



Issue 15 April 21st, 2009

Good Morning Ladies! Today is our BUNCO today! Make sure to have some fun and meet someone new. We have one of our mentors, Shelly Suth, to start off with today with our always special Mentor Moment.



I'm sure you all have at least one. You know, the child who grinds the sidewalk chalk to powder in which to make snow angels; your creative dresser; the child who has more rocks and sharks teeth in her room than toys; the one who sees mud and snow as an art supply and who sees the backyard and side of the house and the dog as a canvas; the one who uses an entire new bottle of dish soap to paint the kitchen sink green; the one who needs to be constantly reminded that she is only supposed to write on paper, not the wall, her clothes, the furniture, or her body; the one who considers band-aids to be stickers and promptly decorates herself with the whole box. You know, the child like my delightful Rachael. I read something yesterday which reminded me of her and I thought I would share it with you who also have children who see everyday as an art project.

“Then Moses said to the Israelites, “See, the Lord has chosen Bezalel son Uri, the son of Hur, of the tribe of Judah, and he has filled him with the Spirit of God, with skill, ability and knowledge in all kinds of crafts- to make artistic designs for work in gold, silver and bronze, to cut and set stones, to work in wood and to engage in all kinds of artistic craftsmanship... He has filled them with skill to do all kinds of work as craftsmen, designers, embroiderers in blue, purple and scarlet yarn and fine linen, and weavers- all of them master craftsmen and designers...” (For the whole passage read Exodus 35: 30 through Exodus 36: 7. I only picked out a portion for my note to you.)

This passage of scripture is part of a bigger story of how God designed and gave the Israelites a specific plan in order to build the Tabernacle, which was a place for the people to meet with God. God gave some of his people abilities that he intended to use to create something (the Tabernacle) that would remind his people to turn to him. This made me think that the Lord has designed my Rachael to be the way she is. He has a special plan to use her artistic, creative talents and gifts to proclaim himself to the world, or maybe just to me.



1

Continued from page 1...

Of course, in a funny way I am continually turning to God ("Lord, what am I ever going to do with her? How am I ever going to clean up this mess?) but I think he would rather that I ask him how to best give her opportunity to display her gifts and that I thank him for the gift of Rachael. He would like me to look at her and see him; His creative character reflected in her.

My challenge to you is that you take some time to consider the personality, talents, and traits of your children and see how God's character is portrayed in them. Maybe your child is like my Rachael or maybe they are more like my oldest, organized, determined, and competitive. Maybe you have a cuddly child or a tender hearted child. Maybe your child is all of the above and more. I believe in our children God is showing us some of who he is and he wants us to draw near to him, not just to deal with our kids but to know him and his character, to trust him because of who he is.

Celebrating God's creativity today! Shelly



## The Craft Tent

*...expressing your uniqueness and creativity*



## Jewelry Craft:

Remove picture charms from name tag.

Go to the craft table and cut a length of ribbon, and take a metal slider for each charm.

Use the wire like a needle to thread the ribbon through the sliders.

Attach charms to sliders and tie around your neck.



# Rules of BUNCO

## Getting Started



- Place three dice, a BUNCO Table Tally score sheet, and pencils on each of the tables. Place a table placard (head table ,table 1-10), on each table. A bell is placed on the HIGH Table. A large fuzzy die (or a small stuffed animal) is placed on the LOW table.
- Players draw a score card at random when they arrive and sit in the indicated place. Partners for the first round are the players sitting across from each other.



## Game Overview

- The High Table controls the pace of play by starting each round and ending each round with a ring of the bell. The scorekeeper at each table is the first to roll.
- Due to MOPS time constraints the rounds will be ended by any table with 21.*
- Players earn points by rolling the three dice. In each round, players are trying to roll the same number as the round, or the *target* number (for example, rolling "1" in Round 3)
- One point is awarded for each target number rolled successfully. For example rolling "111" in round 1 earns 2 points, in round 2, the same roll earns one point. In rounds 3-6 this roll earns no points.

BUNCO Table Tally	
Us	Them
X 11	5

- Five points are awarded for rolling three of a kind of any number *except* the current target number. For example rolling "111" in round 3 earns 5 points.
- BUNCO!** is called when rolling 3 of a kind of the target number. For example, rolling "111" in Round 3. Rolling BUNCO is worth 21 points, but the player has to yell it out to get credit for it.
- The player rolls as long as they score one or more points. When they fail to roll the target number on any of the dice, the dice are passed to the player on the left and the scorekeeper records the cumulative score on the Table Tally as the temporary team score.
- The round is over when the HEAD table reaches 21 points, they ring the bell and the round is over for everyone. *(Due to MOPS time restraints; we will end each round with the first table to reach 21. Everyone at your table gets an equal number of turns.)*

- When the round ends, and players at the lower tables get to finish their roll.
- Every player gets at least one roll per round.
- At the end of each round the winning team moves up to a higher table. The losing team from the High table moves to the low table (table 1). During the switch partners are changed.

## Player Scoring

- Players keep track of their scores on their own BUNCO Score Card.
- When a player rolls a BUNCO, that player should make a line next to the "Buncos" space on their score card. Only the player that actually rolled the BUNCO gets credit. The player's teammate does NOT get a score.
- When a team wins a round, both players record a "W" on the line for that round in that set.
- When a team loses a round, they each record an "L" on the line.
- At the end of the BUNCO session, all the players total their wins & losses on their scorecards for a chance at the prizes.

**BUNCO**  
Score Card

Name Ima Fanatic

Buncos 11 Wins \_\_\_\_\_ Losses \_\_\_\_\_

<input checked="" type="checkbox"/> W	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> L	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> W	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> L	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Tiebreakers during a Round

If both teams have a tied score at the end of a round, they participate in a roll-off. They are each allowed to roll the dice again for one session to accumulate additional points. Player #1 starts off rolling first. This player will continue to roll and accumulate points as long as they are successfully rolling the number of that round. Each player is given a session to roll and accumulate points for their team to end the tie. At the end of this session the team with the highest score is deemed winner.



Continued from page 3...

### Traveling (Optional)

- If you choose to add **TRAVELING** to your game, the "Fuzzy Die" or other (preferably soft, tossable) object is added.
- "Traveling" occurs whenever a Bunco is rolled. The current custodian of the Fuzzy throws the die at the person who called BUNCO.
- The player holding the object at the end of the game wins a prize!



Die

### Prizes (Optional)

If you choose to set up award categories, here's some possible categories groups have used:

- Most BUNCOS
- Most Wins - person with most "W" (Wins)
- Most Losses – person with most "L" (Losses)
- Traveling - Last person holding traveling die

[www.buncorules.com](http://www.buncorules.com)

Thank you to the  
Pink, Green and  
Yellow Tables today  
for brunch!

*Remember to bring  
your checkbooks to  
register for the  
2009/2010 MOPS  
and guarantee  
your spot for next  
year!*



If you can give more than your registration fee for next year, please consider it. Just a few dollars will help other moms be able to attend. Just think of it as passing on the blessing that MOPS has been for you.



#### Brunch Next MOPS:

Main Dish	Purple Table
Salad	Lavender Table
Dessert	Orange Table

You don't choose your family. They are God's gift to you, as you are to them.

-Desmond Tutu



In the Fun House  
...serving in MOPPETS



April 21<sup>st</sup>

Jamie LaTurner  
Missy Large  
Theresa Llewellyn  
Kerstin O'Shields  
Athena Whetman  
Hwan Hein  
Shawna Godbolt  
Amy Sherr

Will your child/children be missing an upcoming MOPPETS?

If you know your child/children will not be in MOPPETS ahead of time, please email Sandi at [sandi@marketid.com](mailto:sandi@marketid.com) to let her know. It helps her figure out the number of childcare workers we need ahead of time.

Thank you so much!



### Ladybugs on a Stick (from Family Fun Magazine)

For potlucks that are kid-friendly, I naturally think of recipes that can be served in individual portions. These luscious ladybugs, from the kitchen of Barbara Beery, founder of Batter Up Kids, Inc. cooking school in Austin, Texas ([www.batterupkids.com](http://www.batterupkids.com)), are always a crowd-pleaser, and a snack parents won't mind their kids filling up on.



- Red grapes
- Strawberries
- Mini chocolate chips
- Honeydew melon

#### Step 1

For each one, push half of a red grape onto a trimmed wooden skewer for the head.

#### Step 2

Next, push on a hulled strawberry body and score the back to create wings.

#### Step 3

For spots, use a toothpick to gently press mini chocolate chips, tips down, into the fruit. Arrange the skewers on a honeydew melon half.

