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Accelerating Success

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Instructions for Stability and Change - 21

1. The goal of this game is to create an environment that is more stable than the dealer. The most stable environment is one that adds up to 21 without going over.
2. The dealer deals 2 cards to each player face up. But to themselves they deal one card face up and one card face down.
3. The first player can choose to get another card "hit" or stay. They continue to hit until they feel they are as close to 21 without going over.
4. If they go over 21 then they automatically lose.
5. After each player has gone, the dealer then plays. They must continue to "hit" until they reach the number 17 or greater. If they go over 21 then all players who remain win. If they get 17 - 20 any player with a higher number without going over 21 wins.

Wolf



11 pts.

Wolf



11 pts.

Wolf



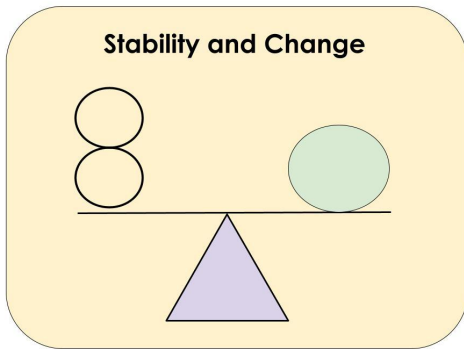
11 pts.

Wolf

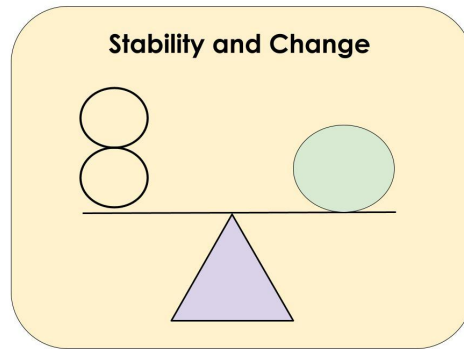


11 pts.

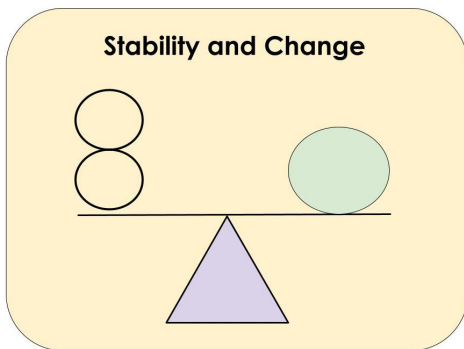

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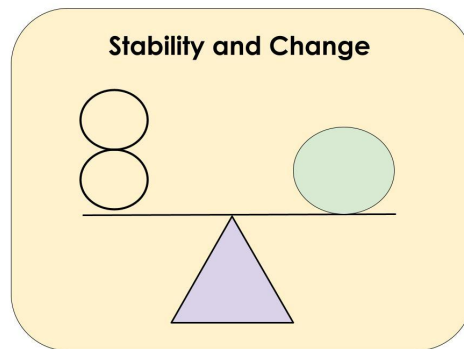

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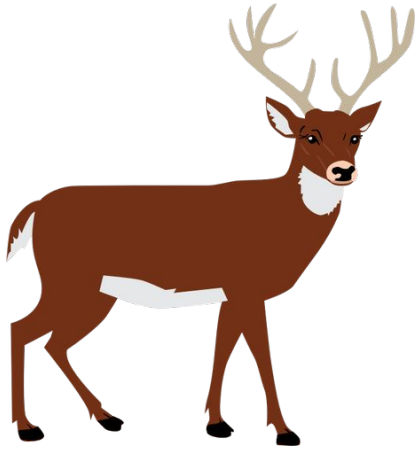

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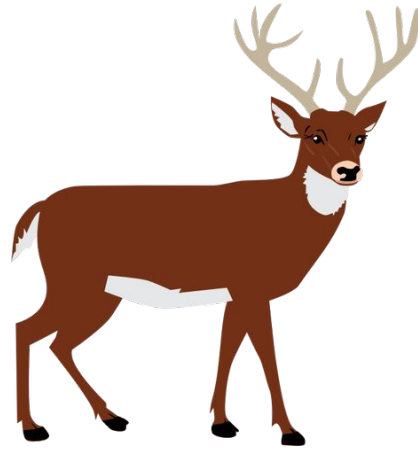


Deer



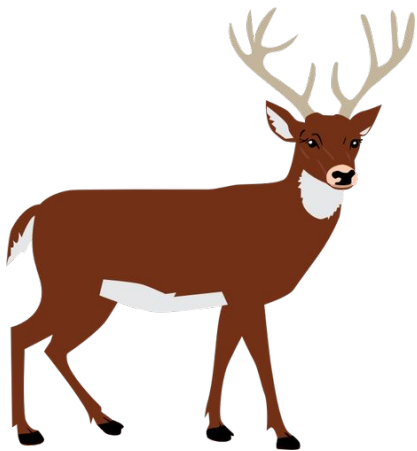
5 pts.

Deer



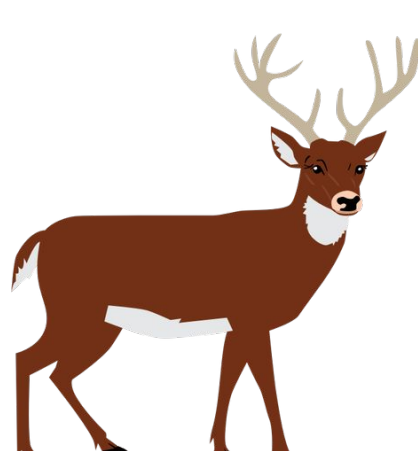
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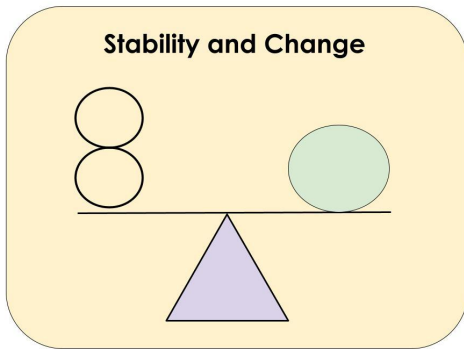
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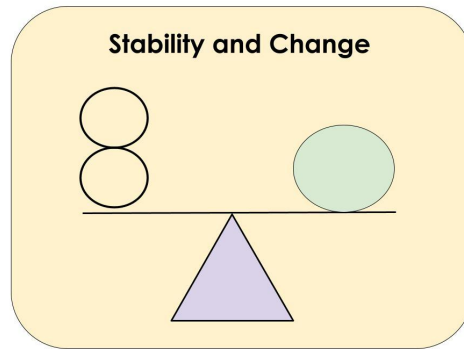


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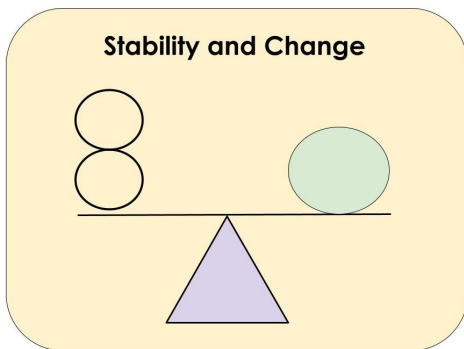

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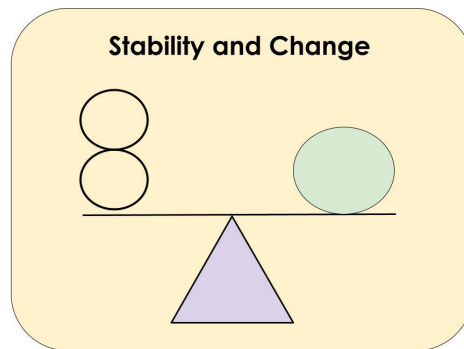

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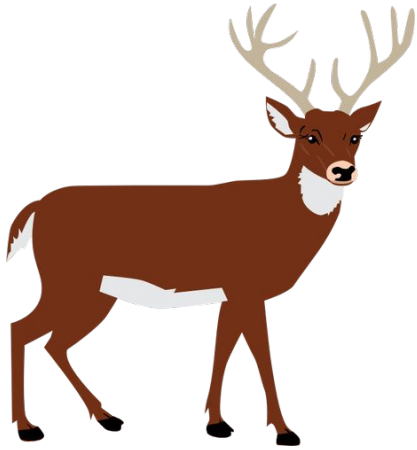

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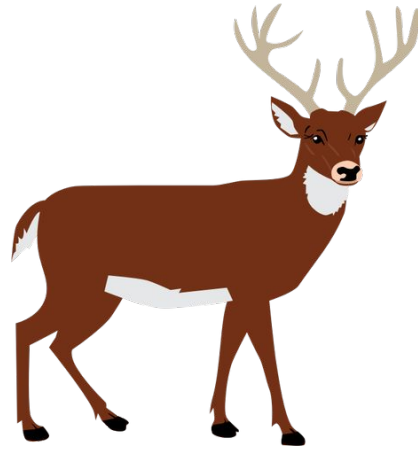


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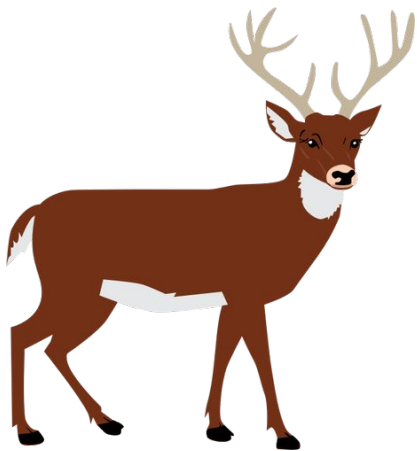
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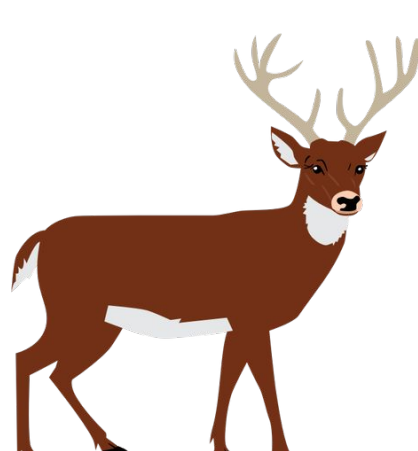
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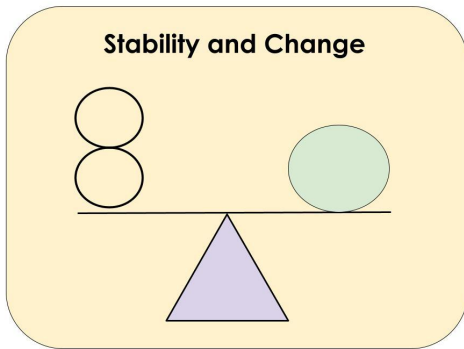
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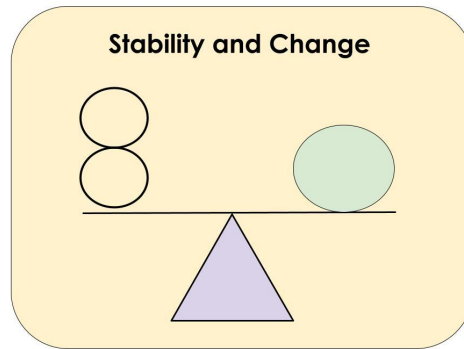


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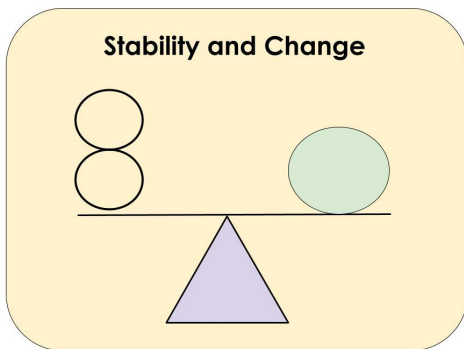

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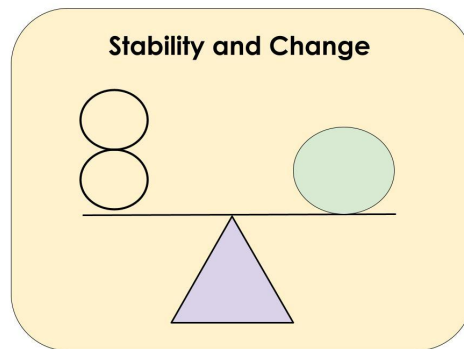

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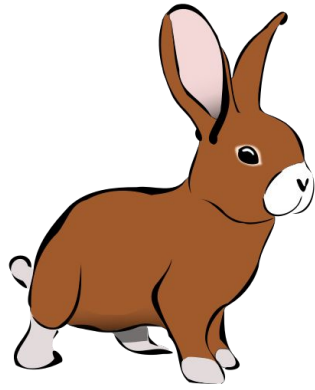

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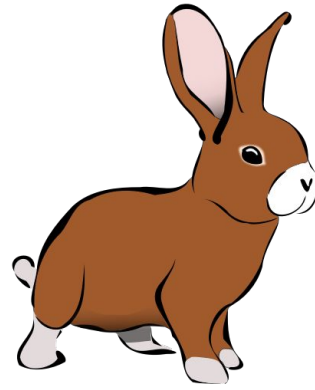


Rabbit



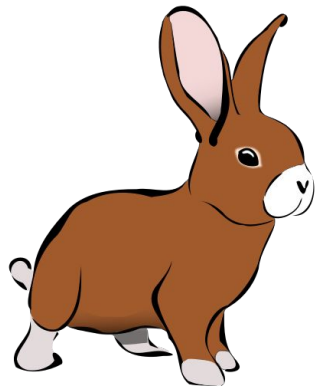
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Rabbit



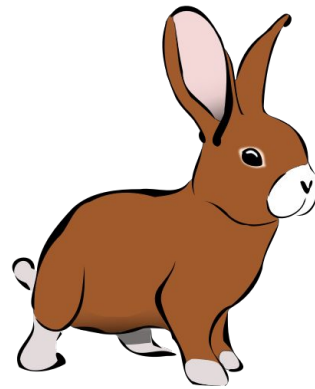
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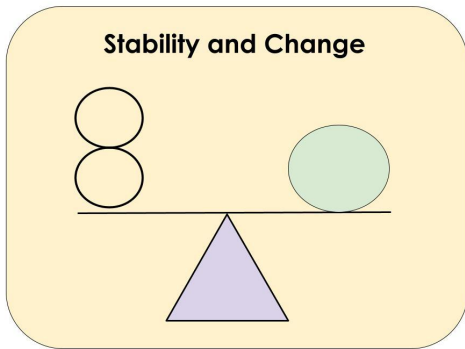
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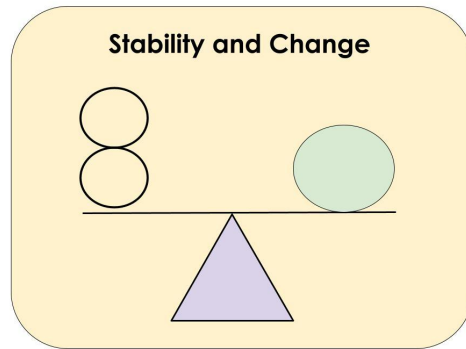


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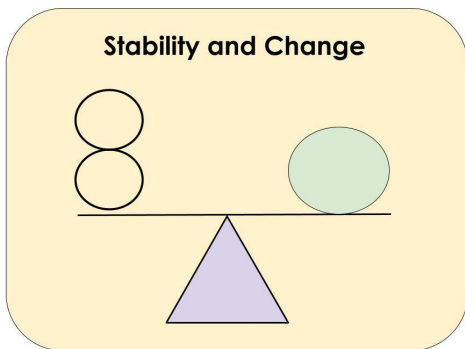

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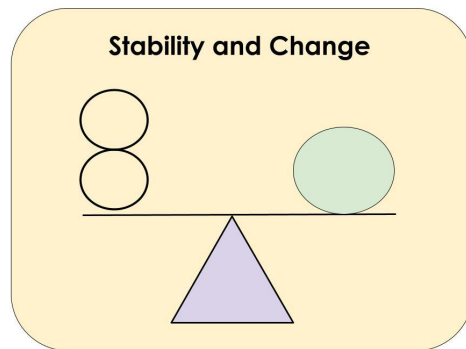

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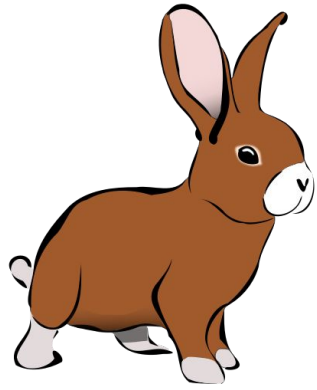

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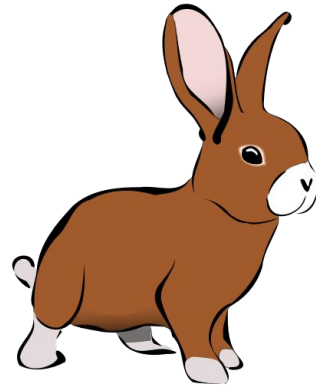


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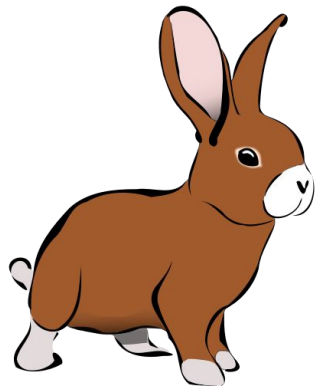
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Rabbit



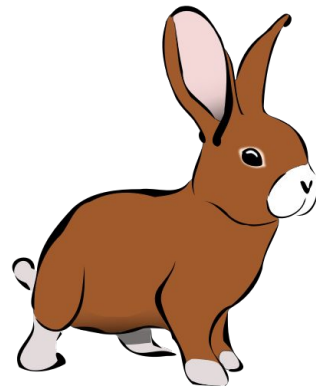
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Rabbit



3 pts.

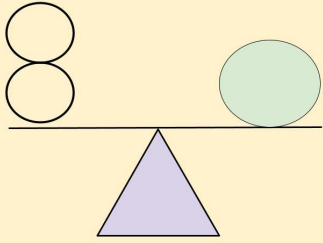
Rabbit



3 pts.

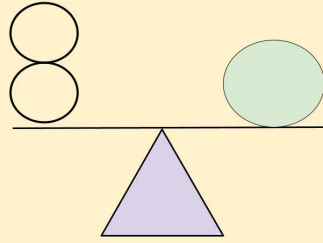

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Stability and Change



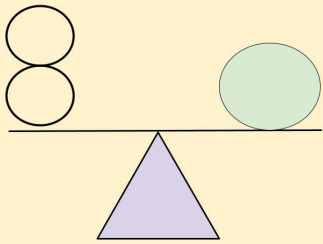

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Stability and Change



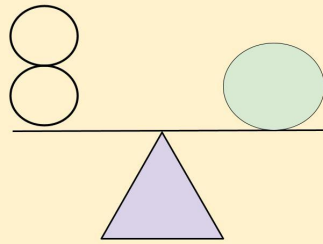

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Stability and Change




Accelerating Success

Stability and Change



Grass



1 point

Grass



1 point

Grass



1 point

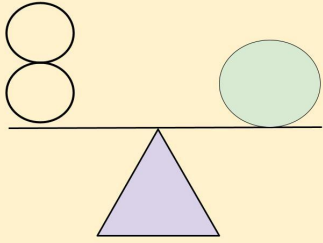
Grass



1 point

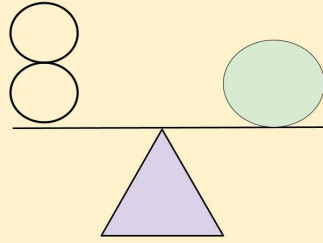

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Stability and Change



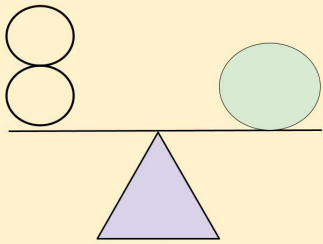

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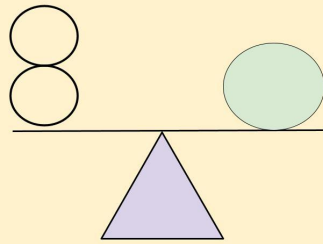

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Stability and Change




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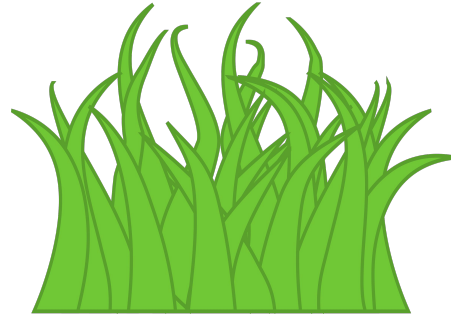


Grass



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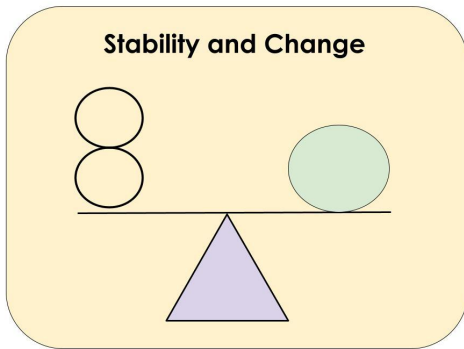
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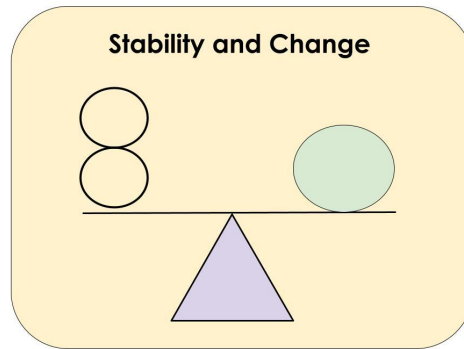


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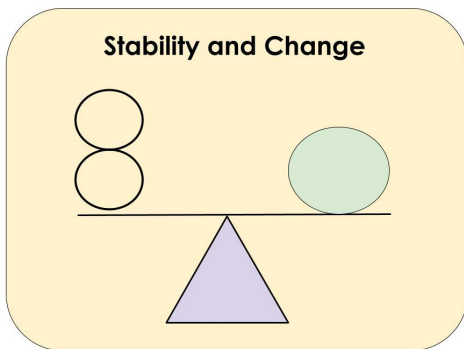

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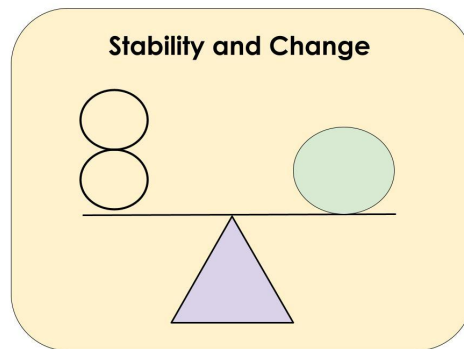

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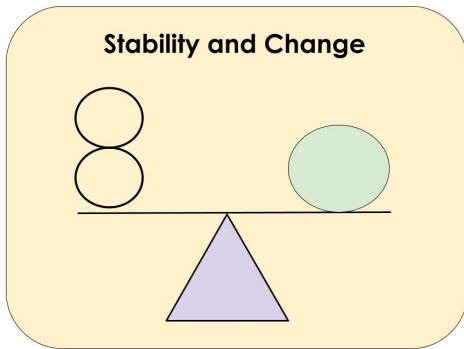
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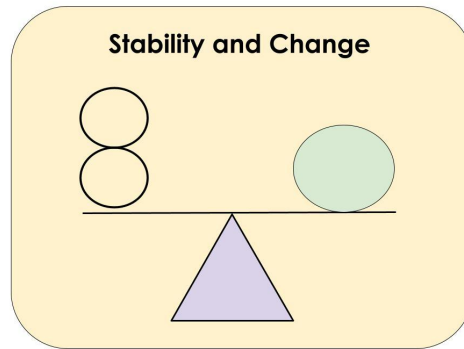


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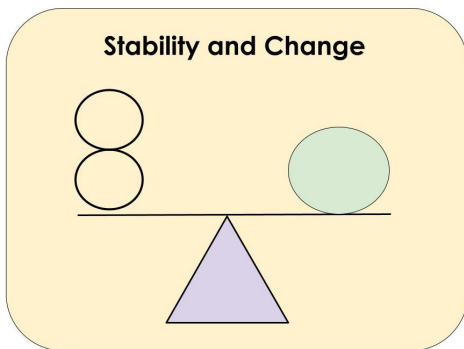

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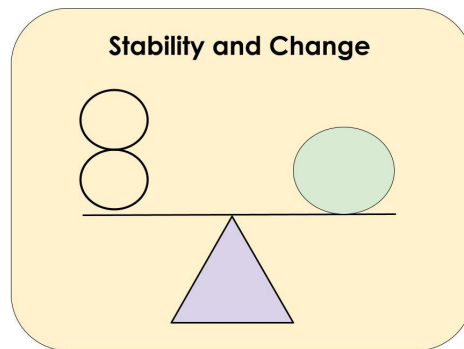

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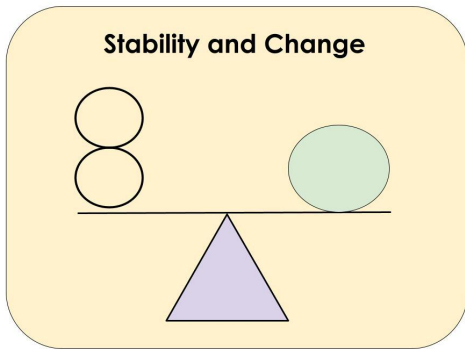
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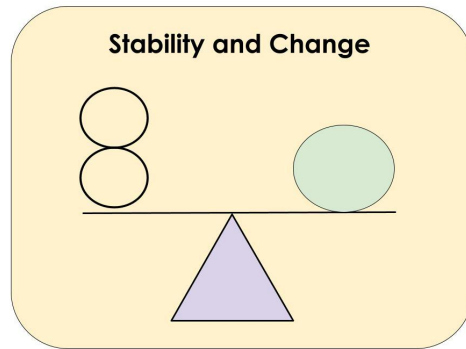


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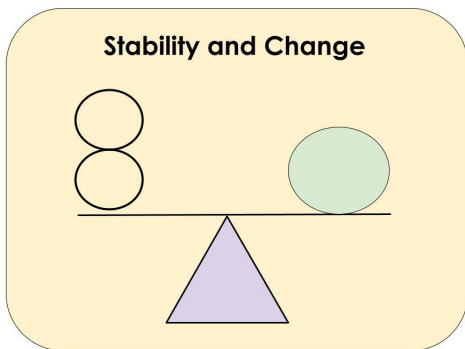

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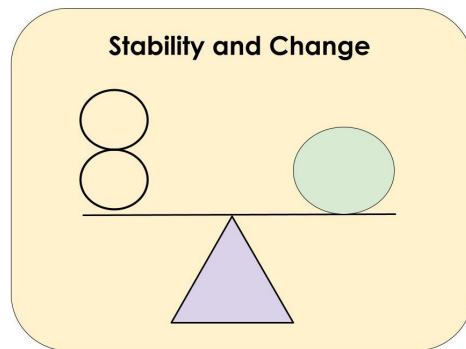

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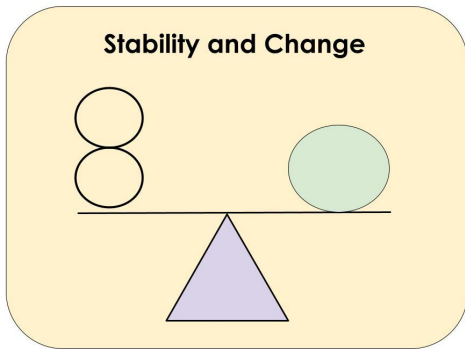
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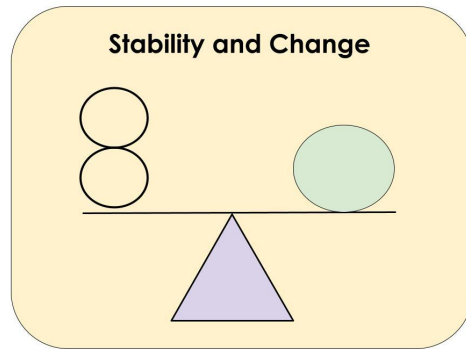


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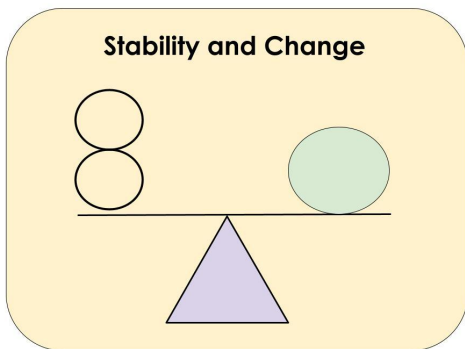

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