

Wits

THE REALIGNMENT

A social matching game for 3 to 6 players. 52 cards. How the two parties traded places, 1948 to 1984.

What is on a card

A picture and a fact. Nothing else. Every card belongs to one **camp** — Liberal Democrat, Dixiecrat, Moderate Republican, Conservative Republican. Every card is also about one **issue** — Who Leads, What They Want, Government and the Economy, Race and Rights, Who Backs Them. The card tells you neither. Working out the camp is the game.

Setup

Deal 5 cards to each player. Turn one card face up to start the pile, and the dealer names its camp out loud. The rest becomes the draw pile. If the draw pile runs out, shuffle the discards back over, leaving the top card where it is.

Your turn – the camp is the thing

Play a card from the same camp as the top card, and say the camp out loud.

“Liberal Democrat.”

That is the whole turn. You never have to name the issue. **If you cannot play, dig:** draw one card and play it if it fits. Still stuck, draw again — up to three cards — then your turn ends.

The crossover – how the camp changes

Stuck in a camp you do not hold? Play a card from a **different** camp that is about the **same issue** as the card on top — and say both.

“Conservative Republican. Same issue – race and rights.”

The camp is now yours, and the next player has to match it. Apart from a Wild Wit, this is the only way the camp changes. It is the hardest move in the game and the one that wins it.

Challenge – the rule that makes it Wits

Any player, at any time, may challenge a declaration — a camp, or a claimed crossover. **Wrong** and the player takes the card back and draws 2. **Right** and the challenger draws 2. The teacher's key settles it. Nothing is printed on the cards, so you can bluff — and that is the point.

The trade

By the end of this deck **both parties have swapped the ground they stood on**. Read the **Race and Rights** row of the answer key across: that row is the whole story.

Twin chain and Outwit

Hold a card matching the top card on **both camp and issue** and you may put it straight down, saying both. On your own turn it goes down as a **second card** after a legal play — the only way to shed two facts at once. Out of turn, slap it on the pile and play continues from you.

Winning

First player out of cards wins. At one card left, say **“Wit!”** Caught silent before the next player goes, draw 2. You cannot go out on a Wild Wit — your last card has to be a fact.

Action cards

Action cards are discarded onto the pile like any other card, but they carry no camp and no issue — so **the last fact card played is still what you match against**. Wild Wit is the one exception: the camp it names replaces the fact card's.

Wild Wit — play it on anything except a Devil's Advocate, then name the camp that comes next.

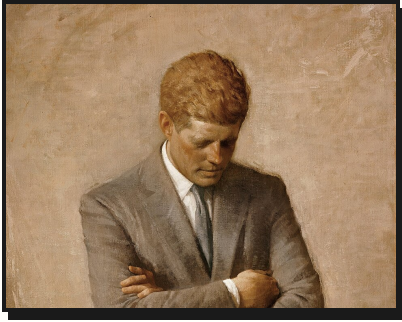
Quick Wit — this **is** your turn, and you need no legal play. Lay it down together with any card, even one that matches nothing. Name that card's camp, then argue the connection out loud. **The table judges**. Accepted, and you have shed two cards in one turn. Rejected, and you take both back and draw 2.

Devil's Advocate — the next player may not match the camp, and no action card will save them. Cross over on the issue, or take a flat draw of 2 — no digging.

Answer key

Teacher only. Settles challenges. Camps across, issues down.

	LIBERAL DEMOCRAT	DIXIECRAT	MODERATE REPUBLICAN	CONSERVATIVE REPUBLICAN
WHO LEADS	John F. Kennedy Lyndon B. Johnson	Strom Thurmond George Wallace	Dwight Eisenhower Nelson Rockefeller	Barry Goldwater Ronald Reagan
WHAT THEY WANT	The Great Society Medicare and Medicaid	States' rights, first and last Broke from the party in 1948 rather than accept a civil rights plank	Modern Republicanism: keep the New Deal, run it better The Interstate Highway System	Government is not the solution, government is the problem The Silent Majority
GOVERNMENT AND THE ECONOMY	The War on Poverty and Head Start The Clean Air and Clean Water Acts	Wanted Washington out of the schools, the unions and the voting rolls Backed the Taft-Hartley Act against the unions	Balanced the budget without touching Social Security Warned the country against the military-industrial complex	Tax cuts and deregulation Work requirements in place of food stamps
RACE AND RIGHTS	The Civil Rights Act and the Voting Rights Act Time to walk out of the shadow of states' rights	The longest filibuster in Senate history, against the Civil Rights Act Massive resistance to school desegregation	Sent federal troops to integrate Little Rock Central High The Civil Rights Act of 1957, the first since Reconstruction	The Southern Strategy: law and order Appointed judges to rein in the Warren Court and stop busing
WHO BACKS THEM	Cesar Chavez and the farm workers' boycott Shirley Chisholm, first Black woman in Congress	The county courthouse and the white primary Southern voters who had been Democrats since Reconstruction	Northeastern suburbs and the business establishment Earl Warren, an appointment that surprised the man who made it	Jerry Falwell and the Moral Majority Phyllis Schlafly and the fight against the ERA



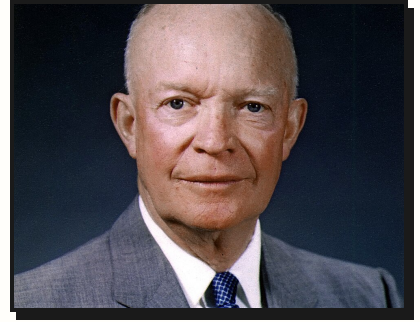
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The Great Society

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Register ★★
**AMERICAN
INDEPENDENT
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States' rights, first and last

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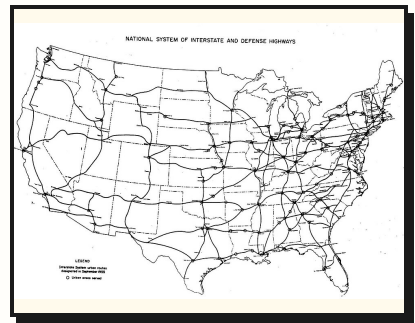
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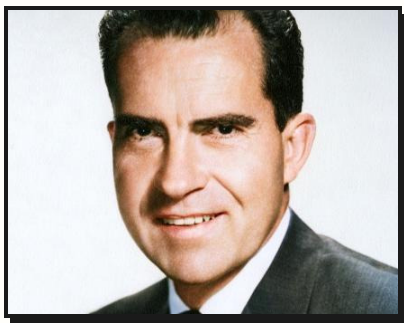
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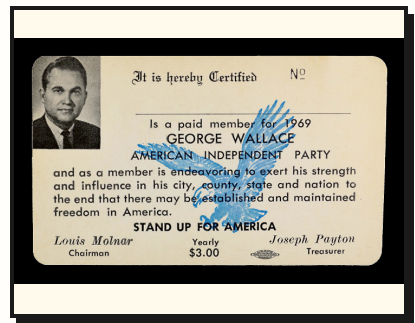
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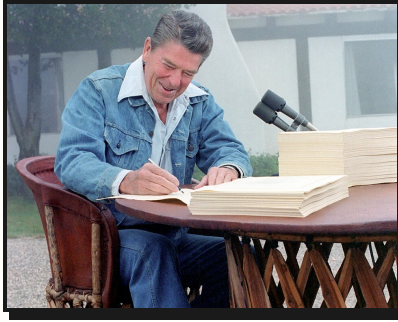
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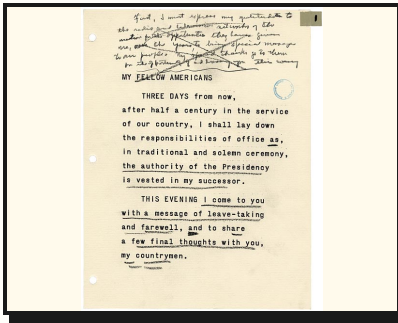
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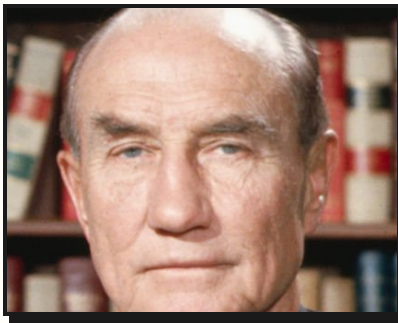
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The Southern Strategy: law and order

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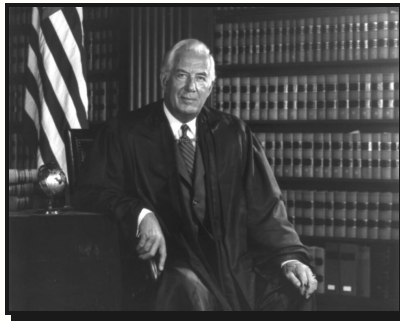
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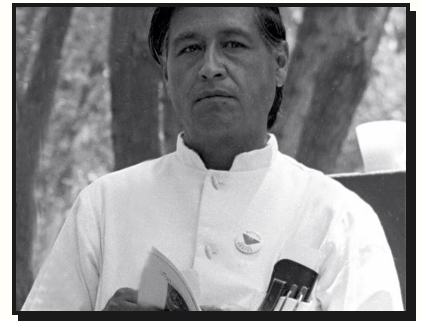
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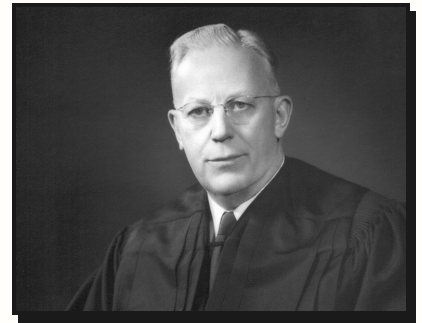
Shirley Chisholm, first Black woman in Congress

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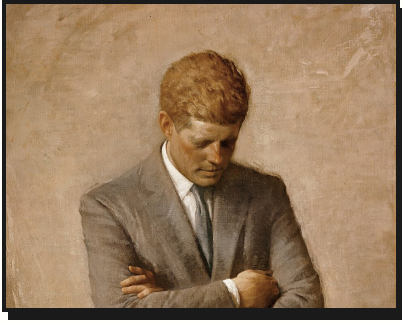
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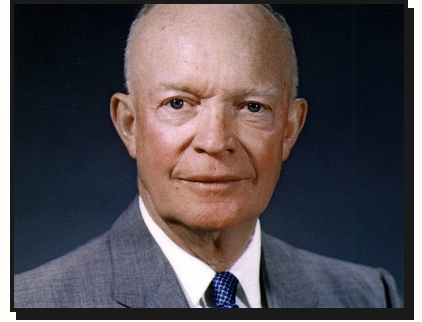
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The Great Society

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Register ★★
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States' rights, first and last

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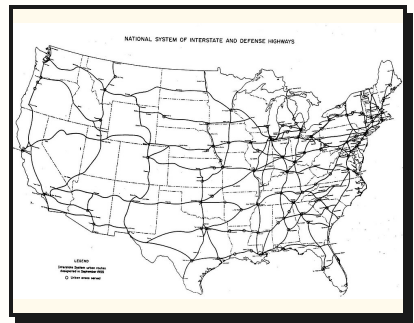
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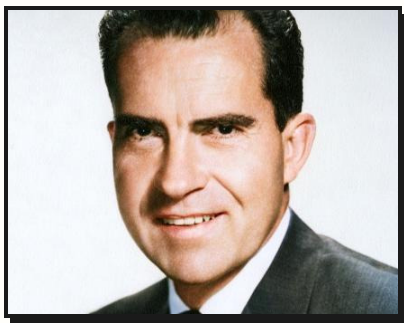
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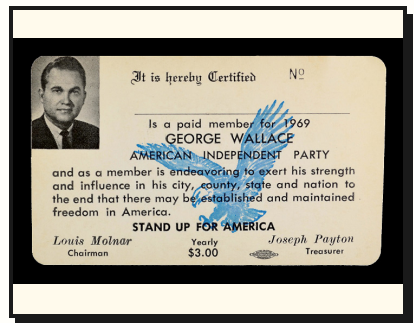
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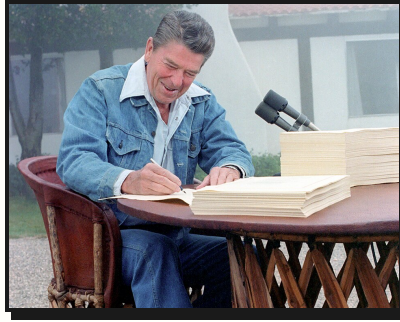
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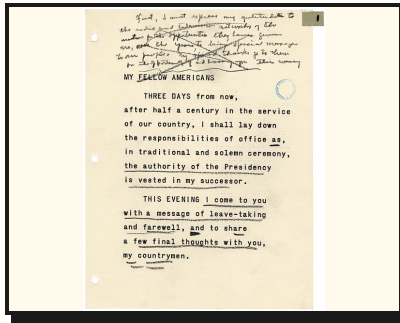
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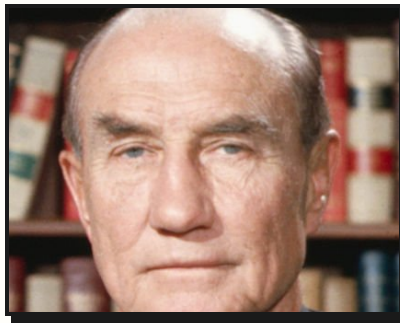
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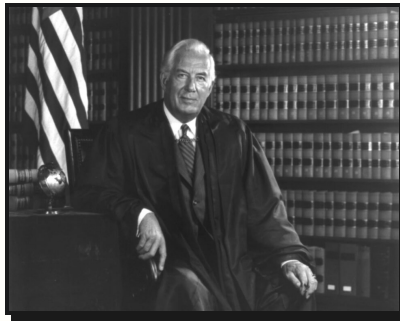
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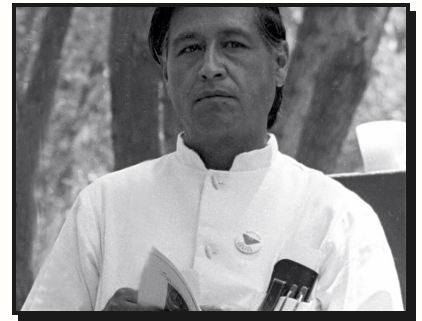
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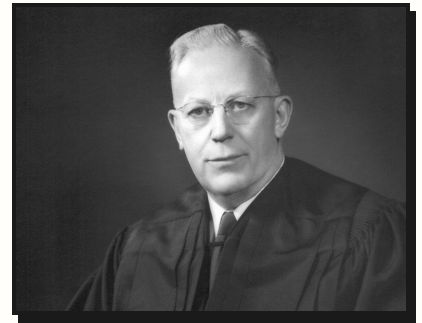
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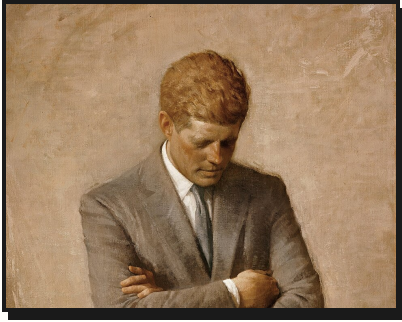
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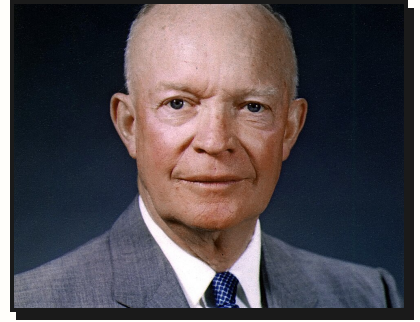
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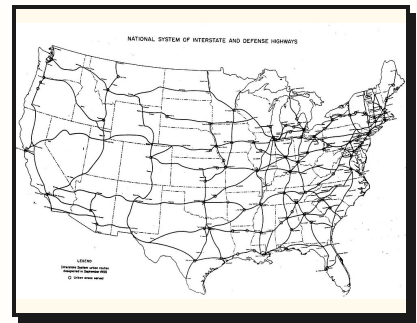
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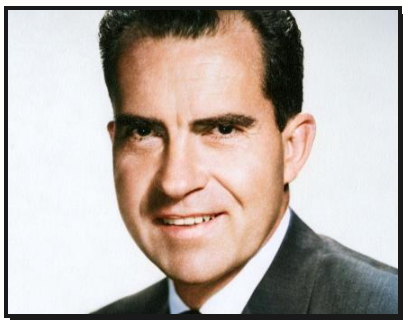
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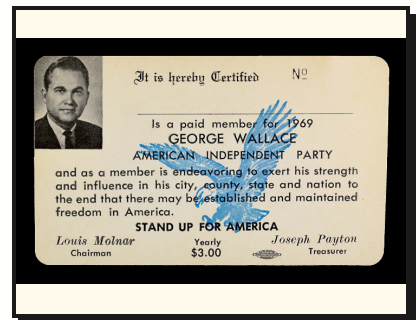
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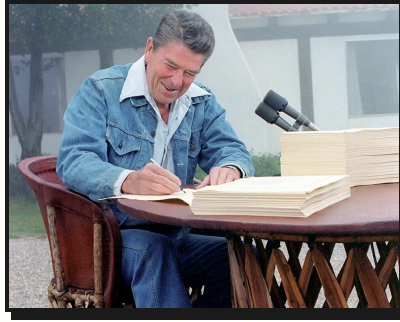
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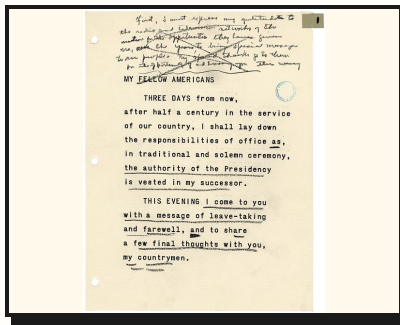
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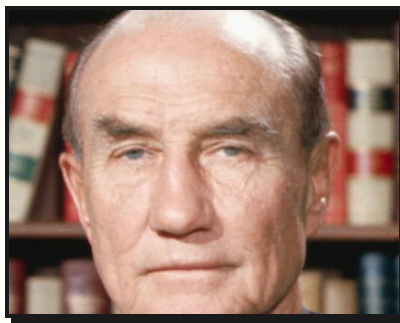
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The Southern Strategy: law and order

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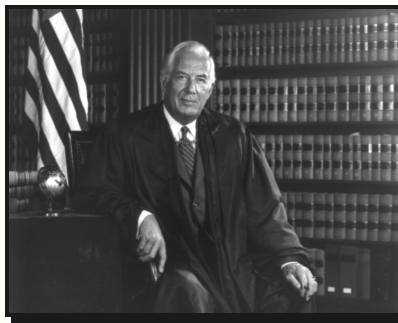
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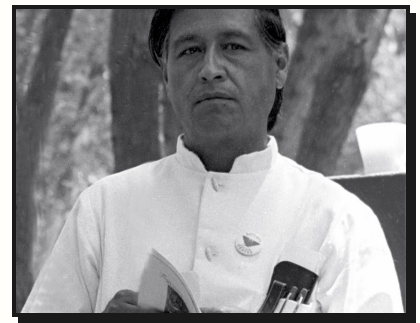
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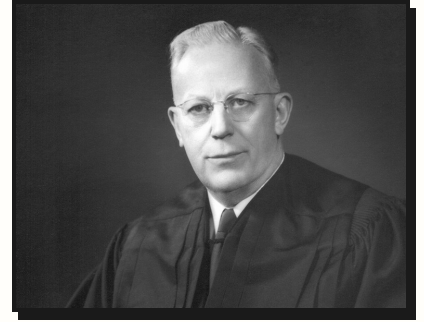
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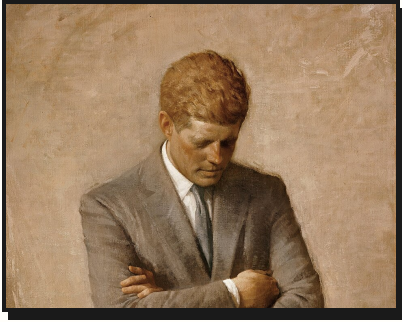
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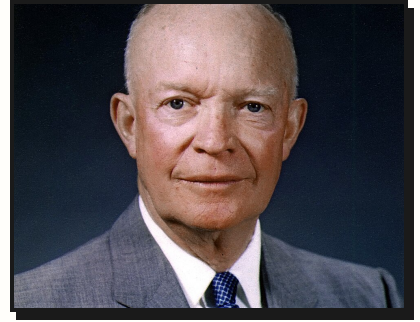
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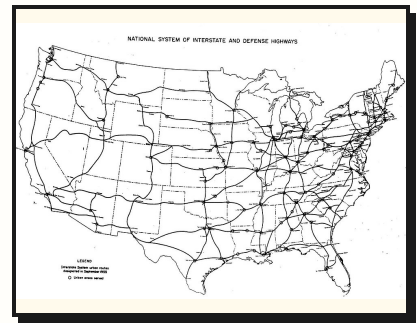
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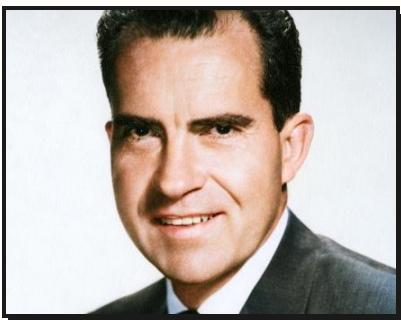
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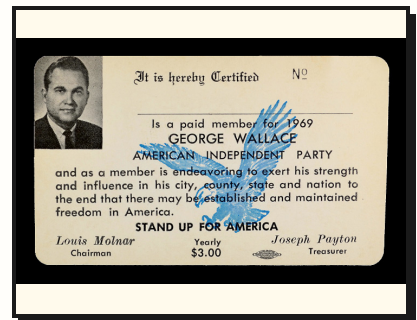
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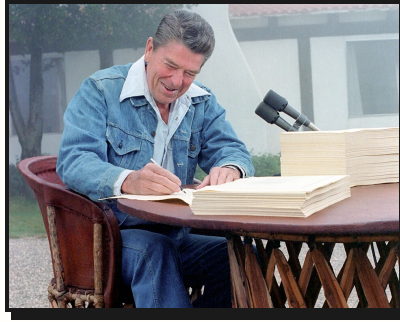
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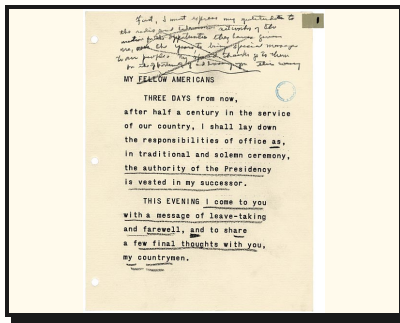
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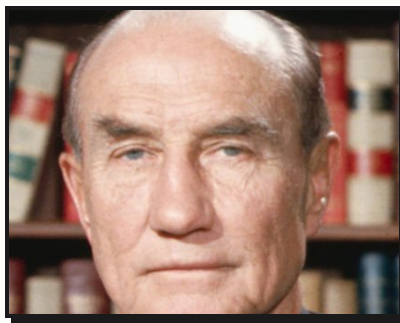
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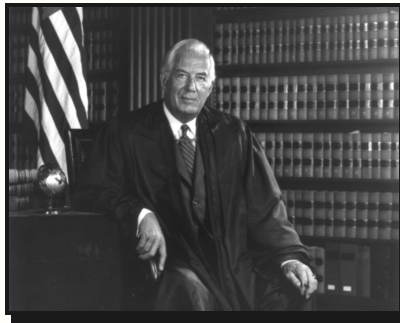
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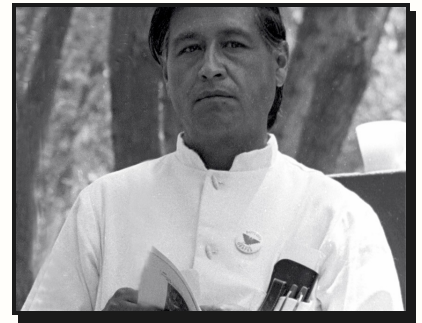
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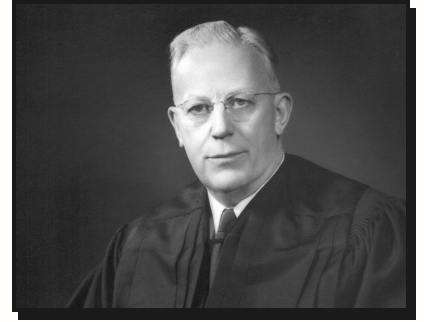
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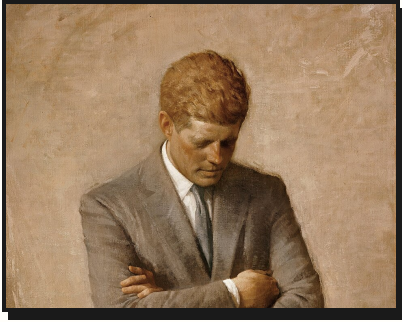
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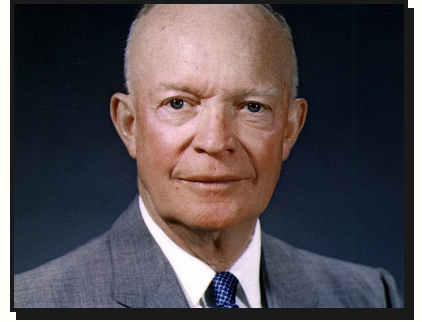
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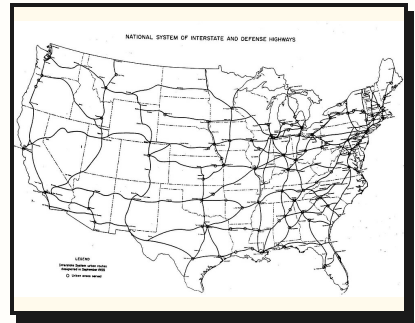
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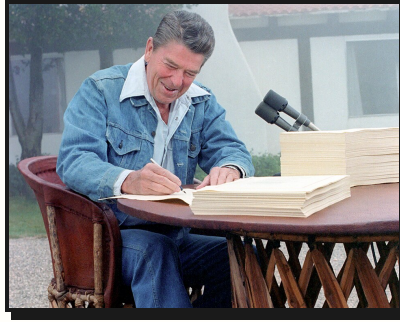
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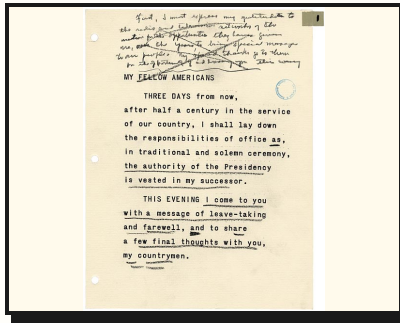
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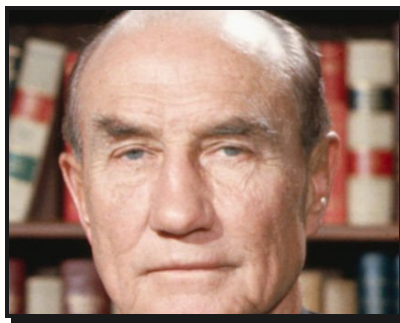
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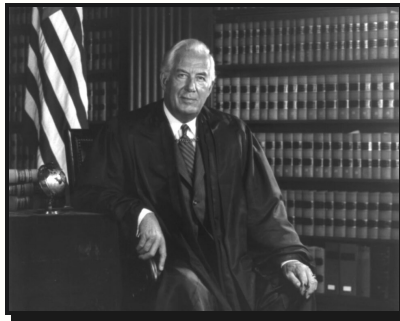
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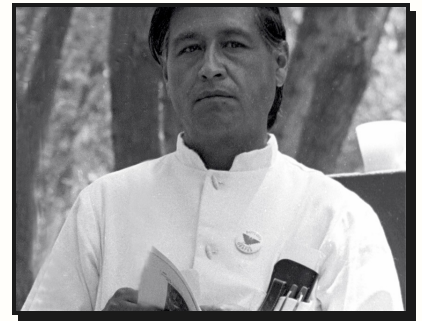
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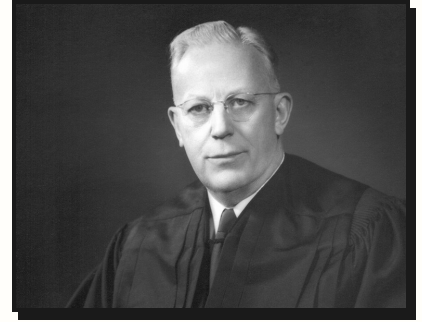
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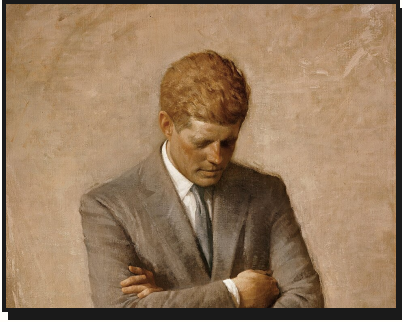
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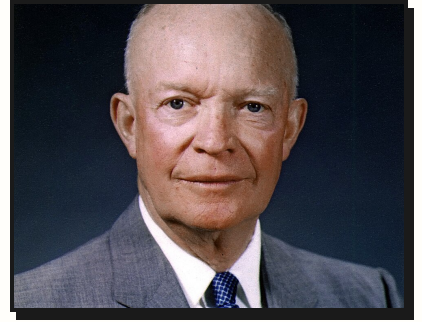
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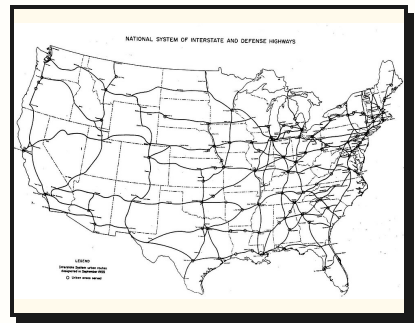
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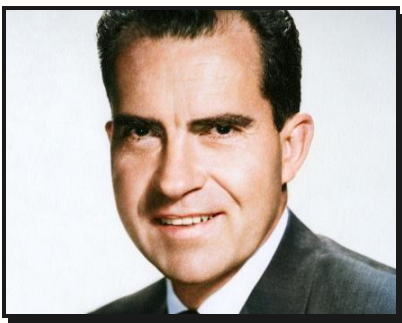
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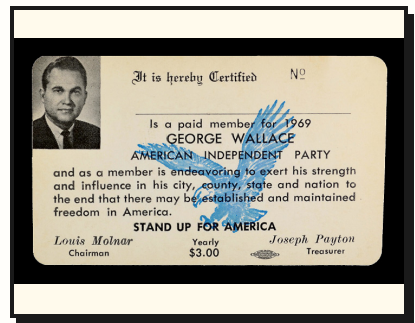
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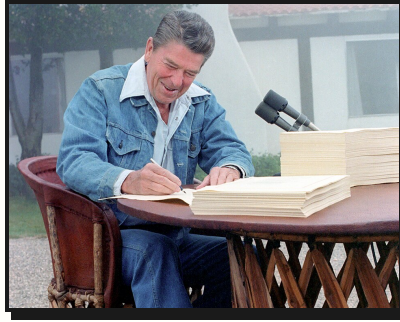
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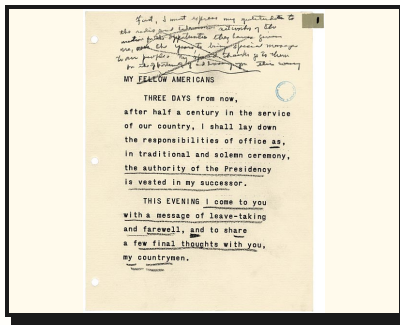
The Clean Air and Clean Water Acts

WITS



Backed the Taft-Hartley Act against the unions

WITS



Warned the country against the military-industrial complex

WITS



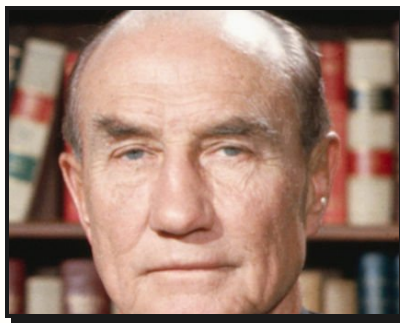
Work requirements in place of food stamps

WITS



The Civil Rights Act and the Voting Rights Act

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The Southern Strategy: law and order

WITS



Time to walk out of the shadow of states' rights

WITS



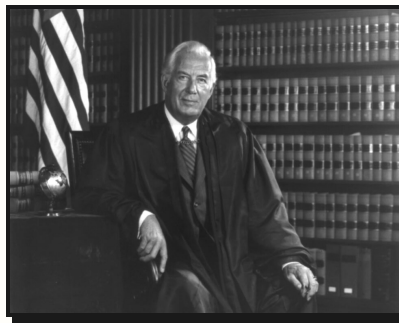
Massive resistance to school desegregation

WITS



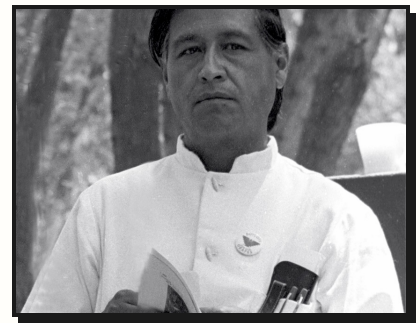
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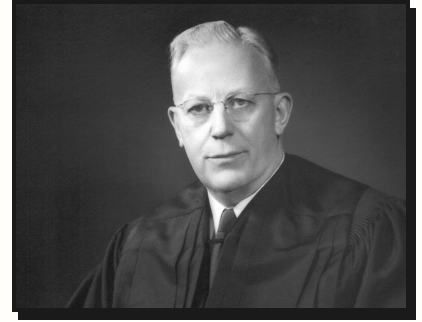
Shirley Chisholm, first Black woman in Congress

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Southern voters who had been Democrats since Reconstruction

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Earl Warren, an appointment that surprised the man who made it

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Phyllis Schlafly and the fight against the ERA

WITS

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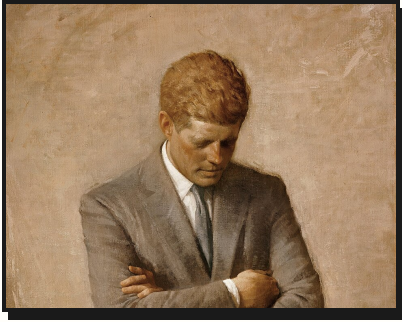
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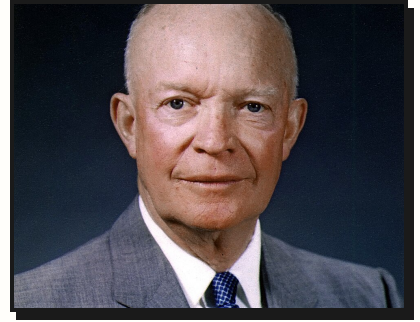
John F. Kennedy

WITS



Strom Thurmond

WITS



Dwight Eisenhower

WITS



Barry Goldwater

WITS



Lyndon B. Johnson

WITS



George Wallace

WITS



Nelson Rockefeller

WITS



Ronald Reagan

WITS



The Great Society

WITS

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Register ★★
**AMERICAN
INDEPENDENT
PARTY**

States' rights, first and last

WITS



Modern Republicanism: keep
the New Deal, run it better

WITS



Government is not the
solution, government is the
problem

WITS



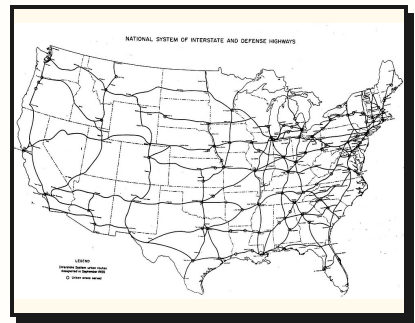
Medicare and Medicaid

WITS



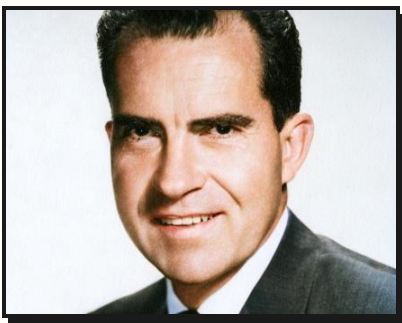
Broke from the party in 1948 rather
than accept a civil rights plank

WITS



The Interstate Highway
System

WITS



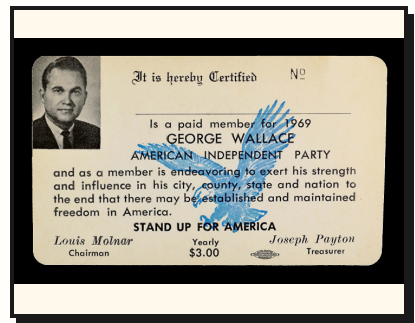
The Silent Majority

WITS



The War on Poverty and Head
Start

WITS



Wanted Washington out of the
schools, the unions and the voting
rolls

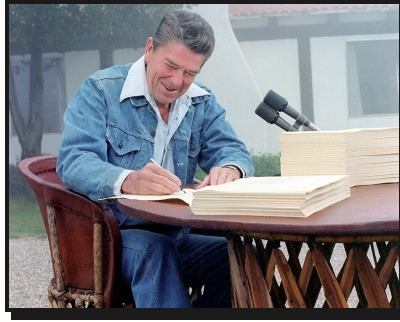
WITS

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Balanced the budget without touching Social Security

WITS



Tax cuts and deregulation

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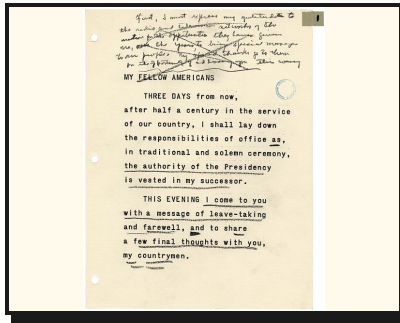
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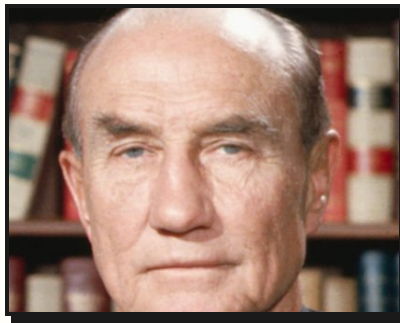
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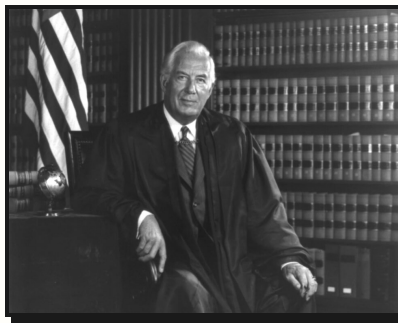
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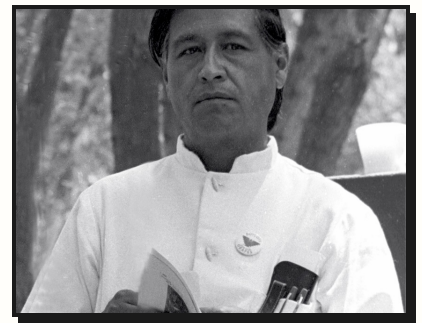
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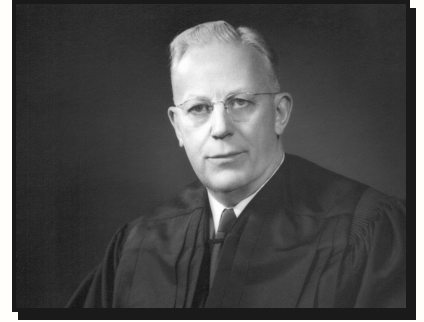
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