

## Combo 1 Scoring and Scoresheet

**Morning Rounds (20 Minutes):** Each round is played a game at a time in the order listed. After all 4 games have been played during a match, play continues from Game 4 back to Game 1, and then Game 2, etc., as time permits.

**Afternoon Rounds (12 Minutes):** At the beginning of each afternoon round, each team picks a GeoPlunge Card and whichever team that picks the card with a Statehood rank closer to 1 gets to choose a game it wants to play during the match in that round. The other team then chooses a different game that it wants to play during the match in that round so that there are two games being played. **After playing both of the games in the order selected,** the teams continue playing the games in the same order until the round ends.

**Example:**

Round:   3  

Table: **DE**

Combo 1  
Scoresheet

Play the games in the order listed.

	Team <u>  4  </u>	Team: <u>  5  </u>
Game		
Border-Up™	(W) L T	W (L) T
State IQ™	W L (T)	W L (T)
Dashing States™	W (L) T	(W) L T
Play the Ranks™	(W) L	W (L)
Totals	W: <u>  2  </u> L: <u>  1  </u> T: <u>  1  </u>	W: <u>  1  </u> L: <u>  2  </u> T: <u>  1  </u>
Circle the winning Team		

Round: \_\_\_\_\_

Table: \_\_\_\_\_

### GeoPlunge Combo 1 Scoresheet

For afternoon rounds, cross out any games not being played.	Team _____	Team: _____
Game		
Border-Up™	W L T	W L T
State IQ™	W L T	W L T
Dashing States™	W L T	W L T
Play the Ranks™	W L	W L
Border-Up™	W L T	W L T
State IQ™	W L T	W L T
Dashing States™	W L T	W L T
Play the Ranks™	W L	W L
Border-Up™	W L T	W L T
State IQ™	W L T	W L T
Dashing States™	W L T	W L T
Play the Ranks™	W L	W L
Border-Up™	W L T	W L T
State IQ™	W L T	W L T
Dashing States™	W L T	W L T
Play the Ranks™	W L	W L
Totals	W:_____ L:_____ T:_____	W:_____ L:_____ T:_____