



ONE GREAT HOUR OF SHARING

SPECIAL OFFERINGS

HUNGER • DISASTER • DEVELOPMENT

Go Fish(bank) is a game for all ages that will familiarize players with some of the aspects of the One Great Hour of Sharing offering as well as the wider church. The game works best with two to four players.

THE PACK

The pack can be cut from the downloadable card sheets. Download four copies of the sheet and cut them apart for a total of 40 cards. Some cards will be dealt, and the rest will form the pile.

The cards in the pack are:

Fish Bank	SDOP	PHP	PDA	PMA
PC(USA)	YAV	OGA	Gracie	OGHS

OBJECT OF THE GAME

The goal is to win the most pairs (two) or quads (four) of cards.

PLAYING THE GAME

The player with the birthday closest to Easter is the dealer. The dealer shuffles and deals the cards clockwise, face down, beginning with the player to the left. Each player receives 5 cards. The remainder of the pack is spread face down in the center of the playing area.

TO PLAY

Before play starts, players may place any pairs or quads that they have face-up in front of them. To begin play, the player to the left of the dealer looks directly at any opponent and makes a request, such as, “Do you have any Gracies?” The player who is “fishing” must have at least one card of the item that was asked for in their hand. The player who is addressed must hand over all the cards requested. If the player has none, they say, “Go fish!” and the player who made the request draws a card and places it in their hand. If requesting a card with an acronym, the requesting player should use the full name (“Do you have a Self-Development of People”) and the player being addressed should respond with the acronym (“Yes, I do have an SDOP.”). If a player gets one or more cards that was asked for, they may ask the same or another player for a card (either the same card or a different one). The player’s turn continues as long as they continue to get matches. When a player “makes a catch,” they must place their pair or quad face up in front of them.

If the player goes fishing without “making a catch” (does not receive a card they asked for), the play continues to the left.

The game ends when all cards have been played. The winner is the player with the highest point total. During the game, if a player is left without cards, they may (when it’s their turn to play), draw a card from the pack and then ask for a card to match the card that is drawn. If there are no cards remaining, they must wait until play has ended, when they will add up their score.

SCORING

Players get two points for each pair, and five points for each quad that they collect.

**optional 'prize'—the winner's fish bank shall receive one coin per point from each of the other players in the game.

*—Becky D'Angelo-Veitch, Certified Associate Christian Educator,
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