

Casino Night

Casino Night can be ran as part of the evening activities programme allowing students to participate in a new activity.

# Preparation

This activity will require quite a bit of preparation (dependent on choice of games).

# Equipment Required

The equipment required will depend on your chosen games. See below for list of activities and equipment required for each.

# Staff

* Staff will be required to run a number of games and float around ensuring all students are taking part in activities.

# Distributing Game Money / Tokens

As the students arrive hand them their game money / tokens.
Once all the students are in, explain the evening to them and allow then to begin playing games.

# Running the Activity

The number of games will depend on amount of students participating in the evening activity.

# Challenges /Activities:

These are just examples of games you can use of the night. You may use these for your evening or use your own ideas.

## 1 – Roulette You will need: Roulette table & tokens

Players may choose to place bets on either a single number or a range of numbers, the colours red or black, or whether the number is odd or even. To determine the winning number and colour, a croupier spins a while in one direction, then spins a ball in the opposite direction around a tilted circular track running around the circumference of the wheel. The ball eventually loses momentum and falls onto the wheel and into one of 37 in (French / European roulette) or 38 (American roulette) coloured and numbered pockets on the wheel.

## 2 – Black Jack You will need: Deck of cards

Black Jack is a comparing card game between a player and a dealer, meaning the players compete against the dealer but not against any other players. The object is to beat the dealer, which can be done in a number of ways: get 21 points on the players first two card (called blackjack), reach a final score higher than the dealer without exceeding 21 or let the dealer draw additional cards until his or her hand exceeds 21.

## 3 – Play your cards rightYou will need: Deck of cards

2 horizontal rows of cards are dealt, one above the other, with 4 cards I each row, with all 8 cards being dealt face down. A card is randomly picked from the remainder of the deck and is placed to the left of the bottom row, face up, so there are now 5 cards in the bottom row, the one to the far left is face up and the other 4 are face down. The aim of the game is to “guess” whether the next card along the row is higher or lower than the one that’s just been turned over. When the 1st card is turned over from the deck, you have the option of changing the card or keeping it. If you guess incorrectly at any point you lose the game. If you make it to end of the bottom row, the last card is taken and placed alongside the far left card on the top row. You then have the option again of changing this card or keeping it. If you get the last card on the top row and guess correctly you win. If you turn over a pair you lose.

## 4 – BingoYou will need: Bingo machine, bingo cards & markers / pens

You may want to do line & houses.

## 6 – Horse Racing You will need: Projector screen, horse racing clips

You will need to undertake some preparation for this this activity. You will need to find a number of horse racing clips off you tube / internet. One at a time a clip will be shown and students will have chance to place bets of their choice of horse.

\*These are just a few examples, feel free to use your own ideas\*