

RACE THE PRESIDENTS

Levels 1-3

Level 1

Cards used: PRESIDENT PORTRAIT CARDS, POWER CARDS

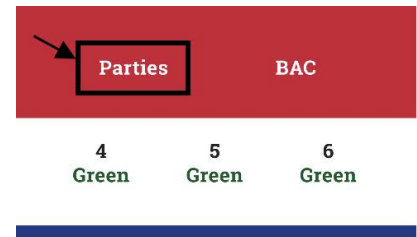
The **PRESIDENT KEY CARD** found in the deck and posted on-line as a Resource sorts the Presidents in groups of 10 based on the order they served; is color-coded by party; and shows the number of terms served. As players are learning the facts, each side can use a KEY as a “cheat sheet.”

Objective: This game is a race! Each team tries to find all of its winning groups of 3 cards as fast as it can based on the category in the top left corner of a **POWER CARD**.

Step 1: Deal each team 18 **PRESIDENT PORTRAIT CARDS** facedown. Teams do NOT turn over or look at their cards until directed.

Step 2: The dealer picks the top **POWER CARD** in the deck but does not show it to the teams until Step 3. The **POWER CARD** will say Parties, Terms, or Tens. The teams will race to sort their cards based on the category indicated:

- Parties = President’s political party
- Terms = number of terms served during presidency (less than 1, 1, between 1 and 2, or 2)
- Tens = groups based on the order they served as shown on the Key Card: Presidents 1-10, 11-20, 21-30, 31-40, 41-45



DEFINITION OF A “WINNING GROUP” - a set of 3 cards of the same type based on the **POWER CARD** category (for example, if the category is Parties, 3 Presidents that were in the Whig Party would be one “winning group” as shown on left).

Step 3: The Dealer says “Ready, Set,” then turns the **POWER CARD** face-up and says “Parties,” “Terms,” or “Tens,” depending on the category listed in the upper left corner of the **POWER CARD**. The teams then turn over their cards and the race begins as each team tries to find ALL of its winning groups of cards. When a team believes it has done so, it shouts “HistoryPlunge!”

Determining Who Wins this Game: The first team to shout “HistoryPunge!” (the first team) must hand its unused cards to the dealer, who sets them aside face-down, and then show its winning groups of cards. If any of its identified winning groups are incorrect it loses this game, but if all are correct it wins UNLESS the game is stolen.

Stealing the Game: Even if the first team's winning groups are all correct, the opposing team may try to Steal the Game! The dealer, after removing the opposing team's cards, hands the opposing team the first team's unused cards and the opposing team has 20 seconds to find a winning group that the first team missed. If it does, it steals the game and wins. Otherwise, it does not steal the game.

Adapting Race the Presidents for 1 v. 1 Play: There are only two differences in the rules for 1 v. 1 play.

1. Just before the race begins, one player turns over the **POWER CARD** and immediately says "Ready, Set" "Parties, Terms or Tens," depending on the category listed in the upper left corner of the **POWER CARD**.
2. After a player shouts "HistoryPlunge!" that player hands its unused cards face-down to the second player, and if the first player's identified winning groups are all correct, the second player still has a chance to Steal the Game. The second player does this by trying to find a winning group that the first player missed from the first player's unused cards within 20 seconds.

Levels 2-3

The rules for Levels 2 and 3 are the same. There is one difference in Determining Who Wins. The first team to shout HistoryPlunge must 1) identify the winning groups, 2) avoid having the game stolen, **AND** 3) announce for each group what makes that group a winning group.

FOR EXAMPLE:

If the teams are playing Parties, then the first team to shout HistoryPlunge must identify the parties of each of its winning groups such as two groups from the Democratic Party, one group from the Whig Party, and two groups from the Republican Party.

If the teams are playing Tens, the first team to shout HistoryPlunge must identify whether the Presidents in each of its Winning Groups served in the 1st, 2nd, 3rd, or 4th group of Tens.

If the teams are playing Terms, the first team to shout HistoryPlunge must identify whether the Presidents in each of its Winning Groups served less than 1, 1, between 1 and 2, or 2 terms.