

SANDWICH OF THE DAY

Chefs: Invent a new sandwich; assume you have the bread of your choice.

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

ASSIGNMENT

SOUP OF THE DAY

Chefs: Invent a new soup; assume you start with a traditional soup base/stock and just add flavors.

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

ASSIGNMENT

TEAMWORK MEAL

Chefs: Work as a team to create a 3 course meal - an appetizer, a main course, and a desert.

Judge: Divide players into teams with no more than 3 players on each team. With teams of less than 3, choose which players will have to make multiple dishes.

Deal each chef 7 cards; they may trade in up to 3; they must use at least 4. Each team must create an appetizer, main course, and desert.

Award points to each team -- all players share the points for their team. You may also give one player some bonus individual points.

ASSIGNMENT

THE SECRET INGREDIENT

Chefs: Prepare a single dish of your choice - incorporate the Secret Ingredient when it is revealed.

Judge: Choose a Secret Ingredient of your choice from the Ingredient deck and place it face "DOWN" on the table.

Tell the chefs the kind of ingredient it is (spice, fruit, etc) but not the actual ingredient.

Deal each chef 7 cards; they may trade in up to 3. After chefs have traded in any cards, turn the Secret Ingredient face up.

Chefs must create dishes using at least 3 ingredients, in addition to the Special Ingredient.

ASSIGNMENT

THE SPECIAL INGREDIENT

Chefs: Prepare a single dish of your choice, using the Special Ingredient.

Judge: Choose a Special Ingredient of your choice from the Ingredient deck and place it face up on the table.

Deal each chef 7 cards; they may trade in up to 3; they must use at least 3, in addition to the Special Ingredient.

ASSIGNMENT

TRADING FLOOR

Chefs: Prepare a dish of your choice.
Judge: Deal each chef 8 cards; they must use at least 4. The only way for chefs to exchange cards is by trading cards with other chefs.

They do so by publicly offering to trade things in any fashion, for example by saying: "Who wants a Chicken card? What will you give me for it!?"

Trades do not have to be for equal numbers of cards.

Any chef may offer any other chef the following deal which cannot be rejected: "I will give you 2 cards of my choice for 1 card of your choice".

ASSIGNMENT

AVOCADO

