



1 TO 3  
PARTICIPANTS



ONLINE  
SIMULATION

Participants in the Collegiate DECA **Stock Market Game** provided by the SIFMA Foundation develop and manage a virtual investment portfolio. The Collegiate DECA Stock Market Game is conducted online and challenges teams of Collegiate DECA members to test their investment acumen against each other. The goal of the competition is to increase the value of the beginning portfolio.

During the course of the Stock Market Game, participants will

- develop investment strategies based on expectations of growth, diversification and stability
- attempt to avoid the pitfalls of market decline, mergers and overextension

## KNOWLEDGE AND SKILLS DEVELOPED

Participants will demonstrate knowledge and skills needed to address the components of the project as described in the content outline and evaluation forms.

Participants will also develop many of the desired 21st Century Work-World behaviors as identified by the Partnership for 21st Century Learning.

- Problem solving
- Self-Management
- Adapt to Change
- Conceptualize Ideas
- Analyze and Evaluate
- Reflect and Strategize
- Communicate and Share
- Collaborate

## EVENT OVERVIEW

It is the responsibility of the teacher and participating teams to familiarize themselves with the competition guidelines and Rules of The Stock Market Game. Rules are accessible through a link in the team portfolio and in the Teacher Support Center.

In addition to the general Rules of The Stock Market Game, Collegiate DECA Advisors and their teams should be aware of the following:

- Each event entry will be composed of **one to three** members. A team member cannot be on more than one team at a time. No additional team members may be added once a team has registered.
- The Stock Market Game will contain one (1) round of competition to take place from February 1 through April 8, 2016.
- The last day for making transactions in Stock Market Game team portfolios is the day before the end of the session. The Collegiate DECA Stock Market Game ends on Friday, April 8. The last day to trade is 4PM ET, April 7, 2016.
- Teams may not invest more than 33% of their total equity multiplied by 1.5 in any one company. If a stock in a team portfolio increases in value and places the investment beyond 33% of their total equity multiplied by 1.5, they will be able to retain their shares but unable to purchase additional shares of that stock. This rule is the Maximum Equity Rule. The Stock Market Game system will automatically enforce this rule.

# STOCK MARKET GAME

## PARTICIPANT INSTRUCTIONS



- Portfolio must be invested in at least one stock, one mutual fund, and one bond by the market's close (4PM ET), Friday, February 26, 2016. They must maintain these three types of investments through the end of the trading session (April 8, 2016) in order to qualify for the portfolio competition. The team may change the companies, funds, and bonds they are invested in but must maintain all three types of securities throughout the competition. If teams do not follow this rule they will be disqualified.
- Rankings will be based on the percentage above or below the value of the S&P 500.
- All teams and students must be registered with Collegiate DECA in order to participate. Otherwise they will be disqualified.
- All registered advisors must be a teacher or instructor. Students are not allowed to be listed as the advisor. The teams will be disqualified if it is not set up correctly.
- The top 10 teams will be recognized by Collegiate DECA for their accomplishments.
- For complete Stock Market Game event guidelines and procedures, go to <http://deca.smgww.org>.