

Penny Stacking

- A contest to see who can stack the pennies the highest

Penny Roll

- Put a nickel at the end of the table and see who can roll a penny closest to the target
- The winner gets the other person's pennies

Curve Ball

- See who can roll the penny the furthest around an obstacle course (one curve)

Penny Elbows

- Put your hand on your shoulder and place a penny (if that gets too easy place use two or more pennies at a time) on your elbow
- Pull down your elbow and try to catch the penny before it hits the floor
- Best out of 5, 10. . .

Who's Buying Coffee?

- Place a penny on a coffee spoon
- Place hand on table (or other flat surface)
- Balance the spoon over one of your fingers
- Place a coffee cup approximately 20-30 cms from the spoon
- Bang the handle of the spoon with your other hand and flip the penny into the cup
- If you miss the penny goes into the cup
- If you hit your penny into the cup you keep all the pennies

Shuffleboard

- With a water soluble marker mark a shuffleboard on a table top
- Alternate sliding pennies on to the target
- When each person has shot six pennies count the pennies in the target (on the line does not count)

Curling

- Same as shuffleboard but need new target (four circles)

Crokinole the Nickel

- A nickel is placed in the middle of the table
- One player sits on either side of the table, each with five pennies
- One person tries to get their penny close to the nickel
- The other, tries to get their penny close to the nickel, move the nickel, guard the nickel, or move their opponents' pennies

Bump a Nickel into the Bank

- Draw a bank (2-5cm square) in the middle of the table
- Place a nickel on the table 5cm from the edge, place penny on the edge and bump it so that it will bump into the nickel and push it into the bank
- See how many turns it takes

Variation

- Have a robber – An opposing player gets to hit a penny at the nickel every so many times (try every three turns) the one person tries to get their money into the bank

Tic-Tac-Toe

- Draw a tic-tac-toe grid at the end of a table (10-20cm squares)
- One person slides their penny face down, then their opponent slides their penny face-up
- If your penny lands in unoccupied square it stays
- If your penny lands in an occupied square you get your penny back
- If your penny hits a penny out of a square that penny is returned to its rightful square
- The object of the game is to get three in a row (horizontally, vertically, or diagonally)
- A cats games occurs when squares are occupied and there can be no winner
- When that happens the pennies are returned and a new game starts

Don't Spill the Coffee

- Put a coffee cup on the floor as a target
- Standing erect, holding a penny at eye height, drop the penny trying to get the penny to stay in the cup
- If the penny doesn't spill the coffee and stays in the cup it is yours plus any pennies that missed, if you miss, your opponent takes a turn. . .
- The next person goes and play continues

Ring Around the Dollar

(A Penny Will Do)

- Each person puts two pennies onto the middle of the table (one person is heads, the other is tails)
- Place your shooting penny near the edge of the table and shoot at your opponent's penny, trying to remove it from the table
- After you take your shot, your opponent takes a shot at your target pennies
- Then it is your turn, and so on until one person has removed the other's pennies
- If your penny leaves the table you put it on where it went off

Bomb the Bank

- Put a penny on the floor as a target
- Standing erect, hold a penny at eye height and drop the penny trying to hit the penny on the floor
- If you hit the penny it is yours, if you miss, your opponent takes a turn
- Whoever hits the penny asks the partner to put a new penny on the floor, and play continues

Penoccie

- One person slides a nickel down the table
- They then slide a penny face up trying to get as close to the nickel as possible
- Their opponent then slides a penny face down in an effort to get as close to the nickel as possible
- Each player takes their turn until each side has slid four pennies
- If one player hits the nickel and it moves, play continues with new location
- Whoever has the closest penny(ies) count each one as a point
- Play to ten

Long Boxers

- Place a shoe box on its side
- From a line some distance away roll a penny into the box
- The penny that stays in gets any pennies that did not go into the box or stay in the box

Getting Even with the Banker

- One player (banker) holds an even or odd number of pennies in their hand
- The other players guess whether the number is even or odd
- Those who guess right get a penny from the banker
- Those who guess wrong give a penny to the banker
- Switch bankers

Money in the Bank

- From a pre-determined distance toss a penny onto the table
- If it falls off it is placed on the table
- If it stays on the table the thrower keeps all the pennies

Baseball

- Place three pennies on the table (for first base, second and third -the closer they are to home the easier the game, the further they are, the harder the game)
- You get three tries to hit a base- by flicking the hitter penny with your finger
 - If you hit first or third you get a single
 - If you hit second you get a double (keep track of where your players are in your head)
 - If you hit the first or third base off the table you get a triple
 - If you hit the second base off the table you get a home run
- Three outs for an inning
- Play a pre-set number of innings

Football

- The penny starts on the edge of the table
- You get to get to hit it three times (four if you are using US rules), in an effort to get the penny to hang over the edge of the table- if you succeed you score six points for a touchdown
- Your partner then places their fingers in a goal post position near their edge of the table. You place your penny on your edge, and you hit it between the uprights for one point (a two-point conversion is taken from centre and the coin must be shoved to hang over the edge on one try)
- If after your second down you don't think you can make a touchdown try a field-goal by spinning the penny at the place it ended after the second down, then putting your hands in a praying position catch the penny between your two thumbs, and flip it between the uprights for three points
- After your score the other team takes over at their edge of the table
- If you fail to score after your third down (didn't get close enough to hand the penny over the edge or hit the penny too hard that it went off the edge of the table), your opponent takes over where your penny ended up or on the edge of the table if you over-shot the edge

Hockey

- Establish a goal at either end of the table
- Place a nickel at the center (the ball or puck)
- Start with your penny on your edge (anywhere you choose) and shove the penny so it moves the nickel towards the opponent's goal
- Your opponent then follows by doing the same
- When it is your turn again you may use the same player (playing the penny where it is), or you may use a new penny
- If your penny or one of your opponents pennies goes off the table it is put on where it went off
- You can check your opponents by hitting their pennies with your penny

Soccer

- Place a goal at either end (two pennies)
- Put three pennies at the end of a table
- Push the penny on the edge
- You can advance up the table by pushing one penny between the other two pennies
- You can score (pushing your penny through the goal) at any time

Basketball

- Play as in soccer but have a quarter at the other end as a target rather than a goal
- Another variation would be to advance as in soccer. Your partner puts their two thumbs and index fingers together to provide a basket. This basket is placed at the end of the table against their body. After any successful pass you spin this penny at that spot. You spin the penny at this place, then, putting your hands in a praying position, catch the penny between your two thumbs, and flip it in the basket
- After each basket the other team gets the ball (pennies) starting at their edge

Nine Holes

- Create a nine hole golf course one hole at a time
- Put one penny down as the hole--the object is to see how many shots it takes to hit the hole
- Set up obstacles using objects in the room (books, pencils, chalk....)
- Once everyone has completed the hole, set up the next hole (take turns being the course designer)
- Winner has the honour of going first
- Keep track of your total shots; or play a skins game with the winner being the one who wins the hole (if there is a tie the winnings are carried forward to the next hole....)