

Instructions for Summit Scorekeepers

Revised October 15, 2006

Thank you for volunteering to serve as a “Summit Scorekeeper”. The purpose of the Summit is to simulate the Global Economy. Students are divided into country teams and are competing and cooperating to increase the standard of living for their countries.

Summary of your Job

You are the official scorekeeper for 5-7 country teams. Each country team has a student leader, called the “Scoremaster”. The Scoremaster for each of your teams will report to you several times today to pick up documents, cards and coupons and to verify his/her team’s points as they earn them.

How to get help

Please confer with the “Senior Summit Scorekeeper” who will circulate among you and your fellow scorekeepers through the day.

What are the documents on your desk

1. 5-7 Country Packets. Students will pick them up from you.
2. Summit Agent Packet. Keep this. Contains scorecards, coupons, cards and documents you will need today.

7:45--8:00 Summit Scorekeeper Briefing

8:00--8:25 Distribute Country Packets to student teams

1. Student Scoremasters will come to your desk
2. Welcome them, note their names and let them know you are here to help them
3. Give each Scoremaster his/her Country Packet

8:30--8:45 Summit Facilitator welcomes students and explains rules

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

Overview: Summit Facilitator will ask students to identify 10 countries. Students take the quiz as a team. Each correct answer is worth 1 point.

1. Scoremasters must turn Quiz in to you by 9:00 to receive credit
2. Find Country Scorecards in your packet
3. Find Geography Quiz Answer Sheet in your packet
4. Record 1 point for each correct answer

9:00 Geography Quiz must be turned in

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

Overview: Teams campaign to gain support (Signature Cards) for their “Economic Proposals”. The top 10 teams that collect the most Signature Cards win the right to present their proposals in the Economic Debate and gain 5 additional points.

Summit Contracts: Students may enter into “Summit Contracts” during this session. For example, Chile may agree to award a Signature Card to China in exchange for China’s promise to provide cash in this afternoon’s Trading Session. If China does not fulfill its promise, Chile will present the unfulfilled Contract to China’s Scorekeeper for a 10 point penalty.

1. Teams already have Signature Cards, Signature Sheets and Contracts
2. Students will deliver to you the Signature Cards and corresponding Signature Sheets they have collected. They will keep the Signature Contracts.
3. Find Signature Card Tally Sheet in your packet and record the number of cards your teams have collected
4. Senior Scorekeeper will rank the countries to determine which 10 will enter the debate

9:40 Signature Cards must be turned in

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

Overview: Teams form trade alliances with other countries. Any country may be a member of only 2 alliances. An alliance consists of no more than 6 countries. Teams form alliances by giving Alliance Cards to a lead Country and by signing a Trade Alliance Form. Teams earn 10 points for joining each alliance (maximum of 20 points). As in the Signature Campaign earlier, teams may enter into Summit Contracts during this session.

1. Student teams already have their Alliance Cards and Alliance Forms.
2. If any of your teams have been elected “Lead Countries”, they will deliver Alliance Cards and Agreements to you. Keep Cards and Agreements together for each alliance with a paper clip.
3. Do not award points yet.
4. The Senior Scorekeeper will complete a Summit-wide tally sheet of all alliances and inform you how many points to award each of your countries. (10 points each alliance. Maximum of 20 points.)

10:05 Alliance Cards must be turned in

10:05--10:15 Break

10:15--11:05 Economic Proposal Debate

Overview: 10 teams that collected the most Signature Cards earlier present their proposals to the general assembly. The teams in the debate have already earned 5 points.

1. Enjoy the debate.
2. If any of your teams present in the debate, double check to see that you awarded them 5 points for gaining most signature cards earlier.

11:05—11:15 Vote on Economic Proposals (5 + 5 points)

Overview: Each country will cast 3 votes for 3 different proposals they believe should be “passed”. Each team that votes earns 5 points. Top 3 proposals win and also earn 5 points.

1. Each team already has a Voting Ballot
2. Facilitator will call for the vote
3. Your teams will bring Voting Ballot to you
4. Award 5 points to each of your teams that voted
5. Give your Ballots to Senior Scorekeeper
6. Senior Scorekeeper will make a Summit-wide tally of votes and announce 3 winning teams
7. Senior Scorekeeper will tell you if any of your teams placed in the top 3. Award them 5 points.

11:15—12:00 Lunch & Table Display Judging (0, 5, 10 + 2 points)

Lunch: There is a box lunch for all volunteers and teachers. Please help yourself. Students usually have lunch on their own.

Overview: You will award 0, 5 or 10 points to you teams for their table display according to the rubric below. Additionally, three independent judges 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)

Overview: Any time during the afternoon sessions, each team must present itself to you for costume judging. Record 0, 5 or 10 points for your countries' costumes according to the rubric below. Additionally, three independent judges 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

Overview: The teams 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 Test (24 points)

Overview: Students take a 12 question test on global economics as a team. Each correct answer is worth 2 points. The Answer Sheet is in your Agent's Packet.

1. Distribute the test to your student Scoremasters
2. Scoremasters will return their test to you for grading
3. Record the scores

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

12:35—12:45 Students pick up Export Coupons, Foreign Aid and Currency

Overview: There are 13 categories of exports coupons. Each country has a predetermined number and mix of export coupons and cash. Wealthy countries have Foreign Exchange Vouchers. Poorer countries have Foreign Aid Receipts. Distribute export coupons, cash and foreign aid coupons to student teams.

12:45—1:45 Trading Session & Scoring

Student teams will now compete to complete several kinds of transactions. By the end of the session, they must meet with you to finalize their scoring.

1:35 –1:45 Scoring

Near the end of the Trading Session, student will bring all coupons and documents to you for scoring.

Export/Import Coupons (2 pts per completed category. 30 pts if all 13 complete)

Teams buy, sell and/or trade exports and imports according to their Strategic Plan commitment. Teams must prove to you that they have completed their import goals by bringing you the coupons they have acquired from other countries. If they complete all 13 categories of the import goals written on their Strategic Plan, award them 30 points. If they complete less than 100% of their import goals, award them 2 points per import category that they complete.

Summit Contracts (possible 10 point penalty)

If one of your countries fails to comply with a Summit Contract they have signed earlier, another country may come to you to demand a penalty. If you determine by the signed contract and consultation with your country that they have failed to perform a contract agreement, penalize your team 10 points.

Bank Loan and Repayment (10 points or 20 points penalty)

Each team can borrow/repay 1 loan of 5 Welcos from the Summit Bank to earn 10 points. Your countries must prove to you that they have borrowed the money, held the loan for 15 minutes and repaid their loan with 1 Welco interest by presenting a completed Loan Document to you that has been SIGNED by the Summit Bank. Award 10 points for a completed Summit Loan. If your team has borrowed money but failed to repay it, penalize them 20 points.

Internal Improvements (5 points per coupon to max of 20 pts)

Countries can purchase up to 4 Internal Improvement coupons (Healthcare, Education, Infrastructure) from the Summit Bank or from other teams. Your countries must prove to you that they have completed these acquisitions by presenting the actual coupons to you. Award 5 points, up to a maximum of 20, for each Internal Improvement coupon.

Foreign Aid (possible 10 point penalty for wealthy countries)

Wealthy countries give Foreign Aid Vouchers to poorer countries in exchange for Foreign Aid Receipts. Your wealthy countries must prove to you that they have given the required Foreign Aid as written on their Strategic Plan by presenting

Foreign Aid Receipts to you. No points are awarded for the Foreign Aid Receipts but a penalty of 10 points is imposed if your wealthy countries do not have the required receipts.

Beginning/Ending Cash (5 points)

Countries can earn 5 points if they finish with more cash than they started with .

Specific Steps--Scoring

1. Scoremasters must bring all required documents and coupons to you.
2. Record points for Export/Import Coupons. See their Strategic Plan for required numbers. Collect the coupons.
3. Record points for Bank Loan. See their completed Bank Loan Document.
4. Record points for Internal Improvements. Collect coupons.
5. Record points if team finished with more cash than it started with. See Strategic Plan—Bank has counted and recorded cash on Strategic Plan.
6. Each Scoremasters must check score and sign completed Scorecard
7. Tally your scores and report them to the Senior Scorekeeper

1:50 Deadline: Students must deliver all coupons and documents to you

1:50—2:10 Final Summit Scoring and Summit Evaluation

The Senior Scorekeeper and Facilitator will make a final tally of the Summit-wide scoring to determine winning teams. We request you to complete the following Summit evaluation, which we will use for future Summit improvements.

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