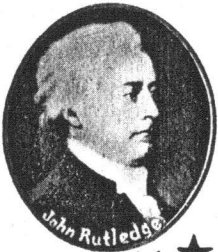


U. S. CHIEF JUSTICE



1795

E C I T S U J F E I H C S U

SCORE CONSTITUTION

Honor Cards	Republican States		Democratic States		States with Double Vote, Equal Suffrage		
	★ ★ ★	★	★	★			
Chief Justice	200	Pennsylv.	38	New York	46	California	28
Presidents	160	Illinois	29	Texas	20	Kansas	20
Ladies	126	Ohio	24	Missouri	18	Oklahoma	20
Vice-President	100	Massachu.	18	New Jersey	14	Nebraska	16
Sec. of State	80	Indiana	16	Georgia	14	Washington	14
Sec. of Treasury	80	Michigan	15	Kentucky	13	Colorado	12
Sec. of War	70	Wisconsin	13	No. Carolina	12	Oregon	10
Sec. of Navy	60	California	13	Virginia	12	Utah	8
First Flag	60	Iowa	13	Alabama	12	Montana	8
First White House	40	Minnesota	12	Tennessee	12	Idaho	8
Dist. of Columbia	20	Kansas	10	So. Carolina	10	Arizona	8
		Nebraska	8	Louisiana	10	Wyoming	8
		Washington	7	Mississippi	10	Nevada	8
		Connecticut	7	Oklahoma	10		
		Colorado	6	Arkansas	9		
		Maine	6	W. Virginia	8		
		So. Dakota	6	Maryland	8		
		Oregon	6	Florida	6		
		Utah	4	No. Dakota	5		
		Montana	4	Rhode Isl'd	5		
		Idaho	4	Arizona	3		
		New Hamp.	4	Delaware	3		
		Vermont	4	New Mexico	3		
		Wyoming	3				
		Nevada	3				

THE GAME

OF

CONSTITUTION



Mrs. Charles Fremont Pond
Berkeley, Calif.

LADY WASHINGTON



LADY WASHINGTON

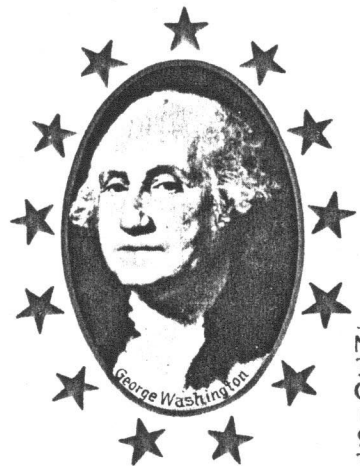
PRESIDENT



1797

PRESIDENT

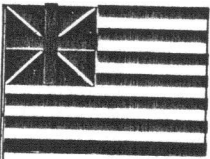
PRESIDENT



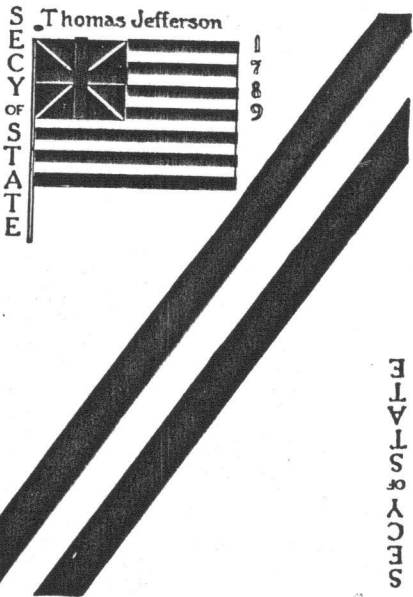
1789

PRESIDENT

Thomas Jefferson

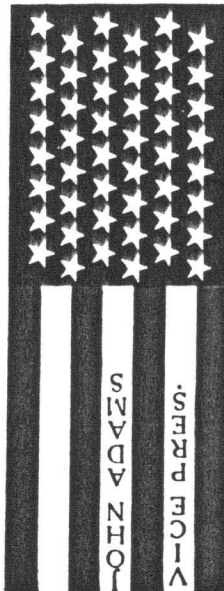


1789



THOMAS JEFFERSON

JOHN ADAMS
VICE PRESIDENT



JOHN ADAMS
VICE PRESIDENT

LADY ADAMS



LADY ADAMS

PREFACE.

CONSTITUTION.

The object of this Game is for the player to secure as many electoral votes possible in both deals, in order to elect their Presidential Candidate.

Any former President of the United States, or future nominees for the Presidency of the United States, may be voted for in this Game

JOHN RUTLEDGE.

The complete report of the present Constitution of the United States was written on the Sixth of August, 1789, and submitted to the Convention by the Chairman of a Special Committee, the eminent statesman and patriot, John Rutledge of South Carolina, who had been Chief Justice under the old Confederation, and also had in the first Convention of the Colonies, held at New York in 1787, written the celebrated Memorial to Parliament, and afterwards the Constitution of the State of South Carolina, of which separate State he was President from 1773 to 1778. In 1779 he was chosen Governor. In 1784 he was Judge of the Court of Chancery and he was also a candidate for President of the United States together with George Washington and others in 1789. In 1795 he was Chief Justice of the United States.

EMMA MCHENRY POND,
Regent John Rutledge Chapter,
D. A. R.

July 4, 1914.
Berkeley, California.

CONSTITUTION.

RULES.

Constitution is a game for four players: two of the partners against the other two. Two deals, one game

DEALING.

All cards in the pack are used.

The cards are laid face downwards, all four players drawing cards.

Partners are determined by colors or political parties. The players drawing red stars or Democrats are partners

The players drawing blue stars or Republicans playing together

The pack is then shuffled and dealt by the one drawing the highest card.

THE LEAD.

The lead is determined by the one who finds the District of Columbia or Uncle Sam in his suit.

After all the cards have been dealt the odd card remaining in the dealer's hand is laid face down upon the card table at his left hand.

The player to whom Uncle Sam has been dealt picks up the odd card, places it in his suit, and then places Uncle Sam face up upon the card table at his right hand, where the card remains until the next deal

The player who finds Uncle Sam at their left hand before the shuffling for the next deal, deals.

VOTING.

In the first deal citizens are voting, and each Honor card counts as one citizen's vote with the exception of the Vice-President's, First Flag, First White House, and the District of Columbia.

RANK OF CARDS.

The Chief Justice is the highest ranking card, and the State card with the lowest electoral votes is the lowest. State cards when played in the first deal are representing with their electoral votes the citizens of the respective States of our democratic Republic

HONOR CARDS.

Honor cards with vote take tricks whether played by first, second, third or fourth hand.

THE CHIEF JUSTICE.

The Chief Justice is entitled to one citizen's vote, but may take any trick, providing the Rules of this Card Game are not followed, in favor of the party to whom he has been dealt

PRESIDENTS.

President's cards represent but one citizen's vote each. President's cards are the only Honor cards that can lead.

President's can take all State cards below their rank in first and second deals.

When President's cards lead, their lead must be followed by not less than thirteen stars.

THE VICE-PRESIDENT.

The Vice-President's card may be played when a player cannot follow rules, or refuses to vote.

The Vice-President has no vote except in case of a "Tie in the House."

THE DISTRICT OF COLUMBIA.

The District of Columbia, or Uncle Sam, has no vote, but counts as an Honor card and determines the lead.

FIRST FLAG.

First Flag has no vote, but may be played in case player cannot follow the rules.

FIRST WHITE HOUSE.

First White House follows same rule governing the First Flag Honor card.

SUFFRAGE STATES.

Suffrage States bear gold stars on their upper left hand corners to denote Equal Suffrage.

Suffrage States double their votes, and take all State cards below their rank.

STATES.

State cards rank according to the number of electoral votes or stars to which they are entitled.

LEADS.

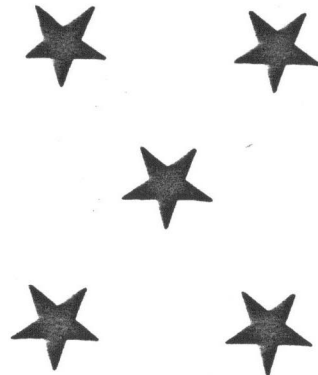
First Hand leads the lowest State card of its political party

3
NEW
MEXICO

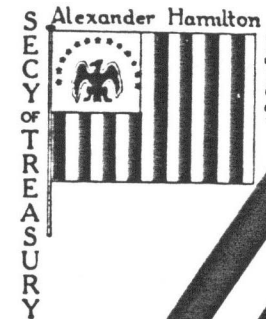
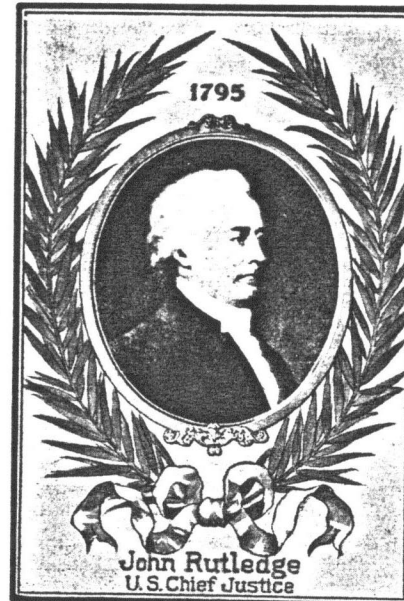


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ISLAND



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SECOND HAND.

Second Hand must follow lead with State card entitled to same number of votes, or a State card that can double votes played by first hand.

When Second hand takes trick, third and fourth hands may play low.

THIRD HAND.

Third Hand must double on the votes cast by first and second hand, play Honor card with vote, highest card from the opposing party in his suit, or refuse to vote by playing Honor card without vote.

FOURTH HAND.

If Fourth Hand cannot double votes cast by first, second, or third hands, it may play an Honor card that can take trick, play from its opposing party in suit, or refuse to vote.

If Fourth Hand refuses to vote, the trick goes to the player who has doubled with highest State card, providing no Honor card with vote is played to take trick.

WHEN THIRTEEN IS LEAD.

State cards with thirteen stars when lead cannot be followed by less than thirteen stars or taken by any card which cannot double thirteen, but may be taken by a President's card when not doubled, by the Chief Justice, or by the lead.

WHEN THE LEAD IS NOT DOUBLED.

When the lead is not doubled and the trick is not taken by an Honor, the lead takes the trick.

SHOULD TWO HONOR AND TWO STATE CARDS BE PLAYED.

When two Honor cards and two State cards are played the highest ranking Honor card takes the trick.

WHEN THIRD HAND CANNOT DOUBLE.

When Third Hand cannot double or follow rules the highest State card takes trick. Same rule follows when Fourth Hand cannot follow rules, providing the Chief Justice cannot be played.

THE PRESIDENTIAL CANDIDATE.

The political party winning the highest number of votes in first deal elects the Presidential candidate

THE SECOND DEAL.

In the second deal the political party winning the highest score elects the President, providing, his score of the first deal added to his score of the second deal is the highest score of the game.

When the score of the second deal is counted, only the State cards are counted with the number of electoral votes to which each State is entitled to. Suffrage States are not entitled to double their votes in second score.

Honor cards do not count in final score, but may be counted for prizes or favors.

REFUSING TO VOTE.

A player may refuse to vote by playing an Honor card not entitled to a vote.

A TIE IN THE HOUSE.

The second or final score is counted by the player who holds the Vice-President's card.

Should both political parties win the same number of electoral votes, it is a "tie," and the player to whom the

Vice-President's card was dealt in the final deal casts the Vice-President's vote with his party and announces the President elected, or the successful candidate.

PENALTIES.

Should a player play out of turn, he must replace the exposed card in his suit and play his lowest card.

When a Suffrage State card is played, and the player fails to say "double vote," the Chief Justice may take the trick.

If the trick is not taken by the Chief Justice it goes to the player who has doubled with the highest State card.

NOTES.

There are thirteen Honor cards in this game, in honor of the thirteen original States of our Constitutional Union, and thirteen original Equal Suffrage States.

The value of State cards is denoted by their number of stars or electoral votes representing the citizens and each citizen entitled to vote in our democratic Republic.

Congress decreed June 14, 1777, that the Flag of the United States be thirteen stripes, alternately red and white, and that the Union be thirteen stars, white on a blue field.

A GAME THAT WILL MAKE YOU SEE STARS.

CONSTITUTION

BY

EMMA MCHENRY POND.

PATENT APPLIED FOR

JUNE, 1915.

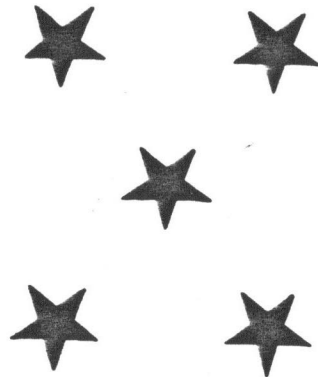
MRS. CHARLES FREMONT POND,
BERKELEY, CALIFORNIA, U. S. A.

3
NEW MEXICO



3
CINCINNATI

5
RHODE ISLAND



5
DANVERS



Alexander Hamilton
1789
SECY OF TREASURY

TREASURY