



LEARNINGPLUNGE<sup>®</sup>

# Tournament Rules

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**GeoPlunge**



# Overview

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- Each match will be 18 minutes.
- Rotate games in the following order for the entire match. When the 4 games are completed, play them again in the same order, shuffling the cards before using them again. Order games will be played:
  - Border-Up
  - State IQ
  - Dashing States
  - Play the Dates
- A team receives 10 points when it wins a game, and each team receives 5 points when a game ends in a tie. Whichever team has more points at the end of an 18-minute match wins that match.
- Throughout the day, one team rotates to another table after each 18-minute match so that different teams play each other.
- The first and second place teams receive trophies and the teams who display excellent teamwork and sportsmanship receive medals.

# BorderUp

Example of a “winning group.”  
Colorado  
borders  
Kansas, and  
Kansas borders  
Missouri



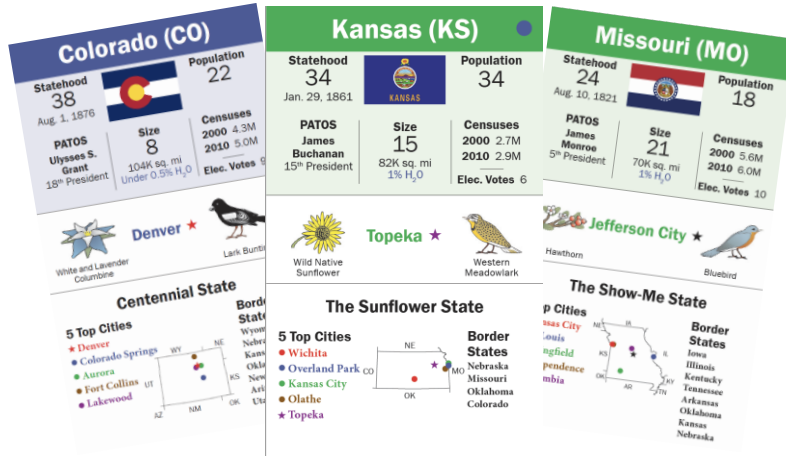
GeoPlunge



- **Cards Used:** GeoPlunge cards
- **Set Up:** Each team is dealt 18 GeoPlunge cards face-down. The teams do not look at their cards until the monitor says “Ready, Set, GeoPlunge.”
- **Overview:** This is a racing game. Each team tries to find two winning groups, as described below, as quickly as possible.

## How to play:

1. Once the monitor says, “Ready, Set, GeoPlunge,” each team turns over and looks at its GeoPlunge cards.
2. Each team then tries to find from its cards, as fast as it can, two sets of winning groups. A winning group is three states in which one of those states borders both of the other states in the group.
3. The 1<sup>st</sup> team that believes it has found two winning groups shouts “GeoPlunge.” At that point, the other team has up to one more minute to find two winning groups from its cards and if it does it immediately shouts “GeoPlunge.”



**SCORING:** The monitor checks the two groups of 3 cards from the team that said “GeoPlunge” first. If that team is correct, it wins the game.

If there is an error, the monitor checks to see if the other team (with its extra time) found two winning groups of 3 cards. If so, that team wins the game.


If neither team is correct, the game ends in a tie.

Time zones are color-coded at the top of the card:

- Red: Eastern
- Green: Central
- Blue: Mountain
- Purple: Pacific
- Yellow or Orange: Other

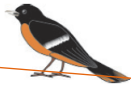
# State IQ

## Maryland (MD)

<b>Statehood</b> 7 April 28, 1788		<b>Population</b> 19
<b>PATOS</b> None	<b>Size</b> 42 12K sq. mi 22% H <sub>2</sub> O	<b>Censuses</b> 2000 5.3M 2010 5.8M <b>Elec. Votes</b> 10



Black-eyed Susan



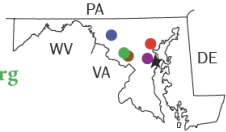
Baltimore Oriole

**Annapolis** ★

### Old Line State

#### 5 Top Cities

- Baltimore
- Frederick
- Gaithersburg
- Rockville
- Bowie



#### Border States

- Pennsylvania
- Delaware
- Virginia
- West Virginia

- **Cards Used:** GeoPlunge cards
- **Set Up:** Each team is dealt 1 GeoPlunge card face down.
- **Overview:** This is a trivia and strategy game.

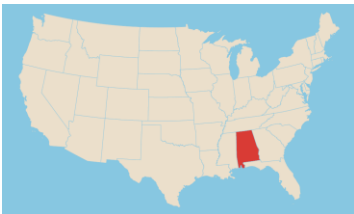
### How to play:

1. The team who just won BorderUp gives clues first. Once the first guessing team guesses correctly, or makes 3 incorrect guesses, the teams switch roles.
2. The guessing team makes one guess after each clue.
3. The team giving the clues can choose the order to give the clues from the following list of options:
  - The first letter of the state name
  - The first letter of the name of the state capital
  - The state's Statehood ranking
  - The primary time zone of the state PLUS one border state

**SCORING:** The team that guesses correctly with fewer guesses wins the game. If both teams guess correctly with the same number of guesses, or if both guess incorrectly on all three guesses, they tie the game.

# Dashing States

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Alabama, California, New York, Virginia

- **Cards Used:** Map cards
- **Set Up:** Each player is dealt 4 Map cards face down. Players do not look at their cards until it is their turn.
- **Overview:** This game is a race. The players on a team – one at a time in relay fashion – sort their states in alphabetical order by state name.

## How to play:

1. The monitor says, “Ready, Set, GeoPlunge”
2. Player 1 on each team turns over his/her 4 cards and sorts them in alphabetical order by state name. When done, he/she shouts “Go.” Player 1 cannot touch his/her cards again.
3. When player 1 on a team says “Go,” player 2 on that team turns over his/her 4 cards and sorts them in alphabetical order by state name, then shouts “Go.” Player 2 cannot touch his/her cards again.
4. When player 2 on a team shouts “Go,” player 3 on that team turns over his/her 4 cards and sorts them in alphabetical order by state name, and then shouts, “GeoPlunge.” At that point, the other team has up to one more minute to complete the relay, and if it does player 3 on that team immediately shouts “GeoPlunge.”

**SCORING:** The monitor checks all three players’ cards from the team that said “GeoPlunge” first. If all three players sorted their cards correctly, that team wins the game.

If there is any error, the monitor checks to see if all three players on the other team (with the extra time) sorted their cards correctly. If so, that team wins the game.

If neither team is correct, the game ends in a tie.

# Play the Ranks

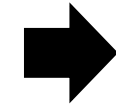
**Cards Used:** GeoPlunge cards

**Set-Up:**

- The team that won the most recent game decides before the cards are dealt whether the Base will be 1 or 50.
- Each team is dealt 6 GeoPlunge cards, face down.

**Overview:** This is a strategy game. The object of the game is for your team to win the most “tricks.”

A “trick” is when each team plays a card. The winner of those 2 cards wins the “trick.”




**How to play:**

1. Each team looks at its 6 cards.
2. For the 1<sup>st</sup> trick, the team that just won the most recent game is the lead team for that trick and plays a card first on that trick. After that, whichever team wins a trick is the lead team for the next trick.
3. For each trick, the lead team chooses one of its cards and says the name of the state it is playing, and the NAME of the ranking -- either Size, Statehood, or Population. The lead team then plays its card face-down so the other team cannot see the information on the card. The other team then plays a card.
4. Whichever team plays a card closer to the Base in the category chosen wins the trick.
5. EXAMPLE: If the Base is 50, and the lead team plays Washington and says “ Washington, Statehood,” the other team can only win the trick if it plays a card with a Statehood ranking between 43 and 50.

**SCORING:** When all 6 tricks have been played, the team who won the most tricks wins the game and receives 10 points. If each team won three tricks, the team that won the last trick wins the game and receives 10 points.

**Washington (WA)**

Statehood 42 Nov. 11, 1889		Population 13
PATOS Benjamin Harrison 23 <sup>rd</sup> President	Size 18 7% H <sub>2</sub> O	Censuses 2000 5.9M 2010 6.7M Elec. Votes 12




**The Evergreen State**

**5 Top Cities**

- Seattle
- Spokane
- Tacoma
- Vancouver
- Bellevue

**Border States**

Idaho  
Oregon





Who Chooses...  
Who Chooses...  
Size of Statehood  
What's Clue Is...  
Population Ranking

Virginia (VA)		
Statehood June 25, 1788	Population 12	
PATOS None	Size 35 43K sq. mi 8% H <sub>2</sub> O	Censuses 2000 7.1M 2010 8.0M Elec. Votes 13
Richmond ★ American Dogwood	Cardinal	
Old Dominion	Border States Maryland North Carolina West Virginia Tennessee Kentucky	
Cities Virginia Beach Roanoke Newport News	Eastern time zone. MD, VA AZ, CA, NV, UT Mauna Kea, HI NC	

10 A

Statehood

Postal Co

PTR1

What time zone is Washington and what two states does it border?  
How many states are smaller in size than Washington, D.C.?  
Name the four states the Mojave Desert is in.  
When measuring the height of a mountain only the part above sea level is usually taken into account. But also, what is the tallest mountain in the world and what state is it in?  
What state did the Wright Brothers make their famous flight from their major university in this state is located in a city named Greenville?  
Eastern time zone. MD, VA  
AZ, CA, NV, UT  
Mauna Kea, HI  
NC



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