

West Point Gun Club

Mattaponi Sundowners

Chinese Gift Exchange Rules

THE GIFTS:

1. The gift value limit is \$25.00.
2. The gift should be something someone would actually want or use, "gag" gifts are OK too but remember children may be taking part.
3. It should be in new or good condition and either Cowboy or Shooting oriented.
4. The gift should be wrapped before arriving to the party. Gift bags are OK.
5. Gift certificates are OK.
6. As guests arrive to the party, the gifts should be placed in an area where few people can see who brought which gift. All efforts should be made to hide who brought which gift.

THE GAME:

1. Each cowboy who wishes to participate must contribute a gift.
2. Prepare poker chips equal to the number of gifts with clearly written numbers.
3. Each cowboy draws a number and holds onto that poker chip.
4. Everyone sits in view of the presents.
5. On the first turn, the cowboy with chip #1 chooses a gift, opens it, and all admire it.
6. On the second turn, the cowboy with chip #2 gets the choice of "stealing" any unwrapped gift (#1's) or choosing a wrapped one. If #2 steals #1's gift, then #1 must open a wrapped gift.
7. On the third turn, the guest with paper slip #3 gets the choice of "stealing" any unwrapped gift (#1's or #2's) or choosing a wrapped one.

THE GAME CONTINUES BASED ON THE FOLLOWING:

1. If a gift is stolen from you, you can steal a gift (within limits, described below), or open a wrapped one.
2. The turn proceeds until a wrapped gift is chosen.
3. A gift cannot be immediately stolen back from the guest who just stole it.
4. The fourth "owner" of a gift gets to keep it. The gift is "locked" after it has been stolen three times.
5. "Owners" of "unlocked" gifts must keep them visible and hold them up when requested.
6. The gift exchange ends when the last wrapped gift is opened, unless #1's gift was never stolen, in which case, #1 places their open gift back in the middle and "stealing" continues until the remaining gift in the middle is taken.