

Card Game for 5 or More

PASS THE TRASH

Concept

A quick-to learn, simple-to-play, yet fun game for any number of players (probably best with five or more). The object is to not have the lowest card at the end of each round.

Set-Up

Each player starts with three chips (or coins or markers, etc.) of equal value.

Deck

Standard deck of 52. Rank: King (high) Ace (low)

Deal

Dealer begins by shuffling the deck and giving each player one card face down. The remainder of the deck is placed within reach.

Play

Each player looks at their card (without showing the other players). If the card is a King, it is immediately turned face up. If it is not a King, it is returned facedown to the table.

Starting with the first player to the left of the dealer, players decide, in turn, whether to keep their card or exchange it with the player to their left.

If there is a King face up in front of the player to their left, then their card cannot be exchanged and must be kept. Of course, Kings cannot be exchanged either, even if a player was somehow motivated to do so.

Once the exchange is complete, the player initiating the exchange must keep the card he obtained, and the next player looks at the card he receives and decides whether or not to trade it with the player on his left.

On the dealer's (or last player's) turn, she decides between accepting the card she was dealt (or traded for) and taking a new card from the top of the deck.

Once the dealer has chosen, all players turn their cards face up and the one with the lowest ranked card loses the round and loses one chip,

placing it in the center (or pot). If more than one player has the same low card, they all lose a chip.

The dealt cards are not returned to the deck for the next round unless required to complete a deal. At that point, they are then reshuffled.

Either the deal or the dealer then rotates one place clockwise, as does the first choice to keep or pass.

Winning

If the game is being played for money, a player is out when he loses all of his chips. The game ends when only one player has chips remaining; that player wins the pot. If two players each have one chip and they tie, they both lose and place their chips into the pot and all players re-ante (purchase three new chips) and start the round over again.

If the game is being played for fun, it is over when any player loses all of her chips. Score can be kept by giving players a point for each chip they have remaining at that point (or simply allowing them to keep their chips).

Variations

Some play with a number of chips other than three to start (usually four).

Some play with aces high; and some that do so play that Kings remain the blockers.

Some allow the dealer to keep both the card drawn from the deck and her other card if they make a pair, and that this pair is then ranked highest of all. ■



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