



Rules and Instructions for Teachers

Revised January 24, 2007

Summit Web site: www.econsummit.org

Summit Roles and Responsibilities

- **Facilitator:** Has overall responsibility for running the Summit event. Keeps the event on schedule. The ultimate authority on decisions and conflicts.
- **Senior Summit Scorekeeper:** Manages the Summit Scorekeeper volunteers and the scoring process. Assures that scoring is accurate and fair. Available to answer team and teacher questions. Next in authority to the Facilitator for making decisions and solving conflicts.
- **Summit Scorekeepers:** Community volunteers. Each scorekeeper responsible for 4-5 student country teams.
- **Senior Summit Banker:** Manages the Summit Bankers and banking process. Available to answer teacher and student questions about the afternoon banking session.
- **Summit Bankers:** Community volunteers. During afternoon session, they exchange currencies, make Summit loans, collect tariffs, etc.
- **Floor Manager:** An experienced Summit teacher. Available on the floor to assist and answer questions for other teachers and student teams. Does not have authority to solve conflicts between teams.
- **Teachers:** Actively help their students understand Summit rules and processes during the day.
- **Student Teams:** Teams of 4-5 students. Take the role of “Economic Advisors” to their assigned country. One student assigned to be the team’s Scoremaster.
- **Student Scoremasters:** The student “team leader” responsible for keeping his/her team on schedule, orderly, attentive to the Summit Facilitator and assures that the team is playing fair. Scoremasters report to their assigned Summit Scorekeeper many times during the day to receive documents, coupons and to report team scoring.

Pre-Summit Deadlines, Points and Rules

(Specific Deadline Dates Sent to Teachers via Email each Semester)

- **Deadline 1: Register your teams.** Summit Web site www.econsummit.org . Contact Justin Larson at the Council on Economic Education with any questions. 208-426-1193. JLarson@boisestate.edu
- **Deadline 2: Council Sends Country Assignments.** You can check your students' assigned countries via the Summit Web site.
- **Lessons.** Use lessons and activities from the Teacher Handbook to teach economic concepts AND to help teams prepare to compete in the Summit event.
- **Deadline 3: Economic Proposals.** (5 Points) Scoremasters must submit their Economic Proposals via the Summit Web site. Proposals must be received on time AND must pass the following Rubric to receive 5 points. All teams coming to the Summit can campaign for Signature Cards but only those meeting the following rubric will earn 5 pre-Summit points.

Rubric: Proposals must address a current economic problem or issue facing an entire region of countries or the world in general as follows:

1. Problem is clearly stated
 2. Effect the economic problem is having on a region of countries or the world—why we must solve this problem now
 3. Solution that this country is proposing
 4. Why the general assembly should vote for this Proposal
 5. 125 Words or less
- **Economic Proposals Distributed to all Teachers by Council.** The Council will compile all Economic Proposals and email the list to teachers. Teachers may discuss any or all of the proposals with their student teams, decide which ones they would like to support, prepare questions for the Debate etc. No “Pre-vote” will be taken as in the past.
 - **Deadline 4: Fact Sheets Due.** (5 Points) Three weeks prior to the Summit, Scoremasters submit their completed Country Fact Sheets via the Summit Web site.
 - **Deadline 5: Strategic Plans Due.** (5 Points). Scoremasters submit Strategic Plans including desired imports via the Summit Web site. Student teams will not receive a copy of other teams' plans until the morning of the Summit.
 - **Deadline 6: Team Certifications Due.** (5 Points) Each student must pass the Summit Certification Quiz with a score of 80% or better. Students take the quiz on the Summit Web site. Students may take the quiz multiple times until they pass it. Test questions will vary each time the student takes the quiz.

Summit Schedule, Points and Rules

The following times may vary slightly from Summit to Summit.

8:00 Set Up

Teams arrive at Summit and set up tables

8:15—8:30 Mandatory Briefing Meeting: Summit Facilitator

Rules & Procedures: Scoremasters, teachers, Scorekeepers must attend. Meeting will be conducted by Facilitator, Senior Scorekeeper and Floor Manager.

8:30—8:45 Welcome and Introductions of Schools: Summit Facilitator

8:45--8:55 Geography Quiz (10 Points)

Rules & Procedures: Student teams take a quiz to identify the countries and flags presented in a slide show. Students take the quiz as a team and may consult with each other. Each correct answer is worth 1 point.

9:00 Quiz Answer Sheet must be turned in to Summit Scorekeepers to receive points

9:00--9:40 Signature Campaign for Economic Proposals (5 Points)

Rules & Procedures: Student teams campaign to gain support (Signature Cards) for their Economic Proposals. Each team starts with 5 Signature Cards, all of which they must award to other teams. They cannot keep their own Signature Cards. The top 10 teams that collect the most Signature Cards earn 5 points. The top 5 teams win the right to present their Proposal in the upcoming debate. The students may also enter into “Summit Contracts” during this session. For example, Chile may agree to award a Signature Card to China now in exchange for China’s promise to provide cash plus an Energy Export Coupon in the afternoon Trading Session. If China does not fulfill its Contract later in the day, Chile will present the unfulfilled Contract to China’s Summit Agent for a 10 point penalty. The Senior Summit Scorekeeper and Summit Facilitator are the ultimate judges on penalties.

Summit Contracts: This year we are combining “Signature Contracts” with “Alliance Agreements” to form one kind of contact, the “Summit Contract”.

9:40 Signature Cards must be turned in to Summit Scorekeepers to receive points

9:40--10:05 Trade Alliance Negotiations (20 Points)

Rules & Procedures: Teams form trade alliances with other countries in preparation for the Export/Import Trading Session in the afternoon. If countries trade with other countries in their alliance, they avoid paying tariffs of 1 Devco per coupon to the bank at the end of the Summit. Any country may be a member of only 2 alliances. An alliance consists of no more than 6 countries. No more than 2 of the 6 teams may be from the same school. Teams form alliances by giving their Alliance Cards to a lead

Alliance Country which presents the cards and a list of the countries in that alliance to its Summit Scorekeeper at the end of the day for scoring. Teams earn 10 points for joining each alliance (maximum of 20 points). As part of the alliance, teams can also enter into Summit Contracts, which obligate them to fulfill certain agreements with other teams. If teams fail to fulfill their Summit Contracts during this afternoon's Trading Session, their trading partners can seek to impose a 10 point penalty through that team's Summit Scorekeeper. The Senior Scorekeeper and Facilitator are the ultimate judges.

10:05 Alliances must be turned in to Summit Scorekeepers to receive points

10:05--10:15 Break

10:15--11:05 Global Economy Debate (5 Points)

Rules & Procedures: The 5 teams (plus Team USA) that collected the most Signature Cards earlier in the Signature Campaign present their Economic Proposals to the general assembly. Student teams from the floor may ask questions to the presenting teams. Each presenting team has approximately 8 minutes to present their proposal and answer questions.

11:05—11:15 Vote on Economic Proposals (5 Points for voting. 5 Points to top 3 teams)

Rules & Procedures: Each country in the general assembly will cast 3 votes for 3 different Economic Proposals that were presented in the Global Economy Debate. Teams that participated in the debate may also vote. Each team that votes earns 5 points. The 3 teams whose proposals pass gain an additional 5 points.

11:15 Votes must be turned in to Summit Scorekeepers to receive points

11:15—12:00 Lunch and Table Display Judging

Lunch: Box lunches are provided for Summit volunteers and teachers. Students are on their own.

Table Display Judging during Lunch (0-5-10 points plus 2 Bonus Points)

Rules & Procedures: Summit Scorekeepers award either 0, 5 or 10 points to their teams for their table display according to the rubric below. Additionally, three independent judges (not Summit Scorekeepers) will award 2 bonus points for their choice of "Best Table Display" at the Summit.

Table Display Rubric

- 0 Points: No table display elements present
- 5 Points: At least 3 table display elements present
- 10 Points: At least 4 out of 5 table display elements present

Table Display Elements

- Map
- Export/Import List
- Country Fact Sheet

- Flag
- Pictures or artwork reflecting country culture

Costume Judging (0-5-10 plus 2 Bonus Points)

Rules & Procedures: Any time during the afternoon sessions, each team must present itself to their Summit Scorekeeper for costume judging. The teams must take the initiative to plan and schedule when they will have their costumes judged. Summit Scorekeepers will award either 0, 5 or 10 points for their countries' costumes according to the rubric below. Additionally, three independent judges (not Summit Scorekeepers) will award 2 bonus points for their choice of "Best Costume" at the Summit.

Costume Rubric

- 0 Points: No evidence of a costume
- 5 Points: at least 3 elements present (including Name Tags)
- 10 Points: Authentic or traditional country costume or at least 5 elements present

Costume Elements

- Nametags (Each team member must have one to score any points)
- T-shirts that somehow reflect the country
- Head gear
- Face paint
- Matching clothing styles or colors
- Flags
- Maps

12:00—12:15 Alliance Strategy Meetings

Rules & Procedures: The teams may use this period to meet with the other members of their trade alliances and finalize plans for the upcoming trading session.

12:15—12:30 Global Economics Quiz (24 Points)

Rules & Procedures: The students will take a 12 question quiz on global economics as a team. Each correct answer is worth 2 points.

12:35 Answer Sheets must be turned in to Summit Scorekeepers to receive points

12:35—12:45 Pick Up Export Coupons, Foreign Aid and Currency

Rules & Procedures: There are 13 categories of Export Coupons in the Summit PLUS "Foreign Aid Vouchers and Receipts". Each country has a predetermined number and mix of exports they must trade or sell. During the semester, student teams make a Strategic Plan for the specific mix of imports they will acquire to improve the standard of living for their country. Teams must import the same number of coupons that they have been assigned to export. Each country also has a predetermined amount of cash. First world countries have "Welcos". Second world countries have "Devcos" and third world countries have "Needcos" in various amounts.

12:55—1:45 Trading Session, Foreign Aid Exchange and Banking

Rules & Procedures: Student teams battle the clock to complete several kinds of transactions outlined below. To earn points, teams must complete all these transactions AND report to their Summit Scorekeepers by the time deadline above.

- **Export/Import Trading:** (30 Points) Teams buy, sell and/or trade exports and imports according to their Strategic Plan goals. The demand for export goods/coupons is greater than the supply, creating a shortage in the Summit event. Teams must prove to their Summit Scorekeeper that they have completed their import goals by turning in the coupons they have acquired from other countries. If they complete 100% of the import goals written on their Strategic Plan, they earn 30 points. If they complete less than 100% of their import goals, they earn 2 points per each of the 13 import categories that they do complete.
- **Tariffs:** (Penalty: possible disqualification) Any country trading with another country outside its official “Trade Alliances” must pay 1 Devco tariff to the Summit Bank per Export Coupon traded. Teams trading outside their Alliances must go to the Summit Bank on their own initiative, pay the tariffs owed and receive a bank “Tariff Paid” Sticker on each Export Coupon. In this way the team will prove to their Summit Scorekeeper that they have paid all tariffs owed. The penalty for non-payment of tariffs owed is disqualification from the Summit.
- **Summit Contracts:** (Possible 10 Point Penalty) If a country fails to comply with a Summit Contract they have signed, another country may demand a penalty of 10 points from the offending country’s Scorekeeper. The Senior Summit Scorekeeper and the Facilitator are the ultimate judges.
- **Bank Loans:** (10 Points. 20 Point Penalty for defaulting on loan) Each team may take out 1 (ONE ONLY) loan from the Summit Bank for 5 Welcos (regardless of whether they are a 1st, 2nd or 3rd world country). The team must deposit 1 Export Coupon with the bank as collateral for the loan. The team must hold the loan for at least 15 minutes and then repay it with 1 Welco interest to earn 10 points. (Borrow 5 Welcos. Repay 6) Teams must prove to their Summit Scorekeeper that they have taken the loan, held it for 15 minutes and repaid it with interest by presenting a completed and signed Loan Document from the Bank. Teams earn 10 points for a completed Summit Loan. They are penalized 20 points if they have taken out a loan and failed to repay it.
- **Internal Improvements:** (20 Points) Countries may purchase up to 4 Internal Improvement coupons (Healthcare, Education, Infrastructure) from the Summit Bank or from other teams that may have extra coupons. The cost of each Internal Improvement Coupon is 5 Welcos from the Summit Bank for all countries. The cost of coupons from other countries is negotiable between buyer and seller. Teams must prove to their Summit Scorekeeper that they have completed these acquisitions by presenting the actual coupons. Each Internal Improvement Coupon earns the team 5 points, up to a maximum of 20.

- **Foreign Aid:** (Possible Penalty of 10 Points) Wealthier countries are required to award a predetermined number (1-5) of Foreign Aid Vouchers to needy countries. When a needy country receives a Foreign Aid Voucher, they give the wealthy country a Foreign Aid Receipt in return. A Foreign Aid Voucher is worth 5 Welcos at the Summit Bank. Needy countries can use the Foreign Aid Vouchers they receive to either purchase Internal Improvement Coupons (1 Voucher per Internal Improvement) or to redeem them for cash (5 Welcos per Foreign Aid Voucher) at the Summit Bank. Wealthy countries must prove that they awarded their Foreign Aid Vouchers by turning in Foreign Aid Receipts to their Summit Scorekeepers. Countries do not receive points for awarding or receiving Foreign Aid. However, wealthy countries receive a penalty of 10 points if they have not awarded Foreign Aid. There is no penalty for a needy country if it does not receive Foreign Aid, other than the fact that it may not have sufficient cash to complete its goals. Foreign Aid is exchanged during the Trading Session.
- **Cash:** (5 Points) Each team having more cash at the end of the Summit than it started with will earn an additional 5 points. Teams must turn all their cash in to the Summit Bank at the end of the Summit. The bank will write the ending cash balance on the team's Strategic Plan. The team will use this proof to present to their Summit Scorekeeper during final scoring.

1:50 All final documents, coupons etc. must be turned in to Summit Scorekeepers

1:50—2:10 Final Summit Scoring & Team Table Cleanup

The Senior Summit Scorekeeper and Facilitator will make a final tally of the Summit-wide scoring and results to determine winning teams. Each team's student Scoremaster is responsible for verifying with their Summit Scorekeeper that their final score is accurate. Additionally, all teachers will verify the final scores of the winning teams to assure accuracy.

During this time, the students will disassemble their table displays, clean up their area and relax.

2:10—2:30 Award Ceremony

The following teams win awards at the Summit:

- 150 Point Club. All teams scoring at least 150 points
- 100% Geography Quiz. All teams scoring 100%
- 100% Economics Quiz. All teams scoring 100%
- 1st Place Table Display
- 1st Place Costume
- 1st Place 1st World Country
- 1st Place 2nd World Country
- 1st Place 3rd World Country
- Grand Summit Winner