

# Rules of Playing Dirty Santa

## 1. Define Price Limit

- a. About \$5.00

## 2. Everyone Buys One Gift

- a. Each person will walk away with a single gift at the end of the day, which means everyone must bring a gift themselves to the party. No gift, no play.

## 3. Top Notch Wrapping

- a. One thing to pay close attention to is wrapping. Dirty Santa gifts are expected to be well wrapped, even look deceiving to make people want to open them. The guest should not be able to guess what's inside. Add a small card with YOUR name.

## 4. Draw Player Order

- a. You have to determine who goes first and who follows. To do this, have guests draw numbers from a bowl when they place their gift on the table. No gift, no number. Only one number per guest bringing gift(s). If a guest brings more than one gift then that guest must find someone who didn't bring a gift so that that guest can pick a number.

## 5. Opening And Stealing

- a. Each player must open an unopened gift or steal from previously opened gifts.

## 6. No Swap-Backs

- a. If the gift is stolen from you, it is your turn to steal another gift or open an unopened gift, but you cannot steal the gift just taken from you right away. You must wait for another opportunity to strike.

## 7. Early Outs

- a. A common optional rule is to have a 3 strikes early out for gifts or player. This means that if a gift is stolen 3 times, or the player gets stolen from 3 times, the gift that they are holding will be theirs and they are out of the game.

## 8. How The Game Ends

- a. When there are no more unwrapped gifts, the person who drew first is allowed one more turn. If they choose to steal or keep the gift they have, the game is over.