

Card Trail II

Judge: Preparation:

- Materials
 - Prints of the two sheets 1 and 2
 - 1 deck of standard playing cards (select and use only the 12 cards from the diagrams)
 - Music stand or podium -- Table
 - Set the table 10 feet from the music stand or podium, leave room for 3 team members to stand behind the table and the podium
 - Place Sheet 2 – Practice Sheet on the music stand or podium
 - Place the playing cards on the table
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Judge Instructions:

(Judge: When team members enter the room, tell them)

This is a hands-on challenge. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch or be escorted from the room. They may not assist in solving the problem and may not talk.

(Judge: After 5 Team Members Chosen and seated, Read all the instructions, repeat, then Start the Time)

1. Your problem is make a trail of cards in connecting to each other in the correct order, facing in the correct directions, and touching each other on the correct sides.
2. You will have 5 minutes to plan and practice and 3 minutes to make the trail to be scored. During practice time you may talk. You will develop a signaling system.
3. Before you, you have two stations – the trail building station with 12 playing cards – the signaling station with a sheet showing how the cards should be ordered, the directions they should point, and where they should touch.
4. Once practice time ends, you will form two groups – builders (at the building station) and signalers (at the signaling station). The signalers will be given a **new** sheet how the cards should be ordered, the directions they should point, and where they should touch.
5. During scoring time, the signalers will signal the builders how the cards should be ordered, in which directions, and how they should touch. During scoring time you must stand behind either the scoring station or the building station.
6. **During scoring time no one may talk.** Scoring will be as follows – 1 points for each card following the correct card – 1 point for each card pointing in the correction direction – 1 point for each card touching the previous card in the correct place.

(Judge: Repeat all the instructions, then Start the Time)

(Judge: Announce the end of practice time. Once the team members are in position, start the scoring time and place Sheet 3 on the podium or music stand for the signalers)

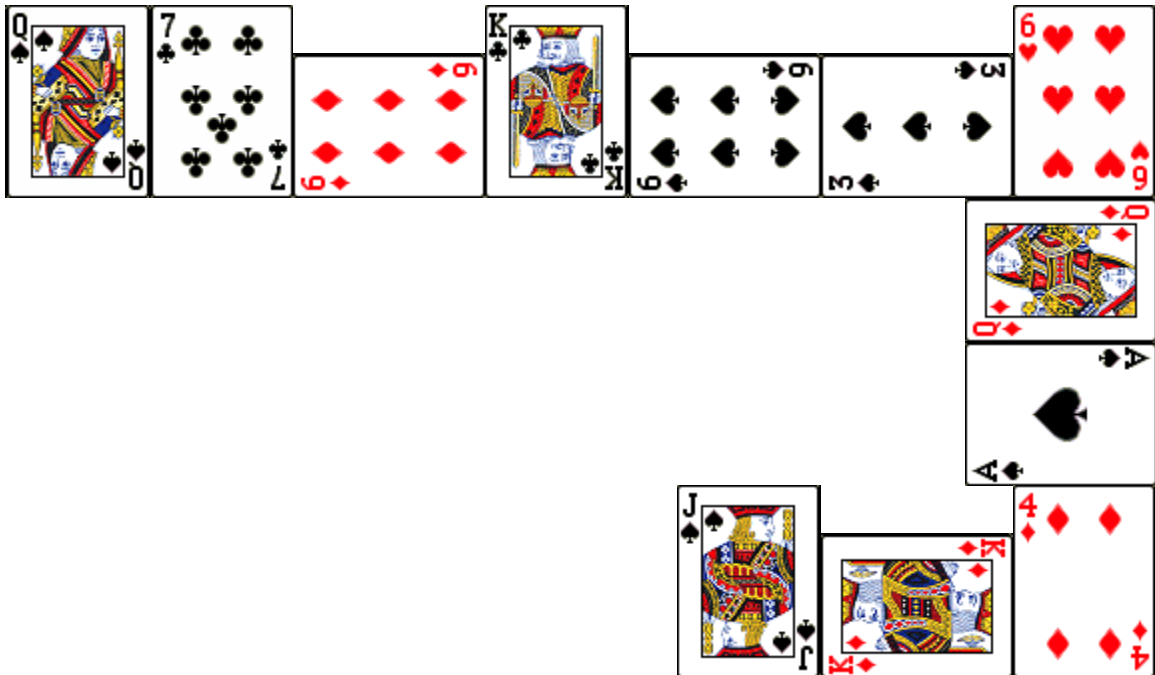
Card Trail II

Team Copy

1. Your problem is make a trail of cards in connecting to each other in the correct order, facing in the correct directions, and touching each other on the correct sides.
2. You will have 5 minutes to plan and practice and 3 minutes to make the trail to be scored. During practice time you may talk. You will develop a signaling system.
3. Before you, you have two stations – the trail building station with 10 playing cards – the signaling station with a sheet showing how the cards should be ordered, the directions they should point, and where they should touch.
4. Once practice time ends, you will form two groups – builders (at the building station) and signalers (at the signaling station). The signalers will be given a **new** sheet how the cards should be ordered, the directions they should point, and where they should touch.
5. During scoring time, the signalers will signal the builders how the cards should be ordered, in which directions, and how they should touch. During scoring time you must stand behind either the scoring station or the building station.
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Sheet 1 - Practice Sheet



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Sheet 2 - Problem Sheet

