

How to Run a Fiddle Faddle Farkle M-event

- 1 Plan your date and time.
- 2 Plan your menu around your theme.
- 3 Prospect! Invite 4 times the guests as you wish to have attend. (If you want to sign four new members you must have 6-7 guests attend. To have 6-7 guests attend, invite 4 times that number or 24-28 guests.) Have the invitations follow your theme also.
- 4 Invite your guests! Personally! Written invitations are fine, but it is the personal contact that will get them there. If possible, drop off the invitation in person. Always call them 2-3 days prior to the event and ask if you can give them a ride! Compliment them by telling them you think they will be a fun member. Would they like to come?
- 5 **PLANNING YOUR EVENT:**
 - a. You could have 6-8 people in a group. If you have more than that, you might want to have 2 groups and mix them up with members and perspectives. You could play one game and then mix up the groups so that everyone gets a chance to meet and talk.
 - b. Items needed for each group; 6 dice, paper/pencil to keep score and scoring guide.
 - c. Serve Fiddle Faddle as a munchie with beverages while you play the dice game.

6 Rules and instructions for the game:

FARKLE Rules

- A. Roll the six dice, all at one time. The objective of the game is to reach a certain point total, which you should determine before the beginning of play. This point total can be as large or small as you desire, depending on the preferred length of your game. Striving for 10,000 or 5,000 points, however, is most common - Farkle is sometimes known as '5000 Points.'
- B. Each player can play by themselves, or divide into teams with as many players on each team as you want. The game goes faster with teams and can be more fun.
- C. Each player (or team if playing teams) has to score 500 points on one turn before any points can be banked for that player/team. If you are playing teams, only 1 player on the team needs to get 500 points in one turn and then all of the players points count after that.
- D. Tally the score of your roll. The point values are as follows:

| | Points | | Points |
|-----------|--------|-------------|--------|
| Each 1 | 100 | 5 one's | 4000 |
| Each 5 | 50 | 5 two's | 800 |
| 3 pairs | 500 | 5 three's | 1200 |
| 3 one's | 1000 | 5 four's | 1600 |
| 3 two's | 200 | 5 five's | 2000 |
| 3 three's | 300 | 5 six's | 2400 |
| 3 four's | 400 | 6 one's | 8000 |
| 3 five's | 500 | 6 two's | 1600 |
| 3 six's | 600 | 6 three's | 2400 |
| 4 one's | 2000 | 6 four's | 3200 |
| 4 two's | 400 | 6 five's | 4000 |
| 4 three's | 600 | 6 six's | 4800 |
| 4 four's | 800 | Straight | |
| 4 five's | 1000 | 1,2,3,4,5,6 | 1500 |
| 4 six's | 1200 | | |
| | | | |

- Each 2, 3, 4 or 6 is worth 0 points.
- One or two pairs are also worth 0 points.

- To get the points for 3 pairs, or 3, 4, 5, or 6 of a kind; they have to be rolled on the same shake. You cannot roll and save a 5 and then roll again and get four 5's and count that as 5 of a kind; it would be 1 five (50 pts) and 4 fives (800 pts).
- E. Decide whether to bank your total roll, or to roll again. After each roll, you may select some of your winning dice to put aside before rolling the remaining dice. This strategy comes with significant risks, however. If you score zero points during any roll - no 1s, no 5s, no pairs or sets - that is a 'farkle.' If you 'farkle' on any roll, you lose your turn, and any points you may have put aside. You earn zero points for that round, and pass on the dice to the next player.
 - F. Continue rolling until you are satisfied. When you are satisfied with your point total for that round, you can then 'bank' the points from your final roll into your score. You must exercise caution in the meanwhile, however, to avoid 'farkles.' Pass the dice to the next player.
 - G. Continue play until a player reaches the designated point total. At that point, the final round begins. During the final round, each player is given one more chance to beat the winner's score. The player with the highest score, at the end of this round, is declared the winner.
7. Have fun! Getting guests to your Membership Night does not assure they will join. To assure you they will join, make this night so much fun they would hate to miss out on anything else! Plan games and activities to involve guests with your members. Take a 5 minute "information" break and talk a little about Women of Today. Have the members attending take turns and share why they joined and why they continue to renew. (Make sure you tell them about your dues.) Go back to having fun.
 8. Personally ask each guest if they would like to join tonight. If they choose to learn more first, this allows you to follow up with them for your next meeting.
 9. Follow up with those guests who do not join. Send them a note thanking them for coming. If they have not said they absolutely are not interested, invite them to your next meeting and/or social. Do not quit until they say "no!"

Fiddle Faddle Farkle Fun

Women of Today invite you for a fun evening of Farkle, a dice game

Date:

Time:

Location:

RSVP to:

Women of Today is a dynamic and diverse women's organization interested in the bettering our community, ourselves and having fun. We are women who connect with other women gaining supportive friendships, gain personal and professional development and make this world a better place by working together.

We Hope You Join Us For This Fun Evening!



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