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, while maintaining a diversified mix of stocks, bonds and mutual funds.

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

**EVENT OVERVIEW**

It is the responsibility of the advisor 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.
- Two sessions will be conducted for the Collegiate DECA Stock Market Game — one in the fall and one in the spring.
- Teams may not invest more than 20% 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 20% 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.
- Each team must invest in at least $10,000 in each of the three asset classes (stocks, bonds, and mutual funds) by the close of market (4PM ET), on the diversification deadline of the round. Exchange-Traded Funds (ETFs) are classified as stocks. The $10,000 minimum per asset class must be maintained at all times for the duration of the competition. Teams may change the stocks, bonds, and mutual funds they are invested in but must maintain a minimum investment of $10,000 in each asset class. Team portfolios will be subject to periodic random review to confirm teams are meeting the diversification requirement.
- Each team must complete their own research and trades. Each team's portfolio must be distinct and reflect their individual contributions. Teams that do not follow this rule 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. Only individual Collegiate DECA members who are not affiliated with a DECA chapter may register independently. Teams will be disqualified if not set up correctly.
- For complete Stock Market Game event guidelines and procedures, go to http://deca.smgww.org.

**EVENT TIMELINE**

<table>
<thead>
<tr>
<th>Session 1 - Fall 2019</th>
<th>Session 2 - Spring 2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>Competition Begins</td>
<td>Competition Begins</td>
</tr>
<tr>
<td>September 23 at 9:30 am EST</td>
<td>February 3 at 9:30 am EST</td>
</tr>
<tr>
<td>Student Name Submission Deadline</td>
<td>February 28</td>
</tr>
<tr>
<td>October 18</td>
<td>March 6 at 4:00 pm EST</td>
</tr>
<tr>
<td>October 25 at 4:00 pm EST</td>
<td>April 10 at 4:00 pm EST</td>
</tr>
<tr>
<td>Competition Deadline</td>
<td>July 1, 2020</td>
</tr>
<tr>
<td>November 29 at 4:00 pm EST</td>
<td></td>
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<tr>
<td>Portfolio Deletion</td>
<td></td>
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<tr>
<td>February 14, 2020</td>
<td></td>
</tr>
</tbody>
</table>

**21st CENTURY SKILLS**

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

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