

Combo 2

Scoring and Scoresheet

- **Loss:** **0 points**
- **Tie:** Points for Each Team (Even if 1 or both teams are GeoPlunging) **5 points**
- **Winning:** Minimum points for Winning Team **10 points**
- **Bonus Points:** If Winning Team earns the Bonus Points it gets **10 extra points**
(Game rules for each game describe how to win the Bonus Points.)
- **GeoPlunging Points:**
 - If one team is GeoPlunging, Winning Team also gets **10 extra points**
 - If both teams are GeoPlunging, Winning Team also gets **20 extra points**

GeoPlunging does not impact the play of the game and is similar to raising the stakes in a game of poker; a team, by GeoPlunging, is simply increasing the **amount of points the winning team will receive** for that game. For each game, each team decides if it wants to GeoPlunge for that game. That happens in the following manner: At the time specified in the game rules, the dealer will simultaneously ask the teams, "Are you GeoPlunging?™" and then slowly count to 5. For a team to indicate that it is GeoPlunging, the person closest to the dealer must be standing by the time the dealer reaches 5.

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 2
Scoresheet

Game Name: (Play in order listed)	Team: 7					Team: 2						
	Points					Points						
Border Up™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
State IQ™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Dashing States™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Play the Ranks™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
TOTAL POINTS Circle winning team	65					25						

Border Up ends in a tie.

Team 7 wins Dashing States + 1 team GeoPlunging.

Team 2 wins State IQ + bonus points.

Team 7 wins PTR + bonus points + both teams GeoPlunging.

Round: _____

Table: _____

GeoPlunge Combo 2 Scoresheet

For afternoon rounds, cross out any games not being played. Use extra spaces as needed.	Team:						Team:					
Game Name	Points						Points					
Border-Up™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
State IQ™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Dashing States™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Play the Ranks™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Border-Up™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
State IQ™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Dashing States™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
Play the Ranks™ # of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
# of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
# of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
# of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
# of Teams GeoPlunging: 0 1 2	0	5	10	20	30	40	0	5	10	20	30	40
TOTAL POINTS: Circle winning team												