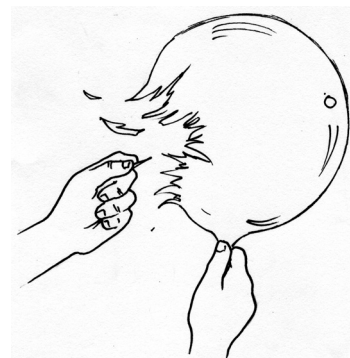


## Rules for POP or POP Rules



### Materials required

A deck of cards or modified deck of cards and a container of counters.

### Aim

To collect as many counters as possible.

A game for 4 players or more. Four is ideal.

### Rules

- If there are four players, separate 7 or possibly 8 sets of four from a standard deck of cards (or use a special pop deck.) For example: all of the aces, twos, threes, fours, fives, sixes and sevens from a standard pack of cards (28 cards in all).
- The dealer shuffles the deck and deals all of the cards. Any spares are placed to one side.
- The player to the left of the dealer begins and plays any card. **When the card is laid the player must state what it is.** (A good strategy would involve choosing a card from a pair or triple contained in the player's hand.)
- The next player, if possible, must match the same number (type) of card and call out "POP". The player then collects one counter from the central pile. (If a "POP" card is not available, then the player chooses another card to use and play continues.)
- Each player lays their card face-up in front of them so that other players may keep track of what cards have been played.

### IF YOU CAN POP YOUR OPPONENT, YOU MUST ALWAYS POP THEM!

- The next player, if possible, must match the previous player's card (same number/type), call out "POP POP" and collect two counters from the central pile.
- The ultimate is the savage Triple Pop.
- Once all cards are played, a new dealer, to the left of the previous dealer, deals and the player immediately left of the dealer leads or plays the first card (potentially a dangerous position ... for a single pop anyway).
- Play continues until one player reaches a certain number of points (counters) eg 10.
- In general play, cards are played face up in a line so that all cards played are clearly visible for all to see & thus reason which card they will play next.

### Tips

You may wish to play snap or memory (concentration) prior to playing pop so that the children become familiar with the cards. Some cards eg sets of four linked cards or one entire group of cards may be left out and added in later as children become more proficient playing the game. Encourage the players to group their counters into tens. They can use a ten frame if it helps.

### Variations

- Use a set number of counters in the central pile, the last counter being picked up ending the game.
- Use the terminology *double POP*, *triple POP* . . . .
- Add a Wild Card - could result in a quadruple POP.
- Lay the cards down on top of one another so that they are not visible and players need to remember what has gone before.

### Other games that may be played with the pop card deck.

Basically pop cards are designed to match so that any matching type games may be played with the same deck. These include:

- Snap;
- Memory;
- Fish;
- Rummy type games (See Swan, P. (2012). *Cards on the Table*. Perth: A-Z Type)