



LEARNINGPLUNGE[®]

Women's HistoryPlunge

Tournament Rules – 2026



Overview

- Each round will be 18 minutes
- Rotate games in the following order for the entire round. When the 3 games are completed, play them again in the same order.
- Order games will be played:
 - Dashing Notables
 - Play the Dates
 - Notable Plunge
- We will be watching throughout the day for excellent teamwork and sportsmanship too!

Women's HistoryPlunge Cards Used for Tournament Games

1. Notable Women Cards – used in 2 games

- Dashing Notables
- Notable Plunge

DAISY BATES

Little Rock Nine

★ | Born 1914 |

- President of Arkansas' NAACP chapter, she organizes the Little Rock Nine to desegregate Little Rock Central High School
- ▲ She and her husband run the *Arkansas State Press*, a civil rights-focused newspaper, but are forced to shut it down after backlash over the Little Rock Nine
- ☞ One member of the Little Rock Nine calls her the "quarterback, the coach. We were the players."

Only woman allowed to speak - but just briefly - as part of the official program at the 1963 March on Washington



2. Timeline Cards + Power Cards

- Play the Dates

TIMELINE

2003 | 📖
Dolly Parton's Imagination Library mails its one millionth free book to children, expanding early childhood literacy

2005
Pat Summitt becomes the winningest coach in NCAA Division I basketball history - man or woman

2007 | 🗣️
The 1st woman to be Speaker of the House - Nancy Pelosi

2009 | ⚖️
The Lilly Ledbetter Fair Pay Act makes it easier for workers to challenge unequal pay

2

Keyword

⚙️

1848

Dashing Notables - Set Up



- **Cards Used:** Notable Women cards with image on one side and facts on the other.
- **Set Up:** Each team is dealt 6 Notable Women cards **image side up**. Teams do not look at their stack of cards until the dealer says “Ready, Set, HistoryPlunge!”
- **Overview:** This game is a race. Teams sort their cards in alphabetical order by first name as quickly as possible. After they complete the sorting, teams must name each woman and her Keyword looking at the image side only. Each player on the team is responsible for identifying 2 women and their Keywords.

FAQ: Teams can sort with cards fact side up if they wish, but the **cards must be image side up** in order when a team shouts “HistoryPlunge,” and during the identification process described below.

ABIGAIL ADAMS

First Lady

★ | Born 1744 | 🏰

- Exchanges over 1,000 letters with her husband, expressing many political opinions, including the importance of education, property, and protection for women
- ▲ The 1st First Lady to live in what is now the White House where she advises her husband, and some refer to her as “Mrs. President”
- 💬 I desire you would remember the ladies.... Do not put such unlimited power into the hands of the husbands.”

She is 1st to be the wife of one president and the mother of another

Keyword



Dashing Notables - How to Play

How to play:

1. Monitor says, "Ready, Set, HistoryPlunge!"
2. Each team sorts its Notable Women cards in alphabetical order by first name - as fast as it can - and when the cards are in order from left to right with all image sides showing shouts "HistoryPlunge!"
3. After the 1st team shouts "HistoryPlunge," the other team has 1 more minute to complete its sorting and place its cards image side up in order, and if it does so within the minute, it shouts "HistoryPlunge!"

Who wins:

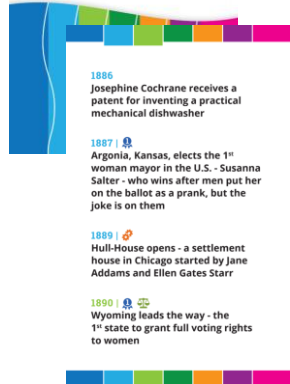
1. The 1st team that shouted "HistoryPlunge" wins if:
 - It correctly sorted the women in alphabetical order by first name, AND
 - It correctly identifies each of its Notable Women in order and the Keyword of each without looking at the fact side of the cards (after it names each woman and Keyword, turn over that card to the fact side to check for accuracy).
 - **NOTE: Each player from the team must identify two women and their Keywords without help from teammates.**
2. If team 1 made any errors, the other team can steal the game and win if it shouted HistoryPlunge within its extra minute and if it correctly identifies the women in the same manner as stated in 1.
3. If neither team wins, the game ends in a tie.



Play the Dates - Setup



TIMELINE



- **Cards Used:** Timeline cards and Power cards
- **Set Up:** Each team is dealt 6 Timeline cards face down and can look at its own cards. Place the top Power card in the Power card deck face up in the middle of the table. The date at the bottom of the Power card is the **Anchor Year** for the entire game.
- **Overview:** The team that wins the most tricks wins the game. If both teams win 3 tricks, the team that wins the last trick wins the game. This game cannot end in a tie.



POWER



Eras



Anchor Year

FYI: The Anchor Year will be an important year in women's history. 1848 (the Seneca Falls Convention), 1920 (the 19th Amendment is ratified), or 1964 (the Civil Rights Act with Title VII is passed)

Play the Dates - How To Play



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

How to play:

The team that won the last game is the **lead team** on the 1st trick. After that, the team that won the previous trick becomes the lead team for the next trick.

1. **Lead Team's Turn:** The lead team on each trick announces "before," "after" or "anchor" and then plays a Timeline card face down after reading one of the facts (but not the date) on the card out loud.
2. **Non-Leading Team's Turn:** The non-leading team then plays a card, reading a fact from it out loud and placing the card face up. Then the lead team turns its card face up to reveal the winner of that trick.
 - If the teams are playing "before," the fact with the earlier year wins the trick.
 - If the teams are playing "after," the fact with the later year wins the trick.
 - If the teams are playing "anchor," the fact that is closest to the Anchor Year wins the trick.
 - If there is a tie, the non-leading team wins the trick.
3. **One-Time "Flip-It" Option:**
 - Each team can use the "Flip-It" option once during the game.
 - After the lead team plays a card, the non-leading team can call "Flip-It," forcing the lead team to flip its card to reveal the year of its fact before the non-leading team plays its card on the trick.

Notable Plunge - Set Up



ABIGAIL ADAMS

First Lady

★ | Born 1744 | 🏠

■ Exchanges over 1,000 letters with her husband, expressing many political opinions, including the importance of education, property, and protection for women

▲ The 1st First Lady to live in what is now the White House where she advises her husband, and some refer to her as "Mrs. President"

💬 "I desire you would remember the ladies.... Do not put such unlimited power into the hands of the husbands."

She is 1st to be the wife of one president and the mother of another

- **Cards Used:** Notable Women cards with image on one side and facts on the other
- **Set Up:** Each team is dealt 6 Notable Women cards **image side up**. Teams can look at the fact sides of their own cards. Place a stack of Notable Women cards in the middle of the table, image side up (the Draw pile). As teams play, they will create a Discard pile with images facing up next to the Draw pile.
- **Overview:** Each team tries to collect 6 cards from 6 different Eras with each showing a different 1st Icon. **Players will need to know the Eras by date and Icon names, which are on the inside of the game box.**

Key to Era Colors	Key to Icons
1500 1839 Building a New Nation	👩💼 Businesswomen
1840 1889 Seeking Freedom & Rights	🔄 Changemakers
1890 1919 A New Century	👩🎓 Community Champions (educators, community service)
1920 1959 Breaking Boundaries	✂️ Creatives
1960 1979 "Equal Rights Now!"	🛡️ Defending Freedom
1980 1999 Moving Forward	🏆 Game Changers
2000 PLUS The New Millennium & You	⚖️ Legal Leaders
	🎤 Performers
	🏛️ Power Players
	💡 STEM+ (* explorers, inventors)

Notable Plunge - How to Play

How to play:

Teams alternate turns. The team that won the last game goes first. On your turn, your team must:

- Take the top card from the Draw pile or the Discard pile (for the 1st turn, there will be no Discard pile)
- After drawing a card, **discard one card**, placing it image side up on the Discard pile

Shouting “HistoryPlunge!”

When a team collects 6 Notable cards, each from a **different Era** and with a **different 1st Icon**, it shouts “HistoryPlunge!” and lays the 6 cards **image side up**. The other team points to 1 of the cards and the “HistoryPlunge” team must correctly state that woman’s:

Full Name + Era dates + 1st Icon

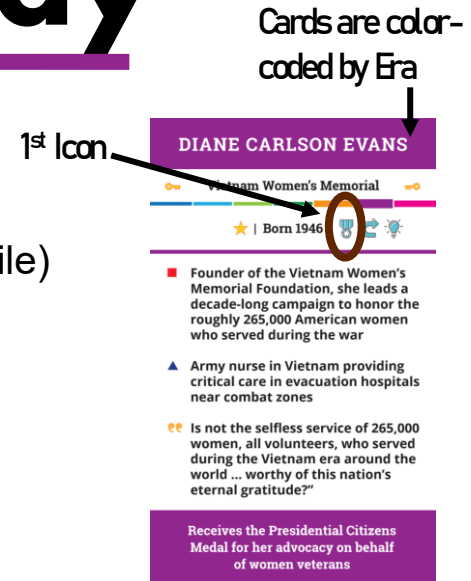
If all three are correct *and* the hand truly has 6 different Eras and 1st Icons, that team wins the game.

Stealing the Game:

If the 1st team gives any incorrect answer or didn’t have 6 different Eras and 1st Icons, the other team can steal the game. To steal:

- Team 2 lays out its 6 cards image side up (even if Team 2 didn’t have 6 different Eras and 1st Icons)
- Team 1 points to 1 of the cards and Team 2 must correctly identify that woman’s Name + Era dates + 1st Icon.

If Team 2 is correct, it steals the game and wins. If not, the game ends in a tie.





We're here to help!

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