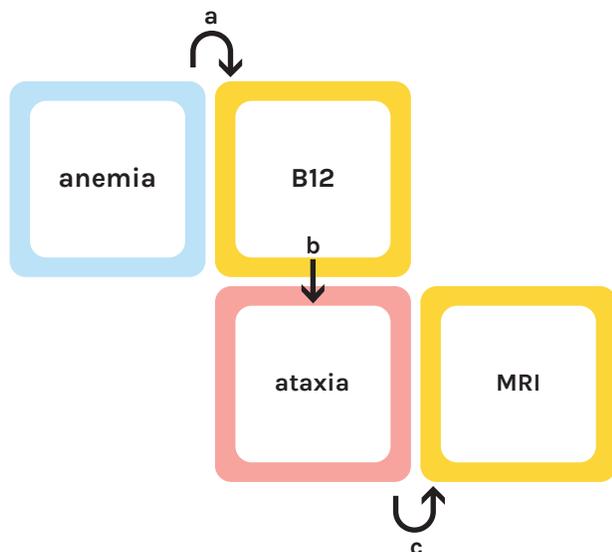# table rounds™ CORE PRINCIPLES

the goal of the game is to create teaching points by connecting cards

1. You can make up to four connections with each card (one per side).
2. The connection between each pair of cards represents a teaching point.
3. You can build on someone else's connections without needing to continue the same clinical concept.

Sample teaching points:
a. Pernicious anemia can lead to B12 deficiency due lack of intrinsic factor secondary to autoimmune destruction of parietal cells.
b. Vitamin B12 supplementation can improve sensory ataxia in subacute combined degeneration.
c. Gait ataxia can be a sign of normal pressure hydrocephalus whose hallmark finding on brain MRI is ventriculomegaly.

• It is not necessary to explain a connection between ataxia and anemia because they are not touching on one of the four sides.
• During gameplay, the group decides if a connection is acceptable and may reject a connection based on the accuracy or quality of the associated teaching point.

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gameplay: WARDS MANAGER time: 45+ min players: 2+

win by becoming the attending

[I] Pre-rounding (~15 min)

1. The goal of pre-rounding is to establish roles for rounding (e.g. Attending, Chief Resident, Intern, and Medical Student if playing with 4 players).
2. Shuffle deck. Place 7 cards per player face-up in the middle.
3. The player who woke up earliest begins by choosing one card from the middle.
4. In a clockwise direction, each subsequent player chooses one card at a time until everyone has collected 7 cards to form their hand.
5. Start a timer for 90 seconds, and then all players attempt to make as many connections as possible from their hand only before time expires.
6. After time is up, each player explains their connections to the group.
7. The player who makes the most connections from their hand becomes the Attending. The player with the second most connections becomes the Chief Resident, and so on.
8. If there is a tie, players will play rock, paper, scissors to assign the remaining roles.

[II] Rounding (~30-45 min)

1. The Attending shuffles the cards from pre-rounding and deals each player 7 cards face-down.
2. Players are not allowed to look at their cards until it is their turn.
3. The Attending places one card from their hand face-up to start the game board.
4. It is now the Medical Student's turn. Each player's turn consists of these steps:
   • Start a timer for 30 seconds, and the player may now view their hand.
   • The player attempts to make as many connections on the game board as possible from their hand before time expires.
   • After time is up, the player explains their connections to the group.
   • Rejected cards are returned to the player's hand.
   • The player places unused cards from their hand face down.
5. Play proceeds based on the role of each player designated in pre-rounding. For example, Intern goes next, then Chief Resident, then the Attending.
6. The first player to use all of their cards becomes the new Attending and wins rounding.

[III] Running the list (~5 min)

1. The winner chooses a player to 'Run the List' by assigning them two cards from the middle, (e.g. the opposite ends of continuously connected cards), and asking the player to re-teach the connections between these cards. It's up to the chosen player to choose which path they take.

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