

ASK TWO QUESTIONS Practice scenario / 01 The onboarding walkthrough You coordinate a Friday noon onboarding walkthrough. The core walkthrough and a handoff are required; extra visuals are optional. You do not know the available hours or how long each part takes. Ask two questions. Then propose a next step. Fictional workplace practice	ASK TWO QUESTIONS Practice scenario / 02 The inventory recap You lead an inventory recap. All five remaining hours are assigned: counts 2h, recommendations 2h, handoff 1h. A store manager requests a location comparison that needs 2h. Its purpose, timing, and approval are unclear. Ask two questions. Then propose a next step. Fictional workplace practice	ASK TWO QUESTIONS Practice scenario / 03 The exhibit checklist You coordinate an exhibit checklist that credits one contributor. You believe a colleague's checking work is missing. You have not opened the contribution record or checked who can edit the checklist and who received it. Ask two questions. Then propose a next step. Fictional workplace practice
ASK TWO QUESTIONS Practice scenario / 04 The venue access list You prepare a venue access list for a 4:00 p.m. contractor handoff. Two of 12 rows are unverified. Your work window is 3:00-3:45 p.m.; the authorized owner can verify at 4:30 p.m. A current draft is not an access approval. Ask two questions. Then propose a next step. Fictional workplace practice	ASK TWO QUESTIONS Practice scenario / 05 The training kits You coordinate training kits for a Friday workshop. The supplier's chat assistant says Friday delivery is fine. You have not checked your order record or found who can change it. The workshop owner is planning around Friday. Ask two questions. Then propose a next step. Fictional workplace practice	ASK TWO QUESTIONS Practice scenario / 06 The workshop schedule You produce a workshop schedule. The five-hour plan is full: session outline 2h, activities 2h, handoff 1h. An AI-rewritten client brief adds a venue comparison needing 2h. You do not know whether the client intended the addition. Ask two questions. Then propose a next step. Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

ASK TWO QUESTIONS



Ask two questions.

Check what you know.
Confirm who decides.

Fictional workplace practice

Ask Two Questions: play guide



Six new practice scenarios + reusable backs. Use alone or with the original 36-card deck.

Print and cut

Use US Letter, Actual size / 100%, with fit-to-page off. Measure a card border: 2.5 x 3.5 inches. Print page 1 for six new fronts; its last row is intentionally blank. Page 2 is a reusable nine-up back sheet for these cards and the original deck. Page 3 stays uncut.

Attach the backs

For reliable alignment, print fronts and backs single-sided. Cut each sheet separately, then pair each front with a back in an opaque card sleeve or glue them together. Page 1 needs six backs. Each full sheet of the original deck needs nine. Duplex alignment has not been verified.

Solo | rehearse, then compare

Draw one situation and write two questions before proposing a plan. With the original deck, find its matching question card after you write. For a V2 situation, use the comparison notes below. These are practice suggestions, not an answer key.

Pair | ask and listen

One person reads a situation; the other asks two questions. Use only facts printed on the card. If an answer is missing, say "unknown" and name who could confirm it. Switch roles. Do not invent an approval or promise an outcome.

Team | make the next step clear

Choose a reader, a questioner, and an observer; others can suggest alternatives. The questioner asks two questions and proposes a next step. The observer names the evidence still missing and who owns the decision. Rotate roles. There is no score or time pressure.

Keep practice fictional

Use the fictional situations on the cards. Leave real names and confidential details out. A proposed plan stays open until the authorized owner confirms it. More practice: <https://asktwoquestions.com/practice/> . Context: <https://asktwoquestions.com/disclaimer/> .

V2 comparison notes | read after your turn

The onboarding walkthrough

Check capacity and estimates first. Ask the walkthrough owner to confirm when optional visuals belong in the plan.

The inventory recap

Show the extra work beside the agreed plan. The requester may not own the decision to swap or add work.

The exhibit checklist

Read the record before proposing a correction. Repair the shared source and check copies; do not infer anyone's motive.

The venue access list

Keep open rows labeled. A partial draft needs acceptance; a delegate or a new handoff time needs owner confirmation.

The training kits

Ask the order owner to record any confirmed change. Give the workshop owner the current date before they decide the plan.

The workshop schedule

Show five agreed hours beside seven proposed hours. A rewritten brief cannot approve the extra work by itself.