Score Sheet

Dealer/Score Keeper - Record player names. Reveal one objective per round with each player persuasively presenting one "method" card. At the end of <u>each</u> round, players vote for best method presented and record number of votes by player. Players receive one point for each vote. Player with highest number of votes (summed across all rounds) wins the game.

Players – For <u>each</u> round, persuasively present <u>one</u> method that best matches the objective.

Player Names	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Total
1.								
2.								
3.								
4.								
5.								
6.								