



Table Talk

the Play with Your Food newsletter

October 2024

The PwYF Team Handbook: an all-in-one guide to PwYF

Wondering where to start with PwYF? You need look no further than to the [Team Handbook](#)! It contains everything you need to know about how to participate as a fundraising team during the campaign, and how to celebrate your accomplishments by spending 24 hours playing board games together next March

Find the Team Handbook on the [PwYF community site](#), once you create an account. If you've signed up to use the [ChewsDay Challenge](#) forum, you should already have access.

The Team Handbook has sections that explain how to:

- organize and register a team
- generate ideas for fundraisers, including finding venues
- create, plan, and manage a fundraising event
- manage prizes and sponsorship
- prepare for the 24-Hour Event at the end of the campaign

The Team Handbook is a “living” document, which means that it is regularly updated by the PwYF Committee with new information. Once you read through it, if there's anything you're still unsure about, reach out to your team coach. They're always happy to help!

Upcoming events

[Mario Kart 8 Tournament](#)

Oct. 28

[Here Be Dragons](#)

Nov. 9

[Apiary Tournament](#)

Nov. 23

Check the [Events Calendar](#) for more details!

Teams that have met their fundraising minimums will be eligible for a **prize draw on Tuesday, Nov. 19.**

The minimum must be met by 4:00 pm on **Monday, Nov. 18** to qualify for the draw!

Raise a glass if you're ready to play!

Event report by Carmen Pauls Orthner

On Sept. 30, an idea that had been planted a year earlier finally bore fruit when my team, The Fellowship of the Game, hosted a “[Pasta and Viticulture](#)” night at Silvia's Italian Cafe in Regina. Over two dozen aspiring vineyard owners (ie. board gamers) gathered for a feast of authentic Italian pasta – either three-cheese ravioli or spaghetti and meatballs with a heritage red sauce –and a game of Viticulture. We also had an optional wine tasting with wines imported from Tuscany by [Noble Wine](#), introduced by Noble's co-owner, Gina Brass.



Cafe owners Grant and Silvia worked closely with us in preparing for our first fundraising event. They donated prizes and arranged for Gina, Silvia's daughter, to give her talk.

As a third of our guests had never played Viticulture before, table groups were organized with a mix of experienced and new players. We also gave out themed prizes, including Silvia's gift certificates, a custom t-shirt design, a bar of wine-infused soap, a cookbook, and an art print of a heart made from noodles. Thanks to everyone for the support!



*Left: Gina explaining the production methods used to make the wine;
Above: Silvia taking dessert orders.*



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Trick AND treat: the joys of trick-taking games

Gaming reflections by Derek Turner

With Halloween around the corner, many people's thoughts turn not only to treats but to "tricks" – and in the world of tabletop gaming, that usually means trick-taking games!

This subset of card games originated in its modern form in the late 1800s and early 1900s, with games such as Euchre, Whist, Bridge, Hearts, and Spades gaining prominence, but the concept of "trick-taking" dates back centuries and nearly every culture and region of the world has its own unique variations on trick-taking.

In a trick-taking game, cards are played (usually one at a time) into a "trick", the set of cards played by everyone. A predetermined number of cards are played – often until players' hands are empty – at which point the round is scored and cards are re-dealt for the next round. In addition to incorporating unique and compelling themes, most modern trick-taking games invert or subvert several of the expectations of the genre, such as: the size of the deck and number of suits; player partnerships; bidding methods and predicting bids; following suit or "sloughing" (not following suit); and declaring a "trump" suit (usually to win the trick) and/or including "super-trump" cards.

With over [2,500 trick-taking games listed on BoardGameGeek](#), it can be overwhelming to consider a dive into the genre, so here are my best tips and recommendations for games you may want to explore. [Read more!](#)



The genre is diverse: co-op deep sea dives, a cat who may be dead or alive, heroic potatoes, and solo efforts to unify an animal kingdom!

Meeples in your neighbourhood

This section profiles members of the PwYF community. Learn more at community.pwyf.ca.

Jeff Haubrich (PwYF team: The Moosomin Board Lords)

How did a group of friends from Moosomin – a town of 3,000 people located 20 km west of the Saskatchewan-Manitoba border – get involved in raising money to help Regina's less fortunate?

For Jeff Haubrich and his team, when it comes to board games or good causes, distance is not a barrier – or even for being a "Board Lord"! As Jeff said, "We have a team member from Regina that we don't get to game with very often. The 24-Hour Event is like a reunion for us in that regard."

After hearing about the PwYF campaign from co-chair Matt Robertson, Jeff offered to help out as a volunteer. Matt replied, "Why don't you enter a team?" Most of the Board Lords are part of Jeff's regular gaming group, and when they heard about the opportunity, they were all in!



Jeff and a well-loved possession

(By the way, the "Board Lords" name predates the group's involvement with PwYF. "In the early days of our weekly game nights, we played in the conference room at my work. It was a suitable place to game, as it has lots of modular tables," Jeff said. "A colleague of mine commented that we were 'board lords', as we like to play board games and we were gaming in the boardroom. We all thought that it was a great name, and it stuck.")

For Jeff, PwYF is all about having fun while helping others in need. "Watching the team getting excited about helping others is a great feeling. It's very uplifting. Even though we're outside of Regina, there are local opportunities to raise funds, and people care about food security and social issues in the province."

[Read more about Jeff and his thoughts on gaming and being involved with PwYF.](#)

Play with Your Food: by the numbers (as of Oct. 9, 2024)

20 teams
88 participants

\$15,798 raised
26.33% of campaign goal

174 people at ChewsDay
Challenge events in September