

CHEF'S DISH OF CHOICE

Chefs: Prepare a single dish of your choice.

Judge: Deal each chef 7 cards; they may trade in up to 3; they must use at least 4.

DISTASTEFUL DISH

Chefs: Create the worst tasting dish you can come up with.

Judge: Deal each chef 7 cards; they may trade in up to 3; they must use *exactly* 4 cards in their final dish.

MINIMALIST

Chefs: Prepare a single dish of your choice, using exactly 3 ingredients.

Judge: Deal each chef 7 cards; they may trade in up to 4.

They must use exactly 3 ingredients.

POT LUCK

Chefs: Prepare a single dish of your choice.

Judge: Deal each chef 7 cards; they may trade in up to 3; they must use at least 4.

After all Chefs have traded in any cards, instruct each Chef to choose one card at random from their clockwise (or counter clockwise) neighbor.

Chefs *MUST* use the card they pick in this fashion in their final dish.

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COOKIES

Chefs: Prepare a *uniquely* flavored cookie or biscuit.

Judge: Deal each chef 10 cards; they may trade in up to 5, twice; they must use at least 3.

Reward unique daring flavors.

ICE CREAM

Chefs: Prepare a *uniquely* flavored ice cream; assume you have access to traditional ice cream base ingredients (milk, cream, etc).

Judge: Deal each chef 10 cards; they may trade in up to 5, twice; they must use at least 3.

Reward unique and daring flavors.

MIXED DRINK

Chefs: Prepare a unique mixed drink. Assume you have any liquors and mixers you need, just add additional ingredients.

Judge: Deal each chef 7 ingredient cards; they may trade in up to 4; they must use at least 2.

SABOTAGE

Chefs: Prepare a single dish of your choice and try to sabotage your neighbor.

Judge: Deal each chef 7 cards and instruct each Chef to pass one card to the player clockwise (or counter clockwise).

Chefs *MUST* use the card passed to them in their final dish.

After exchanging cards with their neighbors, Chefs may trade in up to 3 and must use at least 4.

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