

PICKIN'

Any number can play.

OBJECT:

To remove each implement from the jumbled pile without moving any other tool. The value of each tool removed is added to the player's score and the first to reach 150 points wins the game.

How To Play:

The first player gathers the tools into his hand, bundle fashion. Holding the bundle perpendicular to the top of the tray with the handles of tools resting on the tray, he allows the tools to drop helter skelter. Using his fingers on the tweezers, he picks up as many tools as possible without moving any of the others. When he disturbs another tool other than the one being picked up, the player totals his score and the play passes to the left. The next player starts over again in the same manner as the first. If the entire set of tools is picked up with out the player losing his turn, he picks up the whole set and begins again, continuing to add his score until such time as he may move a tool in the picking process. The first player to reach 150 points wins the game.

Point Value

RAKE.....	15	points
HOE.....	10	Points
SHOVEL.....	10	points
SPADE.....	5	points
Fork.....	5	points
Axe.....	5	points
Pick.....	5	points