

State Higher Educational Institution
“Ukrainian Academy of Banking
of The National Bank of Ukraine”
The Chair of International Economics
Foreign Languages Department

RULES
OF ORGANIZING AND CARRYING OUT
OF INTELLECTUAL GAME
FOR SECONDARY SCHOOL PUPILS
«BRAIN - RING»

SUMY – 2013

1. General provisions.

The intellectual game for secondary school pupils “Brain – ring” (hereafter Game) is a team English language competition on social and economic topics, which is held by the State Higher Educational Institution “Ukrainian Academy of Banking of The National Bank of Ukraine” with the support of the Board of Education and Science of Sumy regional state administration in compliance with the Statute about All-Ukrainian pupils’ academic competitions, tournaments, educational subjects and research works defense contests, special disciplines and professional skills competitions, approved by the Order of Ministry of Education, Science Youth and Sports of Ukraine № 1099 of 22.09.2011.

2. Participants of the Game.

- 2.1.** Secondary school pupils can take part in the Game as part of 4 – 6 members’ teams, formed beforehand or as authors of questions (see annex 1 -3). The staff of a team cannot be changed during the Game. The team is headed by the captain, who is its official representative. The team is accompanied by one or two instructors. The application forms must be drawn up in time (see annex 4).
- 2.2.** The teams act as players, who answer the questions put by the compere according to the rules of the Game.
- 2.3.** Pupils taking part in the Game as the authors of the questions act as observers and can define the correctness of an answer to their questions when being addressed to by the compere (see annex 5).

3. The Organizing committee, the compere, compere’s assistant, accountant and the expert – consultant of the Game.

- 3.1.** The organizing committee’s staff, the compere and the compere’s assistant are chosen by the management of the academy between the teachers, post – graduates or students.
- 3.2.** The organizing committee consists of the representatives of the academy’s

management, the head of international economics, the head of foreign languages department and other heads who form the game questions block, define the topic and the area of focus of the current Game and organize its procedure.

3.3. The compere is named from the staff of the academy, is fluent in the English language, he announces the beginning and the end of the Game, leads the game between the teams, names the winning team according to the largest total score (see point 4.5). If at the selective games there are 6 or more teams, the second (third, fourth - depending on the number of the teams) compere is named, who performs the above-mentioned functions in the corresponding selective group, is assigned.

3.4. The compere's assistant is named by the organizing committee from the staff of the academy, ensures the brain-system work, and accomplishes visual doubling of the questions asked by the compere on the screen. If at the selective games there are 6 or more teams, the second (third, fourth - depending on the number of the teams) compere's assistants are named, who perform the above-mentioned functions in the corresponding selective group, is assigned.

3.5. Score calculator, named by the organizing committee from the staff of the academy, counts the score and its difference between the teams, and presents the information on the multi-media screen. If at the selective games there are 6 or more teams, second (third, fourth - depending on the number of the teams) score calculator, who perform the above-mentioned functions in the corresponding selective group, is assigned.

3.6. The expert-consultant (or consulting council) is named by the organizing committee from the academy's teachers who are fluent in the themes of the Game and in the English language, and are able, when addressed by a team, to confirm or disprove the compere's decision about the answer's being correct, then the compere can make the final decision about awarding or not awarding the score for the answer.

4. Game organization.

- 4.1.** If more than two teams take part in the Game, the casting of teams is carried out before its beginning and the index number is given to each team. The Game is a competition between two teams which is called a battle.
- 4.2.** Each battle consists of several rounds, usually of 3, and the final battle consists of 5 rounds. Round is the contest for the correct answer to 1 question. During the battle one of the teams must get more points than the adversary in order to win the battle.
- 4.3.** If there are more than 3 teams, the Game takes place in two rounds – semi-final and final. Two teams who get the highest score are considered the semi-final round winners (in case of the equal score keep the “primacy rule” – point 4.5). The semi-final rounds depending on the number of teams are carried out according to the following schemes:

Scheme 1 – 5-teams game

Number of the battle	Teams - participants
I	1 - 2
II	1 - 3
III	1 - 4
IV	2 - 5
V	3 - 5
VI	4 - 5
VII	2 - 3
VIII	2 - 4
IX	3 - 4
X	1 - 5

Scheme 2 – 4-teams game

Number of the battle	Teams - participants
I	1 – 2
II	1 – 3
III	2 – 3
IV	2 – 4
V	1 – 4

VI	3 – 4
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Scheme 3 – 3-teams game

Number of the battle	Teams - participants
I	1 – 2
II	1 – 3
III	2 – 3

4.4. If there are from 6 to 20 teams the Game takes place in three rounds – a selective, semi-final and final one. Depending on the number of teams in the selective round they are divided into groups each including the teams with successive numbers received during the casting. In this case the following Game schemes are used (scheme 4).

Scheme 4. The order of carrying out of the selective battles

General number of teams	Number of selective groups	Division of teams into groups	Scheme of the Game in a corresponding group
6	2	3 + 3	3, 3
7	2	4 + 3	2, 3
8	2	4 + 4	2, 2
9	2	5 + 4	1, 2
10	2	5 + 5	1, 1
11	3	4 + 4 + 3	2, 2, 3
12	3	4 + 4 + 4	2, 2, 2
13	3	5 + 4 + 4	1, 2, 2
14	3	5 + 5 + 4	1, 1, 2
15	3	5 + 5 + 5	1, 1, 1
16	4	4 + 4 + 4 + 4	2, 2, 2, 2
17	4	5 + 4 + 4 + 4	1, 2, 2, 2
18	4	5 + 5 + 4 + 4	1, 1, 2, 2
19	4	5 + 5 + 5 + 4	1, 1, 1, 2
20	4	5 + 5 + 5 + 5	1, 1, 1, 1
16	4	4 + 4 + 4 + 4	2, 2, 2, 2

4.5. The places of teams won during the selective round battles are defined

according to the “primacy rule”:

- the highest score;
- the best difference between the won and lost points (if the score is equal);
- the best result of personal battle between two teams (if two previous criteria are equal);
- the best result of “shootout” – the additional battle between the teams up to the first point won (in case of previous conditions being equal).

4.6. Four teams, the winners of the selective round, participate in the semi-final round; they are defined according to the number of selective groups and to the place won in the group (scheme 5). The sequential number for the semi-final round is given to each team-participant according to their place in the second line of the scheme 5. The order of carrying out of the semi-final battles is defined by the scheme 2. If, by any reason, three teams take part in the semi-final battle, the order is defined by the scheme 3.

Scheme 5: Teams – semi-final round participants according to the number of selective groups and to the place won in the group

The number of selective groups	1	2	3	4
Teams – semi-final round participants (group / place)	1/1 1/2 1/3 1/4	1/1 2/1 1/2 2/2	1/1 2/1 3/1 1-3/2	1/1 2/1 3/1 4/1

- 4.7.** If 11 – 15 teams took part in the selective games, 3 teams that have won the first places in the selective groups get through to the final round, as well as one of the teams that took the second place and is the best between the second place teams according to the primacy rule (see p. 4.5).
- 4.8.** Two teams that got the highest score as the result of the semi-final battles have won the semi-finals round (if the score is equal the winner is defined according to the “primacy rule” (see p. 4.5)).
- 4.9.** 2 teams that have won the semi-final round take part in the final battle (see p. 4.8). The team that has won the final round is the winner of the Game

(the score in the previous rounds is not taken into consideration). The team that has lost the final battle gets the second place.

- 4.10.** One point in the game round is given to the first team declaring readiness to answer and giving the correct answer in English. If the correct answer is not given, the teams do not receive the points, and one point is added to the score in the next round. The question which was not answered correctly is drawn by the compere at the beginning of the next battle.
- 4.11.** A team can use the “score doubling rule”, when before the start of a round the captain informs the compere that only one player, whose score is doubled, is left at the gaming table instead of the whole team.

5. Competition organization.

- 5.1.** It is the compere who conducts the competition. During the competition the teams work independently, any advice from an outsider is not permitted.
- 5.2.** During the discussion a hard copy of the reference literature prepared by the organizing committee can be used.
- If the facts of prompting the players from the audience are revealed, the compere has the right to warn and suspend the player.
- 5.3.** At the beginning of the drawing a procedure the compere asks the teams to present themselves.
- 5.4.** Question drawing agenda:
- The compere announces the start of the battle.
 - The compere reads the content of the question and the compere’s assistant presents it on the screen.
 - After the sound signal the brain-system is switched on and the time countdown (up to 90 seconds) starts, during which the teams can search for the correct answer, starts.
 - The captain of the team which is ready to answer before the end of the time given gives a sign to the compere.
 - The compere calls upon this team to answer.

- The captain names the player who will answer the question.
- The player gives a short and clear answer in English.
- The compere decides on the answer being correct and gives one point for the correct answer (two or more points if the questions of the previous round were not answered by both teams).
- If the answer is not correct, the other team has the time up to the end of 90 seconds for suggesting its own answer. If the answer is not correct as well, the score rests the same, the point is taken to to the next round, and the question is drawn in the next battle.
- If after 90 seconds no team desires to answer the question, the score rests the same, the point is taken to to the next round, and the question is drawn in the next battle.
- The compere announces the end of the battle, when one of the teams has got the score no less than 2 points (no less than 3 in the final battle).
- In the periods of time between the battles the teams change at the gaming table according to the Game scheme. The teams' score is presented on the screen.
- The compere decides on having a musical break.

6. Game Assignments.

6.1. The staff of the academy makes a list of game assignments. The organizing committee chooses the best.

6.2. The organizing committee takes questions formulated correctly and received in time. The authors of the questions can participate in the game as observers.

7. Game Winners.

7.1. The team that won the final round is the winner of the Game.

7.2. The team – winner receives a certificate and a costly prize. The teams that got the second and the third places (annex 4.7) obtain the certificates and the prizes too. Other teams receive certificates of participation and encouraging prizes.

7.3. The Secondary school pupils who made three best questions receive prizes too.

7.4. The organizing committee and some organizations or people can present their own unofficial prizes to teams or individual participants on their own initiative in accordance with the organizing committee.

8. Appeals.

The team can make a request to revise the compere's decision to the expert-consultant (or consulting council) in case of breaching the Game rules just after the disputable turn. The expert-consultant's decision is final and not subject to revision.

9. The order of making the changes in the Game rules.

Any changes in the Game rules during the Game are not allowed. All the problems that can appear during the Game because of any discrepancy in the Rules are dealt with at the meeting of the organizing committee. At this meeting in the presence of the expert-consultant recommendations concerning future changes in the rules can be taken. Subsequent to the Game the organizing committee forms a work group that analyses the results and brings the propositions about some changes in rules to improve carrying out the Game.

Annex 1

General requirements for preparation of «Brain-ring» questions

1. The organizing committee defines the content of questions in advance and informs the participants about carrying out the Game in the current academic year.
2. The questions are given in English.
3. The intellectual game checks the quick-wittedness and inventiveness of players, not their knowledge in the most unexpected economic area. Therefore questions like «How many tons of gold were there in the king Hammurabi's treasury» will check the students' scope, not their adroitness as the intellectual game participants.
4. Questions are made according to special technology and have some preamble, question, answer, explanation, reference to the source of information (for more details see annex 2).

**Algorithm of drawing up a question
for the game «Brain-ring»**

The organizing committee accepts the questions, which meet all requirements and have the following parts.

1. The first part of a question is the preamble that formulates preconditions for the correct answer. The preamble can have text explanations as well as pictures, audio- or video recordings formulating of the background of the problem situation appearance and is presented in a form of a computer file in the appropriate format.
2. The question itself is formulated as problem solving, which the team must solve.
3. Clear and brief author's answer is required.
4. Detailed explanation of the correct answer is required.
5. And finally, the source of information used by the author in terms of formulating the question and explaining the correct answer should be given (for further information see «Sample question for the game»).

Sample question for the game

“Black” Days in Economics of the USA

- 1. Preamble.** “Black” days in economics are not often, but they result in emergency events, such as stock markets crashes or economic recession. Thus, the collapse of New York stock exchange on Thursday 24 October 1929 was the beginning of the deepest crisis of the XX century and was called “black Thursday”. Another example, which was less dramatic but still rather hard for the financial system of the USA, was “Black Monday” of 19 October 1987. There were a number of other “black” dates. So we can see that regularity of “black” dates almost coincides with cyclic economic crises. However, there is “black Friday” in the USA that takes place in November every year.
- 2. Question.** What does the annual “black Friday” that takes place in November in the USA relate to?
- 3. Answer.** Annual “black Friday” that takes place in November in the USA relates to the beginning of Christmas sales which offer significant discounts.
- 4. Explanation.** In the United States Black Friday is the day following Thanksgiving Day , which is celebrated on the fourth Thursday of November. “Black Friday” refers to the beginning of Christmas sales in retail business with discounts from 40 to 90%. Historically the name itself originates to the fact that profits in account books used to be marked with black, and losses with red. So the increase of profit because of boosting the trade turnover meant “being in the black”, so the day of beginning of seasonal sales got its name as “black Friday”. In 2012 “black Friday” was on 23 November.
- 5. Source.** New York Times. – 2012. – Nov.22

Application Form

	Name	School	Form	Phone number	E-mail
The captain					
player 1					
player 2					
player 3					
player 4					
player 5					
Instructor 1		-			
Instructor 2			-		
Team's name					
Date					

Secondary School Pupil's (the author's of the question)

Application Form

Participant's Full Name _____

Date of birth _____

Educational Institution's Name _____

Class Type (for pupils) _____

Field of studies (for the students of vocational technical school)

How long have you been learning English?

Additional information (participation in Olympiads, Minor Academy of Sciences,

English courses) _____

Participant's e-mail _____

Participant's Phone Number _____

Teacher's Full Name _____

Teacher's e-mail _____

Teacher's Phone Number _____

Date _____