The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

Waste Trouble Card 1

The cafeteria orders the same quantity even though enrollment and attendance have declined.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 2

New groceries are placed in front, and older food repeatedly spoils in the back of the refrigerator.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 3

A restaurant prepares a large final batch near closing and has no plan for safe surplus.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 4

A buyer rejects an entire shipment of safe produce only because it is cosmetically imperfect.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 5

A household buys duplicate ingredients because no one checks the pantry first.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 6

An event serves one large portion with no smaller option, and plate waste is high.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

Waste Trouble Card 7

Eligible unopened school meal items are discarded because no share procedure exists.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 8

A safe crop has no buyer and no secondary-market or donation contact has been explored.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 9

Cold food remains outside safe temperature control too long and must be discarded.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 10

A shopper treats every quality date as an automatic safety deadline and discards food without other information.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 11

Accepted compostable food scraps are placed in landfill trash because bins are unclear.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 12

A pantry is never rotated, so older packages remain hidden until quality declines.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

Waste Trouble Card 13

A school orders meals without reviewing attendance, event schedules, or past participation.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 14

A restaurant automatically adds a large garnish that customers rarely eat.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 15

A bakery has no markdown, freezing, donation, or repurposing plan for unsold bread.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 16

Produce is stored where it cannot be seen and spoils before anyone remembers it.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 17

A household repeatedly cooks more food than it can use and has no leftover plan.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 18

A school event provides no sorting station, so food scraps contaminate the available organics collection.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



WASTE TROUBLE CARD



The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

Waste Trouble Card 19

A school buys compostable serviceware, but the local organics facility does not accept it; contaminated loads are sent to landfill.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

Waste Trouble Card 20

A store promotion encourages shoppers to buy more perishable food than they can use, and much of it spoils at home.

READER KEY
Add 2 Waste Points. If the player identifies a realistic prevention step, add only 1 point. See the guide for an example.

The Race for Less Food Waste Waste Trouble Cards

The active player identifies what could have prevented the outcome or reduced its impact.

WASTE TROUBLE CARD



WASTE TROUBLE CARD

