



LEARNINGPLUNGE[®]

Tournament Rules

HistoryPlunge



Overview

- Each round will be 18 minutes
- Rotate games in the following order for the entire round. 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:
 - Dashing Presidents
 - Play the Dates
 - Who's the President?
 - Knowing Notables
- In our tournaments, we give also awards for excellent teamwork and sportsmanship!

HistoryPlunge Cards Used for Tournament Games

1. President Portrait cards (examples below)

Used for the game Dashing Presidents



2. President fact cards (example below)

Used for the game Who's the President

3. Notable cards (example below)

Used for the game Knowing Notables



4. Timeline cards with the silver fronts; NOT the cards with the gold fronts. (example below)

Used for the game Play the Dates



Only learn the top fact on these cards, which corresponds with the date shown.

Dashing Presidents



- **Cards Used:** President Portrait cards
- **Set Up:** Each player is dealt 4 President Portrait 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 presidents from earliest to most recent in the order served.

How to play:

1. Monitor says, “Ready, Set, HistoryPlunge”
2. Player 1 on each team turns over his/her 4 cards and sorts them in the order that the presidents served from earliest to most recent. 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 the order those 4 presidents served from earliest to most recent, 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 the order those 4 presidents served from earliest to most recent, and then shouts, “HistoryPlunge.” 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 “HistoryPlunge.”

SCORING: The monitor checks all three players’ cards from the team that said “HistoryPlunge” 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 Dates Setup

Cards Used: Silver Timeline Cards

Use only the timeline cards with the silver front.



Set Up: The timeline cards are split into 3 separate time periods. Whichever team won the most recent game chooses the time period that will be used for that round.

➤ 1400s – 1700s
are color-coded red on the card backs

➤ 1800s
are color-coded blue on the backs

➤ 1900 – present
are color-coded green on the backs

- Apollo 11 lands on the moon; Neil Armstrong becomes the first person to walk on the moon
- ▼ Palmer Raids begin
- Paris Agreement regarding climate change is ratified
- Veterans Administration is replaced by cabinet-level U.S. Department of Veterans Affairs
- National Business League* is founded by Booker T. Washington
- ▼ U.S. invades Grenada
- ▼ John Steinbeck's *The Grapes of Wrath* is published
- Newlands Reclamation Act
- Geraldine Ferraro becomes the first female candidate for Vice President on a major party ticket

Top 1969 / 1919 / 2016
Middle 1989 / 1900 / 1983
Bottom 1939 / 1902 / 1984



Play the Dates Game Play

Overview: This is a strategy game. Your team tries to win the most “tricks.”



When each team plays 1 card, it's called a “trick.” The winner of those 2 cards wins the “trick.”

Use the top blue fact only

■ Apollo 11 lands on the moon;
Neil Armstrong becomes the first
person to walk on the moon

▼ Palmer raids begin

Top 1969 / 1919 / 2016

Middle 1989 / 1900 / 1983

Bottom 1939 / 1902 / 1984

Use the top blue date only

How to play:

1. Deal 6 cards to each team face down from the time period chosen.
2. Each team looks at its 6 cards. Teams only use the top fact on each card, which goes with the top blue date on the bottom of the card. Do not use the other facts or dates for this game.
3. The team that chose the time period for the round is the “lead” team and starts the game. After that, whichever team wins a trick is the lead team for the next trick.
4. The lead team chooses 1 of its cards and reads the top blue fact out loud (but doesn't read the date) and does not show the other team its card. After reading the fact, the lead team says either “before” or “after.”
5. **If the lead team called “before”:** the other team wins the trick if it plays a card with an event that occurred before or the same year as the fact read by the lead team. {Example: if the lead team's card says: “The Declaration of Independence was signed,” the other team wins if it plays an event that occurred **on or before** 1776}. Otherwise, the lead team wins the trick.
6. **If the lead team called “after”:** the other team wins the trick if it plays a card with an event that occurred after or the same year as the fact read by the lead team. {Example: if the lead team's card says: “The Declaration of Independence was signed,” the other team must play an event that occurred **on or after** 1776}. Otherwise, the lead team wins the trick.

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. There can be no tie in this game.

The President's party is color-coded at the top of the card:

- Purple: no party
- Green: Federalist
- Turquoise: Democrat-Republican
- Blue: Democrat
- Tan: Whig
- Red: Republican

Who's The President?

- **Cards Used:** President Fact Cards
- **Set Up:** Each team is dealt 1 President Fact card face down.
- **Overview:** This is a strategy and trivia game. See which team can guess the other team's President with fewer clues.

How to play:

1. The team who won the most recent game gives clues first. Once the first-guessing team guesses correctly or makes 3 incorrect guesses, the teams switch roles so that the first-guessing team then becomes the clue-giving team.
2. The guessing team makes one guess after each clue. The maximum number of clues the clue-giving team gives is 3.
3. The team giving the clues can choose the order to give the clues from the following list of options:
 - The President's first name
 - The First Lady's first name (or say no First Lady if one is not listed)
 - The Vice President's name (or say no Vice President if one is not listed)
 - The President's political party PLUS the number of terms served: less than 1; 1 full term; between 1 and 2;

2 full terms; more than two terms

● ● ● ● ● ☾

less than 1; 1 full term; between 1 and 2

☾ ● ● ☾

SCORING: The team that guesses correctly with fewer guesses wins the game and gets 10 points. If both teams guess correctly with the same number of guesses, or if both guess incorrectly on all three guesses, they tie the game, and each gets 5 points.

GEORGE WASHINGTON



LOP 7Y 10*M **DOB** Feb 22 1732

DOP Apr 30 1789–Mar 4 1797 **SOB** VA

Terms ● ● **SAW** VA

Age 57–65 **PAW** Mount Vernon

TERM 1

First Lady	Electoral Votes	
Martha	100.0%**	69
VP	John Adams	34
John Adams	John Jay	9
	Others	26

- Judiciary Act of 1789
- Residence Act of 1790
- First Bank of the United States is chartered
- Bill of Rights is ratified

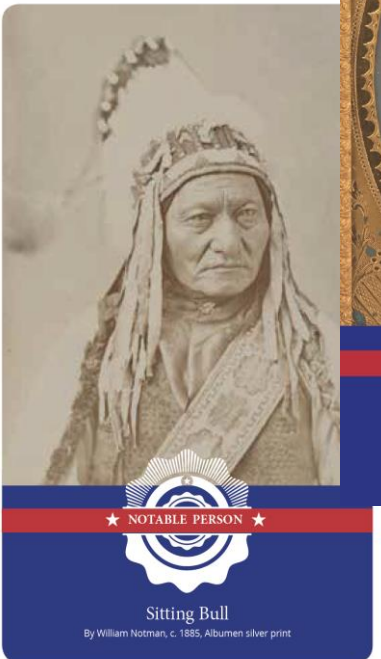
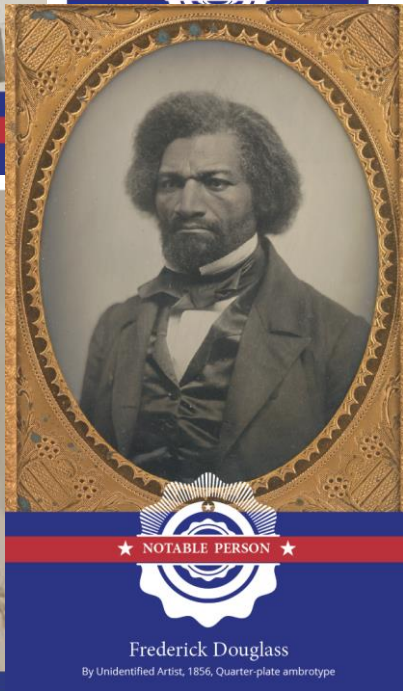
Knowing Notables

- **Cards Used:** The two-sided Notable Person cards and the frame covers.
- **Set Up:** In tournament play, if there is a monitor, the monitor randomly gives each team 3 cards. Otherwise, each team randomly selects 3 Notable Person cards from the middle of the deck. Each team will use the frame covers to cover the bottoms of the cards used so that the notables' names are not seen by the other team.
- **Overview:** This is a trivia game.

How to play:

1. The team who won the most recent game shows its 3 Notable Person cards first, one at a time (that team chooses which side of each card to use).
2. The other team tries to guess each of the Notable Person cards it is shown, one at a time. It gets 1 guess per card.
3. The teams then switch roles.

SCORING: The team who guesses the most Notable Persons correctly wins the game. If each team has guessed the same number of Notable Persons correctly, it is a tie.





We're here to help!

[Contact us](#) if you would like free, training, ideas, help in getting started.

Our [Kids' Zone](#) has flashcards and quizzes to help students learn.