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 national program rules of The Stock Market Game. The rules are accessible in the team portfolio by clicking Resources, Rules of the Game, and in the Teacher Support Center by clicking Start Here, National Rules. Please note that failure to comply with the following Collegiate DECA Stock Market Game rules will result in disqualification from the competition.

The Stock Market Game will contain two events – a Fall competition to run Monday, September 14 – Friday, November 20, 2020, and a Spring competition to run Monday, January 25 – Friday, April 9, 2021.

• **Registration:** All participating advisors and students must be DECA members. DECA advisors must register their students to participate in the competition. Collegiate 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.

• **Team Members:** Teams must comprise of one to three students. If student names were not entered by the advisor during the registration process, the advisor must submit a team roster to the DECA Stock Market Game Coordinator by the Student Name Submission deadline of the Fall or Spring competition.

• **Team Portfolios:** 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 will be disqualified.

• **Maximum Equity:** Teams may not invest more than 20% of Total Equity in any one security. If the security in a team portfolio increases in value and places the investment beyond 20% of Total Equity, the team will be unable to purchase additional shares of that security.

• **Asset Diversification:** Each team must make an initial investment of at least $10,000 in each of the three asset classes (stocks, bonds, and mutual funds) by 4 pm ET on the Asset Diversification deadline of the Fall or Spring competition. Teams must maintain a minimum value of $10,000 per asset class for the duration of the competition. For example, if a team’s value of investment in bonds drops below $10,000, the team must purchase more bonds to bring the value back up to $10,000. Team portfolios will be subject to periodic random review to confirm at least $10,000 invested and value is maintained in all three asset classes. Please note that Exchange-Traded Funds (ETFs) are classified as stocks, bond funds are classified as mutual funds, and stock short positions do not qualify towards fulfilling the diversification requirement.

• **Rankings:** Rankings will be based on a team portfolio’s Percent Return as compared to S&P 500 Growth for the time of competition. Teams do not have to liquidate portfolios at the end of competition.

• **Portfolio Deletion:** Portfolios will be available for retrieval until the Portfolio Deletion date of the Fall and Spring competitions. Please make sure to save all relevant portfolio data before then.

EVENT TIMELINE

<table>
<thead>
<tr>
<th>Competition Begins</th>
<th>Session 1 - Fall 2020</th>
</tr>
</thead>
<tbody>
<tr>
<td>September 14 at 9:30 am EST</td>
<td></td>
</tr>
<tr>
<td>Student Name Submission Deadline</td>
<td>October 5</td>
</tr>
<tr>
<td>October 9 at 4:00 pm EST</td>
<td></td>
</tr>
<tr>
<td>Diversification Deadline</td>
<td>November 20 at 4:00 pm EST</td>
</tr>
<tr>
<td>Competition Ends</td>
<td>February 15, 2021</td>
</tr>
<tr>
<td>Portfolio Deletion</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Session 2 - Spring 2021</th>
</tr>
</thead>
<tbody>
<tr>
<td>January 25 at 9:30 am EST</td>
</tr>
<tr>
<td>February 16</td>
</tr>
<tr>
<td>February 19 at 4:00 pm EST</td>
</tr>
<tr>
<td>April 9 at 4:00 pm EST</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 Evaluate
• Communicate and Share
• Collaborate

STOCK MARKET GAME
FINANCE + ACCOUNTING

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 Evaluate
• Communicate and Share
• Collaborate