

BONEYARD

RULE SHEET

General Rules

Teams can be made up of 3-5 students.

During Strategy Time

During strategy time: Teams may only communicate among themselves. NO communicating of any kind with other teams.

- > 1st offense - team warning.
- > 2nd offense - team disqualified for trading round.
- > 3rd offense - team disqualified from game.

During Trading Time

Teams may only send 2 delegates to the trading area. All trades between teams must be carried out in the trading area. NO trading at team tables or at the Boneyard.

- > 1st offense - team warning.
- > 2nd offense - team disqualified for trading round.
- > 3rd offense - team disqualified from game.

Trade Rules - Mutually Beneficial, Voluntary Exchange

If delegates and teams agree, and if carried out according to trading time rules, bones may be traded in any multiple or for cash.

- > Example: If I have two bones I want to trade and your team has two that they want to trade, and we agree to trade each other, it is within the rules of the game.
- > Example: If I have two bones that I want to trade and your team has one they want to trade, and we agree to trade each other 2 for 1, it is within the rules of the game.
- > Example: If I have two bones I want to trade and your team offers me an amount of YE dollars for them and we are free to trade each other, it is within the rules of the game.

Hint: You don't have to limit your trades to just bone for bone. Be creative. BUT, all parties must agree. Negotiate and use your strategy time wisely.

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