## Think it Through -- Dance It Out Rules and Game Play

*Recommended for 4 players but game play may be adjusted for other numbers.*

*Play time varies according the knowledge and prior experiences of the participants.*

- Players take turns to contribute cards to make up a dance sequence
- A point value is calculated for the combination based on the cards played
- Players quickly prepare and perform the dance sequence as a Solo, Duet, or an All Dance ensemble which also determines how points are distributed to the players
- Players decide if a combination is a "Keeper"
- A new round begins and the players repeat the process of playing cards, performing the movement sequence, assessing the combination
- The winner of the game is declared the *Choreographer* and therefore is in charge of preparing the final "Keeper" combination for performance that may be recorded or shared with the teacher or class.

**Required Items:**

- ✓ Deck of Dance It Out Cards (54 cards = 53 movement cards and one Game Play Reminder card)
- ✓ Rules page
- ✓ Scorepad and pen or pencil (not provided in game pack)
- ✓ A timer (not provided)
- ✓ Optional: Video recording device

**Dance it Out! -- Objective of the Game**

**Participants create dance sequences by playing the cards from their hand. Each constructed dance sequence has a point value based on the total value of the cards played in a round.**

**The player with highest total of points at the end of the game is determined the winner and given the role of "Choreographer" for the final combination**

**Players gain points by performing the dance sequence in one of three ways, "Solo," "Duet," "All Dance."**

**How points are distributed among performers:**

"Solo" -- performer receives full value of the cards played

"Duet" – performers split the value of the cards played

"All Dance" – All performers all receive the full value of the cards played

***The first round of every game is an "All Dance" and after that the played cards will determine how the movement sequence will be performed and which participants will receive points.***

*As play continues the group is limited to 2 of each kind of "performance."*

> *For a round played with 6 cards: that means 2 **Solo** rounds, 2 **Duet** rounds, 2 **All Dance** rounds.*

## Play of the Game – Step by Step

**Before play initiates: the group agrees on dance sequence rules regarding count structure and tempo.**
*Recommended for beginners: each played card is given 4 counts to be performed. This can be increased or decreased based of the prior knowledge/experiences of the participants.*

The group "claps out" a tempo agreeable for the movement sequences to be performed.

Deal 6 cards to each player, the remaining deck is placed to the side as play begins.

Beginning with the dealer, each participant in turn places a card face up into the playing space.

The cards played determine and construct the Choreography (both content and sequence)

The point value is tallied for the movement sequence.

***For the first round of play ONLY* the entire group will get up and perform the constructed movement sequence based on the played cards IN THE ORDER that they were played.**

All members of the group receive the points for the first movement sequence.

***All other rounds of play: the player who contributes the highest point value card to the game play determines if the performance will be a Solo, Duet, or All Dance.***

**Determining the Type of Performance:**

- o In the case of **two cards** being played with the same high point value, the performance automatically becomes a *Duet*
- o In the case of **three or more cards** are played with the same point value, the performance becomes an *All Dance*
- o In the case of **a single player contributing the high point card** of the round they have options:
  - They may perform the combination as a *Solo* to receive full point value alone
  - They may designate a partner for a *Duet* and split the points
  - They may call an *All Dance* for the group and every member will both perform the combination and each member is awarded the entire point value

> The single player may exercise any of these options as long as there have not already been 2 performance types of a category already performed. (See Special Conditions section for further explanation.)

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**Time to "Dance It Out"**

Performer(s) are given a predetermined amount of time (Recommended 5 minutes) to try and put the movement sequence together and physically perform it.

*The "Keeper"*: As a group the players discuss and determine if the movement sequence is a "Keeper." A "Keeper" means that the cards and the combination will be kept to the side to be considered for the final performance. *(The first round cards are automatically determined to be a "keeper.")* After each round of play the "Keeper" is "revisited" for comparison to the newest movement sequences created.

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With that, the round is concluded.  The played cards are either placed to the side as the "Keeper" combination or moved to a discard pile and the process begins again.

**Play continues until all dealt cards have been used.**  If two or more players have duplicate scores at the end of regular play then then an extra card is dealt to each player for a bonus round.  This process may continue until any tie scores are broken.

**The Choreographer Session!**

The winner, determined by point total is now known as the *Choreographer*!  The **Choreographer** picks up the "Keeper" combination and supervises a quick revisit of the dance sequence by leading the group in a rehearsal. The Choreographer also needs to declare an expressive quality such as happy, bold,  angry, sad, light-hearted. After approximately 10 minutes the group will perform and (optional) video the final dance product.

**Special Rules and Conditions:**

*A card cannot be played if the same movement has already been contributed twice in a round.*

Example:  Player 1 and Player 2 both place a "pivot" card into the combination.  Players 3 and 4 cannot choose that move from their hand.  If a player does not have a "Playable"  card, they must automatically discard one card from their hand and then draw from the deck and immediately contribute that card to the combination, regardless of the content.  Cards drawn from the deck are not eligible to determine the high point winner for a round.

*When duplicate movement cards are played, the movement must be performed in distinctive ways:*

Example: 2 "Tendu" cards are in the combination.  The movement can be performed with the right foot one time and the left the next or the movement might be performed to the side and then to the back.

*When  a single player has a played a high point value card,  they are allowed to declare the type of performance.*

The single high-point card player may exercise any option: *Solo, Duet, All Dance* as long as there haven't already been 2 of those types of performances already done.  The following example clarifies this rule:

Example:  The game has progressed and these performance types have already been used:  2 *Solos*, 1 *All Dance*, and no *Duets*.  The high-point player does not have the option to keep all the points for themselves by performing a *Solo*.  The high point card player must choose between calling for an *All Dance* or calling for a *Duet*, therefore the high point card player also has the responsibility to choose who they will "split"  the points with after the round.

*If all dealt cards have been played and there are duplicate high point totals,* a tie-breaker round is played.  Each player draws a card from the deck and plays it immediately and play continues in the normal fashion.

### When you Think it Through and then Dance it Out – Learning is Fun!