









52-DECK OF CARDS CHALLENGE

Instructions

OBJECTIVE

Working together as a team, put the 52 cards in the following order as quickly as possible:

- ▶ 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace **CLUBS** 
- ▶ 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace **SPADES** 
- ▶ 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace **HEARTS** 
- ▶ 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace **DIAMONDS** 
- ▶ The 2 of Clubs should be at the very **TOP** of the deck; and  
- ▶ The Ace of Diamonds should be at the **BOTTOM**.  



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COACH INSTRUCTIONS

- Ask for 3 volunteers to be Hands-On Players and 3 to be Hands-Off.
- Separate the two Groups – Group 1 is Hands-On Players; Group 2 Hands-Off.
- Send Group 2 to meet with QUEEN of Cards & All other Group 2s in designated area of room.

- Assign Hands-On Players 1, 2 and 3 Roles as outlined below*
- Read Objectives and instructions to all 3 Hands-On Players. Show and explain the Instruction sheet.

- While you (Coach) are explaining to Hands-On 3 players, QUEEN of Cards will separate and provide Group 2 with their instructions. Hands-On Players will NOT know what roles of 3 Hands-Off Players are until revealed at end. Coach should NOT hint to any of their **SECRET** roles.

*ROLES – HANDS-ON

- Assign your team the following Hands-On Player roles, one designated person for each role:
 1. “CAN’T TOUCH THIS CAMMIE/CAMERON” - cannot touch any of the cards.
 2. “NO TALKING TED/TANYA” - cannot speak or use their voice throughout.
 3. “ALL IN AL/ALICE” – has no limitations (they may talk and touch).

PRACTICE & STRATEGY TIME

- Give your Hands-On team 3 minutes to strategize and practice before Round 1.
- QUEEN of cards will announce DEBRIEF instructions after each round.
- All Teams will start at the same time for each round, as announced by QUEEN.
- Teams who finish before others will have extra practice and strategy time.

** IMPORTANT ** SECRET ROLES – HANDS-OFF

4. “CRITICAL CRIS” – serves as an OBSERVER and does NOT participate in helping organize the cards. CC makes annoying critical comments throughout, observes and takes notes and report out on the team ****during DEBRIEF**** EVERYTHING each person does WRONG and should DO BETTER.

5. “POSITIVE POLLY” – IS COMPLETELY QUIET during all of Round 1 including NO comments during Round 1 debrief. PP serves as an OBSERVER and does NOT participate in helping organize the cards. They are to observe and takes notes and report out on the team EVERYTHING each person does RIGHT and all the POSITIVES noted throughout (except for Round 1).

6. “QUALITY CHECKER CHARLIE” – does NOT do or say anything during each round. Key responsibilities 1. to keep accurate record of TIME it takes for the team to complete each of three Rounds; 2. Check the 52-Deck of cards for ERRORS; 3. Record the TIME + Errors / Penalties on Scorecard. No comments, positive or negative. Just the facts. Remain unbiased and unemotional.

[REPEAT FOR THREE ROUNDS. Wait for more instructions from QUEEN of Cards before starting a new round. Every Team will start Rounds 2 & 3 at same time.]

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Team Debrief at End of 3 Rounds

Team Discussion: (15 Minutes)

1. What contributed to our team's success? What was helpful?
2. What got in our way? What was NOT helpful?
3. How did each person feel?

Write on Your Team's Flip Chart:

TOP 5 LESSONS