

DASHING PRESIDENTS RELAY™

Level 1

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Cards used: PRESIDENT PORTRAIT CARDS*

Objective: Dashing Presidents Relay is a relay race played in teams of 3 players! As quickly as possible in relay style, each person on each team sorts 5 Presidents from earliest served terms to the present.

Step 1: Deal each player on each team 5 PRESIDENT PORTRAIT CARDS face-down. Players do NOT turn over or look at their PRESIDENT PORTRAIT CARDS until it is their turn.

Step 2: With no help from teammates, each player must sort his/her 5 cards based on the order those Presidents served their terms. To begin, the dealer says “Ready, Set, HistoryPlunge!” Player 1 on each team sorts first, and when done shouts Go! Player 2 on that team then sorts, and when done shouts Go! Player 3 on that team then sorts, and when done shouts HistoryPlunge! Players cannot look at their cards before their turn to sort, and once they shout “Go!” cannot touch their cards again.

Determining Who Wins this Game: If the players on the first team to shout “HistoryPlunge!” have all correctly sorted their cards, that team wins the game. Otherwise, the other team wins. If both teams shout “HistoryPlunge!” at the same time, it is a tie unless only one team has correctly sorted its cards.

5 cards correctly sorted by a player may look like this:



John Adams: 2

A. Jackson: 7

F. Pierce: 14

F. Roosevelt: 32

G. Ford: 38



Adapting Dashing Presidents Relay for 1 v. 1 Play: All the rules above are the same EXCEPT each player is dealt three sets of five **PRESIDENT PORTRAIT CARDS** face-down. To begin, the player who dealt the cards says “Ready, Set, HistoryPlunge!” Each player then tries to sort each of his/her three sets, one set at a time, in the order those Presidents served their terms.

Other Adaptations for non-tournament play:

- When playing 1 v. 1, require players to sort only one group of 3, 5, or 7 cards.
- As practice, an individual may sort a group of 10 cards. Then race the clock!
- *Allow players to use a “cheat sheet,” such as our Key Card resource during play when first learning the order that each President served.

Levels 2 and 3

The rules for Levels 2 and 3 are the same. There is one difference in Determining Who Wins. For a team to win, it needs to have each set of its cards sorted correctly AND after the third player shouts HistoryPlunge, EACH PLAYER on that team must also correctly identify the Presidential numbers of each President in his/her group without help from teammates (Such as “John Adams, 2; Andrew Jackson, 7, and so on)..