## POINTS SUMMARY

Competitors can earn points for their university in each event. Although there will be a role-play and speedselling individual champion based on rank, points will only be calculated to award an overall team champion.

| Event | Max University Points Possible |
| :--- | :--- |
| Role-Play Round 1 | 200 |
| Wild-Card Round | $40^{\text {A }}$ |
| Role-Play Round 2 | 200 |
| Speed-Selling Round 1 | 100 (avg.) $^{\text {B }}$ |
| Role-Play Final Round | 175 |
| Speed-Selling Final Round | 100 (avg.) $^{\text {B }}$ |

${ }^{\text {A }}$ Wild-Card Round: If a competitor finished $3^{\text {rd }}$ in their Role-Play Round 1 room and then $1^{\text {st }}$ in their Wild-Card Round room, then the points awarded across those events would be 50 and 20, respectively, for a total of 70 points.
${ }^{B}$ Speed-Selling Round 1 and Finals: Points will not be assigned by rank like in the role-play events. University scores for this event are a team average since 2-7 competitors may be participating from a single university. However, a ranking will still be used to asses which individuals advance to the finals and subsequently who earns $1^{\text {st }}, 2^{\text {nd }}$, and $3^{\text {rd }}$ place awards.

## EVENT POINTS

## Role-Play Round 1 \& 2

Individual points by room rank
(Top 2 individuals from each room advance to Role-Play Round 2)

| $1^{\text {st }}$ | 100 |
| :--- | :--- |
| $2^{\text {nd }}$ | 75 |
| $3^{\text {rd }}$ | 50 |
| $4^{\text {th }}$ | 40 |
| $5^{\text {th }}$ | 30 |
| $6^{\text {th }}$ | 20 |
| $7^{\text {th }}+$ | 10 |

## Wild-Card Round

Individual points by room rank
(Top individual from each room advances to Role-Play Round 2)

| $1^{\text {st }}$ | 20 |
| :--- | :--- |
| $2^{\text {nd }}$ | 15 |
| $3^{\text {rd }}$ | 10 |
| $4^{\text {th }}$ | 5 |
| $5^{\text {th }}+$ | 0 |

## Speed-Selling Round 1

Individual/team points averaged
(Top 10 individuals advance to Speed-Selling Final Round)

Since universities may have 2-7 competitors participating in Speed-Selling Round 1 the individual points are averaged to create a single team score for this event.

## Role-Play Final Round

Individual points by room rank (Top individual is Role-Play Champion)

## Speed-Selling Final Round

Individual/team points averaged
(Top individual is Speed-Selling Champion)
Since universities may have 2-7 competitors participating in Speed-Selling Final Round the individual/team points are averaged to create a single team score for this event.

