



PASS THE CHIPS HOCKEY RULES

THE GAME WHERE IF THE CLOCK STOPS ON YOUR NUMBER, YOU WIN. AT LEAST MOMENTARILY.

RULES

1. Gather 2–10 players. Preferably those willing to lose.
2. Each player picks a different number between zero and nine.
3. Set a value for the chips. A buck, a beer, bragging rights...
4. The Banker holds the chips to start.
5. When the clock stops, and the last digit matches a player's number, that player gets the corresponding chip, either from the Banker or the player currently holding it. Matches on different types of stoppage trigger the passing of different chips. Example: You have the number 6. There's a penalty. The clock stops at 13:26. Badda-bing — you get the Penalty Chip.

6. A player can get more than one chip on the same stoppage. Say a Goalie Stoppage and Penalty happen at the same time. If your number matches the clock, you get both chips. Cha-ching!
7. Dead Man's Rule: A player must notice that the clock has stopped on their number to receive any chips. If a player doesn't claim his chips before the clock starts again, he is richly deserving of ridicule, but not sympathy.
8. Pay-Up Time: Whoever's holding the chips at the end of each period gets paid the agreed-upon amounts and the chips are given back to the bank to be re-distributed in the next period.

Once you've mastered basic Pass The Chips Hockey, try our variations or make up your own.

VARIATIONS

- Negative Nelly** — Give a few chips negative values. So instead of being worth a buck, it costs a buck. Or the last man holding, say, the Stinger Chip has to buy the first round after the game.
- Let It Roll** — Players not only get paid at the end of each period, but also keep their chips into the next one.
- Overtime** — Double all chip values for stoppages that take place in overtime. Given all the excitement, we recommend the bank hold all chips to start overtime sessions.
- Punch Happy** — Players get an instant bonus if the penalty stoppage is due to a fight.
- Casino Jack** — Select multiple digits per player. That'll keep ya Passing The Chips.
- Double Jeopardy** — Pay an immediate bonus if a player's number appears back-to-back in the ones and tenths column. Say the clock stops with 46.6 seconds left and you have number 6. Winner, winner, chicken dinner!

CHIPS



Goalie Stoppage Chip — Given for matching the clock when the goaltender freezes the puck.



Icing Chip — Given for matching the clock when icing is called. Duh.



Away Goal Chip — Given for matching the clock when those knuckle draggers get lucky.



Puck Out Of Play Chip — Given for matching the clock when the puck leaves play. See how easy this is?



Home Goal Chip — Given for matching the clock after the good guys score.



Penalty Chip — Given for matching the clock on penalty stoppages.



Stinger Chip — Given for matching the clock on ANY stoppage during the last 5 minutes of each period. This chip carries a negative value — thus the stinger, baby.