

HistoryPlunge™ Combo 1 Beginners

Overview

Cards: The cards used in Combo 1:

- **PRESIDENT PORTRAIT CARDS**
- **PRESIDENT FACT CARDS**
- Selected **NOTABLE PORTRAIT CARDS** (List in Appendix A)
- **SILVER TIMELINE CARDS:** (1400s-1700s, 1800s, 1900s-2000s)
- **POWER CARDS**
- President Answer Key card
- Frame card

Format: Each participating team should have 3 players. A Combo 1 tournament is played a round at a time. In each round, each team plays another team in a head-to-head match. Each team plays four matches in the morning in rounds that last 20 minutes each, and four matches in the afternoon in rounds that last 12 minutes each. Teams switch who they play after each round. After each team plays eight matches (i.e., one per round), the top two teams play in a championship match to determine the champion.

Shuffling and Scoring: Shuffle the decks as needed during a match. Scoring is the same for each match: teams earn a win, loss or tie for each game played. Whichever team wins more games during a match wins that match.

Games that Will be Played during the Morning Rounds

Rounds 1, 3,

- **Game 1: Race the Presidents™**
- **Game 2: Who's the President?™**
- **Game 3: Dashing Dates™**

Rounds 2, 4

- **Game A: Dashing Presidents Relay™**
- **Game B: HistoryPlunge Challenge™**
- **Game C: Play the Dates™**

Morning Rounds -- Rounds 1, 2, 3, and 4 (20 minutes each): A match during a morning round is played a game at a time in the order listed above for that round. After the teams play each of the three games that are played in that round once, they continue playing those games in the same order until the round ends.

Afternoon rounds -- Rounds 5, 6, 7, and 8 (12 minutes each): At the beginning of each afternoon round, each team selects one game it wants to play during that round. After the teams play both of the selected games once, they continue playing those games in the same order until the round ends. It is okay if both teams select the same game and in that instance that

game will be played as many times as possible during that round. If each team selects a different game, play rock, paper, scissors to determine which game is played first.

Championship match: After 8 rounds, the two teams that have won the most *matches* advance to the championship match to determine the champion. If a tie needs to be broken to determine which teams advance to the championship match, those tied teams participate in a playoff game, Race the Presidents, to determine which team advances to the championship match. In a championship match, the teams play all six games once, and whichever team wins the most games wins the championship. If after all six games are played each team has won the same number of games, the teams participate in the tie-breaker game, Race the Presidents, to determine the champion. If during a championship match one team wins four games before all six have been played, that team wins the championship and the remaining games are not played.

Rounds 1 and 3

Game 1

RACE THE PRESIDENTS™

Cards used: PRESIDENT PORTRAIT CARDS, POWER CARDS

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 in the top left corner. 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 the 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 "HistoryPlunge!" (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.

Game 2

WHO'S THE PRESIDENT?™

Cards used: PRESIDENT FACT CARDS

Objective: To win the most mini-games (a maximum of 3 mini-games are played). For each mini-game, each team tries to name the President held by its opponent in as few guesses as possible, and whichever team names the President held by its opponent in the fewest guesses wins the mini-game.

Determining the “first guessing team” for each Mini-Game: Whichever team won the previous game is the first guessing team for the first mini-game. If no team won the previous game, each team selects one PRESIDENT FACT CARD. The team with the President Number closest to 1 is the first guessing team for the first mini-game. Alternate the first guessing team before each new mini-game.

For each Mini-Game

Step 1: Deal each team one PRESIDENT FACT CARD face-down. Each team may look at its card.

Step 2: The first guessing team has up to 3 tries (1 guess after each clue) to name its opponent's President. The teams then switch roles. The clues that are given for this game are:

- First Name of the President
- First Name of the First Lady
- Full name of the Vice President

When giving its clues, each team decides the order in which it gives those clues.

Example: If the first clue-giving team is dealt a George Washington PRESIDENT FACT CARD, it would give the following clues in whatever order it decided:

- The President's first name is George.
- His First Lady's first name is Martha.
- His Vice President is John Adams.

Determining Who Wins a Mini-Game: Whichever team names the President in the other team's hand in the fewest guesses wins the mini-game. A mini-game ends in a tie if neither team guesses correctly after 3 tries or each team guesses correctly in the same number of tries.

Determining Who Wins this Game: A team wins this game if it wins more mini-games than the other team. If one team wins the first two mini-games, there is no need for the teams to play a third mini-game. This game ends in a tie if they each win the same number of mini-games.

Game 3 DASHING DATES™

Cards Used: SILVER TIMELINE CARDS, **POWER CARDS**

This game consists of a series of up to 3 races. For each race, only use SILVER TIMELINE CARDS from one time period (that is, you will use either TIMELINE CARDS from the 1900s-2000s, TIMELINE CARDS from the 1800s, or TIMELINE CARDS from the 1400s-1700s, for ALL the races).

Objective: To win more races than the other team. For each race, the 3 players on a team will sort their **POWER CARDS** (or their index cards if the teams are using those instead), as described below.

Determining which deck of TIMELINE CARDS to use for all of the races: From the **POWER CARD** deck, turn over the top **POWER CARDS** one at a time until finding one with a time period listed in the center of the top blue row. The time period listed (which will be either 1400s-1700s, 1800s, or 1900s-2000s) will determine which TIMELINE CARDS deck is used for all the races.

At the Beginning of the Game

Step 1: Each team is given three **POWER CARDS** (or three index cards if you prefer). One of those **POWER CARDS** will be a Number 1 **POWER CARD**, another will be a Number 2 **POWER CARD**, and the last will be a Number 3 **POWER CARD**. These numbers are found on the bottom white row on the right side of the **POWER CARDS**. See example right. If you prefer, you can give each team three index cards, one with the number 1 on it, a second with the number 2 on it, and a third with the number 3 on it. Those would then be known as the Number 1 Index Card, the Number 2 Index Card, and the Number 3 Index Card.

Tens	ABC	Terms	ACB	Parties	BAC
4 Blue	5 Brown	6 Purple	4 Green	5 Red	6 Brown
DD	1400s to 1700s	PTD	DD	1400s to 1700s	PTD
T1			T2		
Blue Facts	1650 1845 1945	1	Red Facts	1660 1850 1950	2
10/60%/50	First Lady's First Name	PN	10/60%/50	VP	Winner's Electoral Vote %
20/70%/55			SOB		
Starting Age					

For Each Race

Step 2: The dealer selects the top 3 SILVER TIMELINE CARDS from the deck for the time period being played.

The dealer does not show the TIMELINE CARDS to the teams but reads the top blue fact from the first TIMELINE CARD and calls that "Fact 1", then reads the top blue fact from the second TIMELINE CARD and calls that "Fact 2", and then reads the top blue fact from the third

TIMELINE CARD and calls that “Fact 3”. **The dealer does NOT read any dates from the date box at the bottom of the TIMELINE CARDS.**

The teams are not permitted to touch their **POWER CARDS** (or their index cards if they are using index cards) at this time, and the players on each team are not permitted to communicate (talk, gesture, signal, etc.) with each other at this time.

Step 3: Once the dealer has read all three facts, the dealer says “**Ready, Set, HistoryPlunge!**” The players on a team may then communicate with each other in any way they wish, and as quickly as possible they should sort their **POWER CARDS** (or index cards if they are using them instead) in the following order:

- The card (regardless of whether it is **POWER CARD** or index card) that is the same number as the number of the oldest fact read by the dealer should be placed closest to the dealer
- The card that is the same number as the number of the most recent fact read by the dealer should be placed furthest from the dealer
- The other card card should be placed in between the two cards referenced above.

Determining Who Wins this Race: Once a team believes it has correctly sorted its **POWER CARDS** (or index cards if those are being used instead), that team shouts “HistoryPlunge!” If the first team to shout “HistoryPlunge!” has correctly sorted its cards, that team wins the race. Otherwise, the other team wins the race. See example below.

EXAMPLE: If the dealer reads the top blue fact from each of the cards below in the order shown below.

<p>■ Operation Desert Storm</p> <ul style="list-style-type: none"> ▼ U.S. Commission on Civil Rights is established as a result of the Civil Rights Act of that year ● U.S. withdraws from Paris Agreement regarding climate change <hr/> <ul style="list-style-type: none"> ● Revenue Act of 1921 and The Budget and Accounting Act of 1921 ■ Julius and Ethel Rosenberg are convicted of espionage ▼ Nunn-Lugar Act <hr/> <ul style="list-style-type: none"> ▼ Battle of Bud Bagsak ● Young Plan is formally adopted, replacing the Dawes Plan ■ Betty Friedan's <i>The Feminine Mystique</i> is published 	<p>■ Korean War begins</p> <ul style="list-style-type: none"> ▼ Immigration Reform and Control Act ● Hart-Celler Act; Higher Education Act of 1965 <hr/> <ul style="list-style-type: none"> ● Brotherhood of Sleeping Car Porters is organized ■ International Space Station is launched ▼ Eisenhower Doctrine is announced <hr/> <ul style="list-style-type: none"> ▼ Foraker Act ● Selective Training and Service Act ■ Supreme Court decides <i>Loving v. Virginia</i> 	<p>■ New Deal begins</p> <ul style="list-style-type: none"> ▼ President Reagan urges the Soviet Union to "tear down" the Berlin Wall ● Federal Trade Commission (FTC) is created <hr/> <ul style="list-style-type: none"> ● Japan's occupation of Guam (lasting nearly 3 years) ends ■ George W. Bush, the son of George H.W. Bush, becomes the 43rd President ▼ Arizona becomes the 48th state <hr/> <ul style="list-style-type: none"> ▼ U.S. and Nicaragua sign the Bryan-Chamorro Treaty ● Hurricane Katrina ■ Ray Tomlinson implements the first e-mail program on the ARPANET system
<p>Top 1991 / 1957 / 2017</p> <p>Middle 1921 / 1951 / 1991</p> <p>Bottom 1913 / 1930 / 1963</p>	<p>Top 1950 / 1986 / 1965</p> <p>Middle 1925 / 1998 / 1957</p> <p>Bottom 1900 / 1940 / 1967</p>	<p>Top 1933 / 1987 / 1914</p> <p>Middle 1944 / 2001 / 1912</p> <p>Bottom 1914 / 2005 / 1971</p>
<p>Player 1 fact</p>	<p>Player 2 fact</p>	<p>Player 3 fact</p>

After the dealer says "Ready, Set, HistoryPlunge!" the players should sort their cards in the following order if they have **POWER CARDS** (or do the same sorting if they have index cards):

- The Number 3 **POWER CARD** or Number 3 Index Card should be placed closest to the dealer because the New Deal began in 1933, and that was the oldest fact read by the dealer
- The Number 1 **POWER CARD** or Number 1 Index Card should be placed furthest from the dealer because Operation Desert Storm occurred in 1991, and that was the most recent fact read by the dealer
- The Number 2 **POWER CARD** or Number 2 Index Card should be placed in between those cards because the Korean War began after 1933 and before 1991

POWER CARDS correctly sorted for the above example:

Parties BAC			Terms ACB			Tens ABC		
4 Green	5 Green	6 Green	4 Blue	5 Blue	6 Blue	4 Red	5 Red	6 Red
DP	PTP		DD	1400s to 1700s	PTD	DD	1400s to 1700s	PTD
T3			T2			T1		
Bottom Box	1550 1810 1910	3	Middle Box	1525 1805 1905	2	Top Box	1492 1800 1900	1
L/L/L	SOB	Starting Age	L/L/L	VP	Winner's Electoral Vote %	L/L/L	First Lady's First Name	PN

Once a team has done this, that team shouts “HistoryPlunge!” If that team has done everything correctly, it wins the race. Otherwise, the other team wins the race.

For each race, the dealer repeats steps 2 and 3, but uses three new SILVER TIMELINE CARDS from the deck being used. A dealer does not use any of the same cards in more than one race (i.e., once TIMELINE CARDS are used during a race they are moved to the bottom of the deck).

Determining Who Wins this Game: Whichever team wins more races wins the game. If one team wins the first two races, there is no need to have a third race. If each team wins the same number of races, the game ends in a tie.

Rounds 2 and 4

Game A

DASHING PRESIDENTS RELAY™

Cards used: PRESIDENT PORTRAIT CARDS

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

Terminology: For each team, at the start of each race, the player sitting closest to the dealer is called Player 1, the player sitting next to that player is Player 2, and the player sitting furthest from the dealer is Player 3.

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

Game B HISTORYPLUNGE CHALLENGE™

Cards Used: PRESIDENT PORTRAIT CARDS, selected NOTABLE PORTRAIT CARDS*, FRAMES

*The list of the selected NOTABLE PORTRAIT CARDS is in on the next page.

The FRAMES are used to cover names on PRESIDENT PORTRAIT CARDS and NOTABLE PORTRAIT CARDS.

Objective: To win the most challenges (a maximum of 3 challenges are played). For each challenge, the teams must identify one President and one Notable Person. When identifying the President, a team must say the first and last name. For the Notable Person, a team only needs to say the last name.

For each challenge:

The dealer shows each team two cards: a PRESIDENT PORTRAIT CARD and a NOTABLE PORTRAIT CARD from the selected list hiding the names by using the FRAMES. The first team to shout “HistoryPlunge!” names the President and Notable Person in the portraits. If that team is correct, it wins that challenge. If not, the other team wins that challenge. Once a team shouts “HistoryPlunge!”, the dealer turns the portraits face-down. If neither team shouts HistoryPlunge! within 10 seconds after the dealer shows both teams the portraits, the dealer will tell the teams a fact about the Notable Person and give the teams another 10 seconds to shout HistoryPlunge! If a team does then shout HistoryPlunge!, the same rules as above apply. If neither team does, that challenge ends as a tie. A document with a thumbnail picture of each notable along with a fact for each can be found at <https://www.learningplunge.org/historyplunge-getting-started/> under the heading “Notable Facts.”

Determining Who Wins this Game: Whichever team wins more challenges wins the game. If one team wins the first two challenges, there is no need to have a third challenge. The game ends in a tie if both teams win the same number of challenges.



Selected NOTABLE PORTRAIT CARDS
for HistoryPlunge Challenge

A document with a thumbnail picture of each notable along with a fact for each can be found at <https://www.learningplunge.org/historyplunge-getting-started/> under the heading “Notable Facts.”

Henry Aaron (Brigham Young)	Michelle Obama (Geronimo)
Samuel Adams (Andrew Young)	Sandra Day O'Connor (Bill and Melinda Gates)
Muhammad Ali (Emma Hart Willard)	Jacqueline Kennedy Onassis (Henry Kissinger)
Susan B. Anthony (Eli Whitney)	Rosa Parks (Robert Frost)
Clara Barton (Noah Webster)	Alice Paul (John Charles Frémont)
Alexander Graham Bell (Daniel Webster)	Frances Perkins (Henry Ford)
Sitting Bull (William Clark)	Pocahontas (Ella Fitzgerald)
Aaron Burr (Shirley Temple)	Colin Powell (Ralph Waldo Emerson)
Barbara Bush (Thaddeus Stevens)	Asa Philip Randolph (George Eastman)
Hillary Rodham Clinton (Upton Sinclair, Jr.)	Red Cloud (Stephen Douglas)
Christopher Columbus (William T. Sherman)	Hiram Revels (Dorothea Lynde Dix)
Frederick Douglass (Nancy Reagan)	Paul Revere (John Dickinson)
W. E. B. Du Bois (Jeannette Pickering Rankin)	Eleanor Roosevelt (Charles Gates Dawes)
Benjamin Franklin (Charles Willson Peale)	Sequoyah (John Jordan Crittenden)
Betty Ford (Matthew Calbraith Perry)	Sonia Sotomayor (George Catlin)
Ruth Bader Ginsburg (Annie Oakley)	Elizabeth Cady Stanton (Andrew Carnegie)
Alexander Hamilton (Lucretia Coffin Mott)	Harriet Beecher Stowe (Laura Bush)
John Hancock (Samuel Morse)	Harriet Tubman (John Brown)
Chief Joseph (Samuel Slater)	Sojourner Truth (William Jennings Bryan)
Helen Keller (Fred Korematsu)	Booker T. Washington (Black Hawk)
Richard Henry Lee (Ernest Everett Just)	Martha Washington (Nicholas Biddle)
Meriwether Lewis (Magic Johnson)	Ida B. Wells-Barnett (P.T. Barnum)
Mary Todd Lincoln (John Jay)	Phillis Wheatley (John James Audubon)
Dolley Madison (Julie Ward Howe)	John Winthrop (Louisa May Alcott)
Thurgood Marshall (William Randolph Hearst)	Wilbur Wright (Jane Addams)

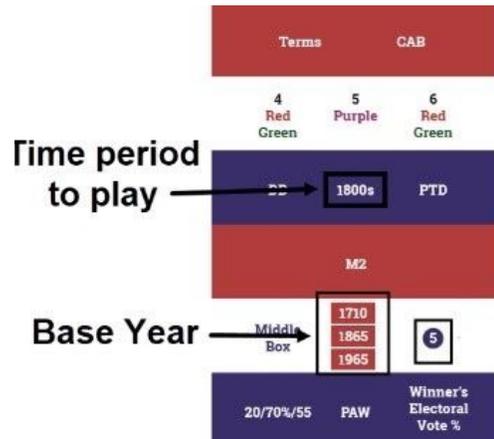
Game C

PLAY THE DATES™

Cards Used:

SILVER TIMELINE CARDS, POWER CARDS

POWER CARD terminology: The example shows where to find the information on the POWER CARDS that will be used in this game.



Objective: The teams play 6 tricks. Whichever team wins more tricks wins the game. If both teams win the same number of tricks, whoever wins the last trick wins the game.

Overview: A “trick” is when each team plays one TIMELINE CARD from its hand. The “lead team” for each trick is the team that plays its card first. The “non-leading team” on each trick is the team that plays its card second. For each trick, the team that plays a year closer to the “Base Year” wins the trick (and if it is a tie in terms of closeness, the non-leading team wins the trick).

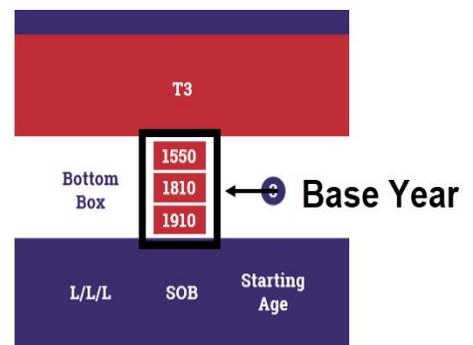
Determining Which Team is the “Power 1 Team” and which Team is the “Power 2 Team”: Whichever team won the most recent game played decides whether it will be the “Power 1 Team” or the “Power 2 Team” for this game. If the most recent game ended in a tie, use rock, paper, scissors to determine which team decides. The Power 1 Team is the lead team for the first trick. After that, whichever team wins a trick during the game becomes the lead team for the next trick.

Determining which deck of TIMELINE CARDS to use: From the POWER CARD deck, turn over the top POWER CARDS one at a time until finding one with a time period listed in the center of the top blue row. The time period listed (which will be either 1400s-1700s, 1800s, or 1900s-2000s) will determine which TIMELINE CARDS deck is used for all of the tricks. In the example above, the time period in the top blue row of that POWER CARD is 1800s so the teams would use the SILVER TIMELINE CARDS from the 1800s for all 6 tricks.

Step 1: Deal each team 6 TIMELINE CARDS face-down from the deck being used. Each team may look at its cards.

Step 2: Determining the Base Year

The dealer turns the top four POWER CARDS in that deck face-up. The Power 1 Team then removes one of those POWER CARDS (it has 45 seconds to do so), and the Power 2 Team then removes two of those POWER CARDS so that only one POWER CARD remains (it has 15 additional seconds to do so). The Base Year for all 6 tricks is the year listed on that



remaining **POWER CARD** in the bottom white row that is within the time period being used for the game. **Example:** If the teams are playing with the 1800s **TIMELINE CARDS**, and the **POWER CARD** above is the remaining **POWER CARD**, the Base Year would be 1810 as determined by that **POWER CARD**.

Step 3: Game Play

The teams play 6 tricks, one at a time. For each trick, the lead team on that trick plays first and the non-leading team plays second. Teams are required to play each of their **TIMELINE CARDS** during the game (one per trick).

Playing the tricks:

- Lead Team:
 - (1) plays one **TIMELINE CARD** face-up,
 - (2) selects and reads one fact from the **top box** of that **TIMELINE CARD**, and
 - (3) states whether the fact is red, white, or blue

- Non-Leading Team:
 - (1) plays one **TIMELINE CARD** face-up, and
 - (2) reads the fact in the **top box** from its **TIMELINE CARD** that is the same **color** as the fact read by the lead team

Who wins each trick: For each trick, the team that plays a year closer in time to the Base Year wins the trick. If it is a tie in terms of closeness, the non-leading team wins that trick.

Determining the year played by a team on a trick:

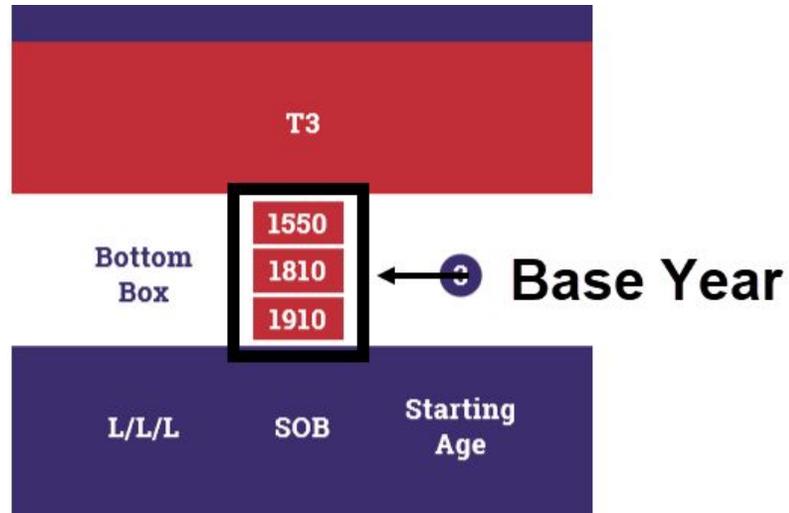
- **Lead Team** -- The year of the fact read by the lead team on that trick.

- **Non-Leading Team** -- The year of the fact read by the non-leading team on that trick.

For example, if a team played the red fact from the top box of the card to the right, it would have played the year of 1841.

Step 4: Determining which Team Wins this Game: Whichever team wins at least 4 tricks wins this game. If both teams win 3 tricks, whichever team wins the last trick wins this game. If a team wins 4 tricks before all the tricks have been played, the game ends early, and there is no need to play the final tricks.

EXAMPLE: Assume the teams are playing with the 1800s TIMELINE CARDS, and, as determined by the POWER CARD that was left remaining (shown right), the Base Year is 1810.



Assume the lead team plays the card on the left below, reads the red fact in the top box from its card, and announces that it is the red fact. If the non-leading team plays the card on the right below, it must read the red fact in the top box of that card, and the lead team will win the trick, and here's why.

The lead team wins the trick because James Madison became the 4th President in 1809 and that year is closer to the Base Year of 1810 than 1841, which is the year of the fact played by the non-leading team.

- The First Transcontinental Railroad is completed (final spike is called the Golden Spike)
- ▼ **James Madison becomes the 4th President just days after the Non-Intercourse Act (involving trade) is enacted**
- First federal income tax in U.S.
- **Tariff of 1824**
- Hawaii-U.S. Treaty of Friendship, Commerce, and Navigation is signed
- ▼ Long Walk of the Navajo
- ▼ Cherokee Nation drafts a constitution establishing a government with executive, legislative, and judicial branches and defining the boundaries of the nation's lands
- National Institutes of Health* is formed
- Battle of Lake Erie; Battle of the Thames

Top	1869	1809	1861
Middle	1824	1849	1864
Bottom	1827	1887	1813

- **Monroe Doctrine is announced**
- ▼ **Supreme Court decides The Amistad case**
- Supreme Court decides *Civil Rights Cases*, striking down key parts of the Civil Rights Act of 1875
- **Capture of Fort Niagara**
- Martin Van Buren becomes the 8th President
- ▼ **President Lincoln appoints Ulysses S. Grant commander of all Union armies**
- ▼ Supreme Court Justice Samuel Chase is impeached (but is acquitted the following year)
- **Battle of Chickamauga**
- **U.S. and the Cherokee Treaty Party sign the Treaty of New Echota agreeing to Cherokee removal (this was challenged by the elected government of the Cherokee Nation)**

Top	1823	1841	1883
Middle	1813	1857	1864
Bottom	1804	1863	1835

