO EYES are wild. To play a two-eyed Jack, place it on your discard pile and place one of your marker chips on any open space on the game board. The 4 jacks with ONE EYE are anti-wild. To play a one-eyed Jack, place it on your discard pile and remove one marker chip from the game board belonging to your opponent. That completes your turn. You cannot place one of your marker chips on that same space during this turn. You cannot remove a marker chip that is already part of a completed SEQUENCE. Once a SEQUENCE is achieved by a player or a team, it cannot be broken. You may play either one of the Jacks whenever they work best for your strategy, during your turn.

Dead Card

If you hold a card in your hand which does not have an open space on the game board because both spaces representing that card are covered by a marker chip, you are holding a DEAD CARD and you may turn it in for a new card. When it is your turn, place the dead card on your discard pile, announce that you are turning in a Dead Card and take a replacement card (one card per turn). You then proceed to play your normal turn.

Loss of Card

Once you have taken your turn and placed your marker chip on the game board, you must take a card from the draw deck. If you fail to take a card before the next player makes a move AND takes his/her card, you lose the right to take a card and you must finish the game with less cards than the other players – a disadvantage.

Table Talk

There must be no table talk or coaching team members. If a teammate says anything that alerts a fellow teammate to the fact that they are about to do something that they shouldn't, every member of that team must forfeit one card of their choice from their hand placing it on their discard pile.

When the draw deck becomes depleted during play, all discard piles are shuffled together to create a new draw deck.

Play continues in a clockwise direction until one player or team scores the required number of SEQUENCES, at which point that player or team wins the game. If you are playing the game which requires two SEQUENCES to win, you may use any one of the spaces from your first SEQUENCE as part of your second.

PLAYERS:

Any number from 2 to 12 that is divisible by 2 or 3 can play (2,3,4,6,8,9,10, or 12). Up to 3 may play individually. More than 3 must be in teams. No more than 3 teams can play.

Technology Sessions (Basic)



Date and Time: 4th Friday 2:00PM – 4:00PM

Location: Clubhouse Main Room

Team Leader: Harry Chesnut & Barry Randall – Leader

What to Bring: Phone, Notebook, iPad or Laptop Computer if you have questions concerning them.
BYOB and a snack (for yourself or to share) if desired.

What is the Technology Session?

Are you trying to figure out how to use your new phone? Are you confused when someone says their pictures are in the cloud? Do you have questions concerning your iPad, Notebook, Computer or other electronic devices? Come to the Technology Session and get answers to your questions.

Disclaimer:

No one at the Technology Session claims to be an expert, but everyone is willing to help you get answers to your questions!



"Okay your father managed to get a mouse. Now how do we use it?"