

# Play the Ranks™

## Level 1 and Level 2

**Cards Used:** GeoPlunge cards. Shuffle the cards before the game begins and after each state ranking battle.

**Players:** Two teams with 1, 2, or 3 players per team

**Objective:** This game is a series of state ranking battles. For each state ranking battle, whichever team wins the most “tricks” wins the battle. A “trick” consists of two cards, one from each team. A team earns 2 points for winning a state ranking battle, and in Level 2 it also has the opportunity to earn a bonus point (i.e., a third point) as described in those rules. Continue playing state ranking battles, one at a time, until one team wins the game. For Level 1, a team needs 10 points to win the game. For Level 2, a team needs 15 points to win.



### Level 1:

#### **For each state ranking battle:**

**Step 1:** Deal 9 GeoPlunge cards to each team face-down. After looking at its cards, each team discards 1 card from its hand, face-down, so that each team has 8 cards. Then, to determine which team will play the first card for the first trick, turn face-up the 2 discarded cards.


Whichever team’s discarded card has a statehood ranking closer to 1 is the lead team (i.e., the team that plays the first card) for the first trick.



**Step 2:** The teams then play 8 tricks, one at a time. **Whichever team wins a trick becomes the lead team for the next trick.**

- For each trick, the lead team plays one card face-up and announces both (1) the name of the state that it is playing, and (2) the ranking category of either size, statehood, or population that will be used for that trick. The other team then plays a card face-up. Whichever team plays the card that has the better ranking in the category chosen by the lead team wins the trick.
  - For the first four tricks, 1<sup>st</sup> is the best ranking, followed by 2<sup>nd</sup>, followed by 3<sup>rd</sup>, followed by 4<sup>th</sup>, etc, in the category chosen by the lead team.
  - For the last four tricks, 50<sup>th</sup> is the best ranking, followed by 49<sup>th</sup>, followed by 48<sup>th</sup>, followed by 47<sup>th</sup>, etc, in the category chosen by the lead team.

**Examples:** If for one of the first 4 tricks the lead team plays the New York card and announces “Population,” and the non-leading team plays the Colorado card, the lead team wins the trick because New York’s population ranking is closer to 1 than Colorado’s.

**New York (NY)**

<b>Statehood</b> 11 July 26, 1788		<b>Population</b> 4
<b>PATOS</b> None	<b>Size</b> 27 55K sq. mi 14% H <sub>2</sub> O	<b>Censuses</b> 2000 19.0M 2010 19.4M
<b>Elec. Votes</b> 29		

 **Albany** ★   
Rose Bluebird

**Colorado (CO)**

<b>Statehood</b> 38 Aug. 1, 1876		<b>Population</b> 22
<b>PATOS</b> Ulysses S. Grant 18 <sup>th</sup> President	<b>Size</b> 8 104K sq. mi Under 0.5% H <sub>2</sub> O	<b>Censuses</b> 2000 4.3M 2010 5.0M
<b>Elec. Votes</b> 9		

 **Denver** ★   
White and Lavender Columbine Lark Bunting

**The Empire State**

**5 Top Cities**

- New York
- Buffalo
- Rochester
- Yonkers
- Syracuse

**Border States**

- VT Vermont
- MA Massachusetts
- CT Connecticut
- NJ New Jersey
- PA Pennsylvania



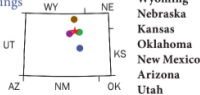
**Centennial State**

**5 Top Cities**

- ★ Denver
- Colorado Springs
- Aurora
- Fort Collins
- Lakewood

**Border States**

- WY Wyoming
- NE Nebraska
- KS Kansas
- OK Oklahoma
- NM New Mexico
- AZ Arizona
- UT Utah



If for one of the last 4 tricks, the lead team plays the New Mexico card and announces “Statehood,” and the non-leading team plays the Alaska card, the non-leading team wins the trick because Alaska’s statehood ranking is closer to 50 than New Mexico’s.

**New Mexico (NM)**

<b>Statehood</b> 47 Jan. 6, 1912		<b>Population</b> 36
<b>PATOS</b> William H. Taft 27 <sup>th</sup> President	<b>Size</b> 5 122K sq. mi Under 0.5% H <sub>2</sub> O	<b>Censuses</b> 2000 1.8M 2010 2.1M
<b>Elec. Votes</b> 5		

 **Santa Fe** ★   
Yucca Flower Roadrunner

**Alaska (AK)**

<b>Statehood</b> 49 Jan. 3, 1959		<b>Population</b> 47
<b>PATOS</b> Dwight D. Eisenhower 34 <sup>th</sup> President	<b>Size</b> 1 665K sq. mi 14% H <sub>2</sub> O	<b>Censuses</b> 2000 627K 2010 710K
<b>Elec. Votes</b> 3		

 **Juneau** ★   
Wild Native Forget-Me-Not Alaska Willow Ptarmigan

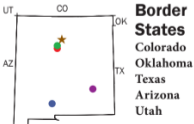
**The Land of Enchantment**

**5 Top Cities**

- Albuquerque
- Las Cruces
- Rio Rancho
- ★ Santa Fe
- Roswell

**Border States**

- CO Colorado
- OK Oklahoma
- TX Texas
- AZ Arizona
- UT Utah



**The Last Frontier**

**5 Top Cities**

- Anchorage
- ★ Juneau
- Fairbanks
- Sitka
- Wasilla

**Border States**  
None



**Determining Who Wins a State Ranking Battle:** The first team to win 5 tricks wins a state ranking battle and earns 2 points. If both teams win 4 tricks, whichever team wins the last trick wins the state ranking battle and gets 2 points. If a team wins 5 tricks before all the tricks have been played, the state ranking battle ends early.

## Level 2:

The rules for Level 2 are the same as for Level 1, with the following clarifications or exceptions:




- Two things determine who wins each trick: (1) the base for the trick, which in this game is either 1 or 50, and (2) the state rankings of the cards played in the selected category. The selected category for a trick is either size, statehood, or population.
- Playing the 8 tricks:
  - For each trick, the lead team decides which base and which category will be used for that trick. To do this, the lead team plays one card **face-down** and announces: (1) the name of the state that it is playing, (2) the base for that trick, which in this game is either 1 or 50, and (3) the category of either size, statehood, or population for that trick.
  - The other team then plays its card **face-up**. The lead team then turns the card it played face-up so the players can determine which team wins the trick. Whichever team plays the card that has the better ranking in the category chosen by the lead team wins the trick.
    - When the base for a trick is 1, the best ranking is 1<sup>st</sup>, followed by 2<sup>nd</sup>, followed by 3<sup>rd</sup>, followed by 4<sup>th</sup>, etc, in the category chosen by the lead team.
    - When the base for a trick is 50, the best ranking is 50<sup>th</sup>, followed by 49<sup>th</sup>, followed by 48<sup>th</sup>, followed by 47<sup>th</sup>, etc, in the category chosen by the lead team.

### Determining Who Wins a State Ranking Battle and Whether that Team Receives a Bonus Point:

The first team to win 5 tricks wins a state ranking battle and earns 2 points. The winning team receives a bonus point (i.e., a third point) if it wins 6 tricks.

**Examples:** The lead team plays Georgia face-down, announces “Statehood” and a base of 1. It will win the trick unless the other team plays a card with a statehood ranking of 1, 2, or 3.

Georgia (GA)		
Statehood 4 Jan. 2, 1788		Population 8
PATOS None	Size 24 59K sq. mi 3K H <sub>2</sub> O	Censuses 2000 8.2M 2010 9.7M Elec. Votes 16
 Atlanta ★ 		
Cherokee Rose      Brown Thrasher		


Maine (ME)		
Statehood 23 Mar. 15, 1820		Population 41
PATOS James Monroe 5 <sup>th</sup> President	Size 39 35K sq. mi 13% H <sub>2</sub> O	Censuses 2000 1.3M 2010 1.3M Elec. Votes 4
 Augusta ★ 		
Pine Cone & Tassel      Chickadee		

**The Pine Tree State**

<b>5 Top Cities</b> • Portland • Lewiston • Bangor • South Portland • Auburn		<b>Border States</b> New Hampshire
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The lead team plays Maine face-down, announces “Population” and a base of 50. It will win the trick unless the other team plays a card with a population rank of 42 or higher.

**The Peach State**

<b>5 Top Cities</b> • Atlanta • Columbus • Augusta • Savannah • Athens		<b>Border States</b> Tennessee North Carolina South Carolina Florida Alabama
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**Other variations to the game you may want to try:**

- Set a time limit for playing a card
- Play for a different point total (e.g, play to 15 points in Level 1 for a longer game)
- Play for a period of time rather than for a point total, and whoever is winning at the end of that period of time wins
- Only use cards of specific regions (e.g., only states that are primarily in the eastern or central time zone.)
- See “Other Learning Activities with GeoPlunge” for additional ways to use the GeoPlunge cards