

AndyTotDoubles

Dice for Tots

Equipment: 2 Dice and Deck of sacrificial Cards (gonna be mauled by 3-6 year-olds)

Basic Play: Each Tot-Player Rolls two Dice. No matter outcome, next Tot Rolls.

Tot Rolls a Double (Two 1's, or Two 2's, or Two 3's, etc.)

Dealer bequeaths the Lucky Tot a Card face-down.

Dealer prompts Tot to reveal the Card. (All for Fun, as Card Value is irrelevant...Card is a point.)

Dealer gently prompts Tot to pass Dice to next Shooter.

Tot does not Roll a Double

Dealer viciously berates, humiliates Incompetent Tot, glares at Short-Coming Parents. (Just kidding!)

Instead, Dealer commends Attempt and gently prompts Tot to pass Dice to next Shooter.

On around it goes, first to Five Cards is the WINNER!

Dealer's Role

"I was basically a Carnival Barker. While invented on the fly a year earlier with 2 Tots, this simple game saw fruition at a large multi-family restaurant invasion, at a long table. Abhorrent to boredom, I parked myself amongst the many Tots at far end and revealed my wares. As all other Tots enjoined, I explained the simple ploy: On your Turn, Roll a Double."

"I made a show of shuffling Cards -- irrelevant but Fun. Wrote down Tots' names on a score pad -- irrelevant but Handy for listing unfamiliar names, in turn Handy for directing traffic. I Celebrated each Double and the Tots enjoined. Animatedly got excited about my own Turn. Focused on the individual Tot-at-Bat and exuded enthusiasm. The Tots ate it up."