# **POINTS SUMMARY**

Competitors can earn points for their university in each event. Although there will be a role-play and speed-selling 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 <sup>A</sup>                |
| Role-Play Round 2         | 200                            |
| Speed-Selling Round 1     | 100 (avg.) <sup>B</sup>        |
| Role-Play Final Round     | 175                            |
| Speed-Selling Final Round | 100 (avg.) <sup>B</sup>        |

<sup>&</sup>lt;sup>A</sup> Wild-Card Round: If a competitor finished 3<sup>rd</sup> in their Role-Play Round 1 room and then 1<sup>st</sup> 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.

#### **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 <sup>st</sup>   | 100 |
|-------------------|-----|
| 2 <sup>nd</sup>   | 75  |
| 3 <sup>rd</sup>   | 50  |
| 4 <sup>th</sup>   | 40  |
| 5 <sup>th</sup>   | 30  |
| 6 <sup>th</sup>   | 20  |
| 7 <sup>th</sup> + | 10  |

#### Wild-Card Round

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

| 1 <sup>st</sup>   | 20 |
|-------------------|----|
| 2 <sup>nd</sup>   | 15 |
| 3 <sup>rd</sup>   | 10 |
| 4 <sup>th</sup>   | 5  |
| 5 <sup>th</sup> + | 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)

| 1 <sup>st</sup> | 100 |
|-----------------|-----|
| 2 <sup>nd</sup> | 75  |
| 3 <sup>rd</sup> | 50  |
| 4 <sup>th</sup> | 40  |
| 5 <sup>th</sup> | 30  |
|                 |     |

### **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.

<sup>&</sup>lt;sup>B</sup> 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<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards.