

Common Ground — Prop Cards

Print-order specification

Trim size	63.5 × 88.9 mm (poker standard)
Bleed	3 mm on every edge
Safe margin	4 mm inside the trim line
Corner radius	3.5 mm die-cut (industry standard)
Stock	300–350 gsm coated card, linen finish recommended
Ink	RGB original; convert to CMYK at the printer (FOGRA39 / GRACoL)
Sheet	A4 portrait, 2 × 3 layout, single-sided; print two copies for table sets
Contents	10 cards; branded backs sheet and blanks included

Cut & assemble

1. Print the fronts sheet on card stock; print the backs sheet in the same batch if your printer supports duplex mirror.
2. Cut along the die-guide frames, or Guillotine using the corner guides.
3. Round the corners with a 3.5 mm corner punch, or send to a card printer with the spec above.
4. One deck per pair of 2–3 participants; the blank faces are refillable.

THE FOLDER AT A GLANCE

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Common Ground

A 15-minute, 8–20 person icebreaker where small groups hunt for facts true of everyone at the table — surprising ones score 3× — forcing the questions nobody asks in week one. Recorder cards and a pre/post measure included.

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DEBRIEF QUESTION

1

The three-pointer

“Read your group’s best 3-point ground again. What question uncovered it?”

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DEBRIEF QUESTION

2

The easy camp

“Which 1-point grounds did your group write before it started hunting? What finally moved you off them?”

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DEBRIEF QUESTION

3

The verification moment

“When did verifying almost break a ground? Who almost nodded falsely, and what stopped them?”

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DEBRIEF QUESTION

4

The quietest member

“What did the quietest member contribute that the group almost missed?”

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DEBRIEF QUESTION

5

The surprise ranking

“Which ground from *another* group surprised you most? Why that one?”

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DEBRIEF QUESTION

6

The daily version

“Where does your week reward the first easy answer instead of the second question?”

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DEBRIEF QUESTION

7

The one question

“What is one question from this game you will ask a colleague this week?”

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DEBRIEF QUESTION

8

The group identity

“Your recorder card has ten lines and your names on it. What is this group now — one sentence?”

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WATCH OUTS

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Watch outs

The group camps on one-point facts · One member’s life dominates · The group invents grounds to win

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COMMON GROUND



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COMMON GROUND

YOUR OWN



Your own

Write a prompt for this room on the blank faces before you print.

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YOUR OWN



Your own

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