



The Stock Market Challenge

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Section 1: Premise of Event.



#1. Teams are given \$500,000 and descriptions of 26 fictitious stocks which they use to create the portfolio of their choice. Once the market is open each day is only 60/80 seconds long! Teams trade for two 30 day periods. (60/80 minutes in total.)

#2. Three screens display team standings, teams cash on hand, overall portfolio net worth, changing share values for stocks, and the history of every single stock in graph form. All information is updated in real time.



#3. When teams decide to buy or sell stocks they must get a “floor trader” to their table in order to make a transaction. There is 1 “trader” for every 4 teams. All “traders” are equipped with hand-held P.C.’s which enter transactions into the system via wireless transmissions.

#4. Throughout the event teams are given News Releases and analysis giving them insight into the possible performance of stocks. How well teams interpret this information and react to it is imperative to their success.



#5. After 60 simulated days on the market the team with the highest portfolio net worth is crowned the Stock Market Challenge Champion!

Section 2



RULES OF PLAY

- All teams begin with \$500,000.00 to invest in the portfolio of their choice.
- Once the bell is rung and the market is open, every day is 60/80 seconds long.
- Fictitious company names, call letters and a brief description are provided to enable teams to identify the 26 stocks available.
- Video screens will provide the following information: Team Net Worth, Daily Stock Prices, Trading Days from 1 to 60 and Graphical Depictions of Stock Performance.
- All trades are made through Floor Traders.
- To easily track your portfolio, we suggest that you buy and sell shares in even lots, i.e. buy 1000 shares of Company A or \$10,000 worth of Company A shares.
- Portfolio statements may be obtained from any of the printing stations, at any time.
- Information on stocks in the form of News Releases and Hot Tips is available on specific days. Your Emcee will announce when these items are available.
- Team members should make trading decisions collectively.
- All trades made after the initial stock picks at pre-registration will be subject to a trading commission of 1.25%.
- Trading will commence with the ringing of a bell; continue for approximately 30/40 minutes at which time there will be a 10 to 20-minute break. Trading will re-commence for another 30/40 minutes and finish at the ringing of the bell.

Day's indicated in top corner of screens will automatically change every 60/80 seconds. →

Day 30

ID	Stock	Price	Low	High	7 Day Δ
GIC	Godfrees Iron Co.	14.60	11.10	20.60	-3.40
HEI	Halo Entertainment Inc.	Analysis on each stock over 7 days.			
ITI	Integrity Technology Inc.	23.40	9.00	24.30	-50
JTC	Japan-Tech Co.	23.00	18.03	28.90	+2.00
KGC	Kilda Gold Corp.	The Low/High and 7 Day Delta, noting the positive or negative change on stocks over a seven day period.			
LOL	Lexon Oil Ltd.				
MTC	Mintendo Co.				
NWA	Ninja-Wear Apparel Co.	7.50	6.00	11.50	+80
OMC	Oyota Motor Corp.	12.40	10.50	16.10	-60
PPP	Pirate PC Protection Inc.	19.00	10.70	19.00	+1.20
QNG	QNG Group.	10.78	7.10	13.60	+3.68
RDC	Ron Deer Co.	8.90	8.90	17.80	-6.10
SHC	Sun Homes Co.	22.40	16.00	22.40	+5.70
TMC	Timber Man Co.	17.00	12.00	20.00	+70
UDC	Understand.com	16.10	11.00	17.10	+2.10
VCI	Viacan Inc.	6.00	6.00	12.60	-2.10
WSI	Weight Spotters Inc.	8.00	6.90	14.10	-5.10
XRS	X-Ray Securities Co.	12.60	4.90	12.60	+3.90
YFC	Yum Fish Co.	18.00	15.50	22.70	-4.00
ZSC	Zeebok Sports Co.	22.00	21.00	34.10	-6.00

←

List of Stocks, and Stock Codes, that teams will use when making a trade through a "Floor Trader."

Example: "We are team 10, we want to buy 5000 shares of PPP"

Red indicates share value for the day of →

00 EES 21.00 FTI 15.00 GIC 14.60 HEI 23.00 ITI 23.40 JTC 23.00 KGC 19.40 LOL 31.00 MTC 9.20 NWA 7.50 OAC 12.40



Leader Board-Right Hand Screen

Leader Board - Day 30

R	ID	Team	Net Worth
1	12	Bear Market Bad Boys	\$1,412,263.98
2	14	Treasury North by Northwest	\$1,147,614.26
3	6	Market Mavens	\$1,136,009.00
4	20	Stock Hawks	\$1,044,910.32
5	8	KPMG	\$950,660.12

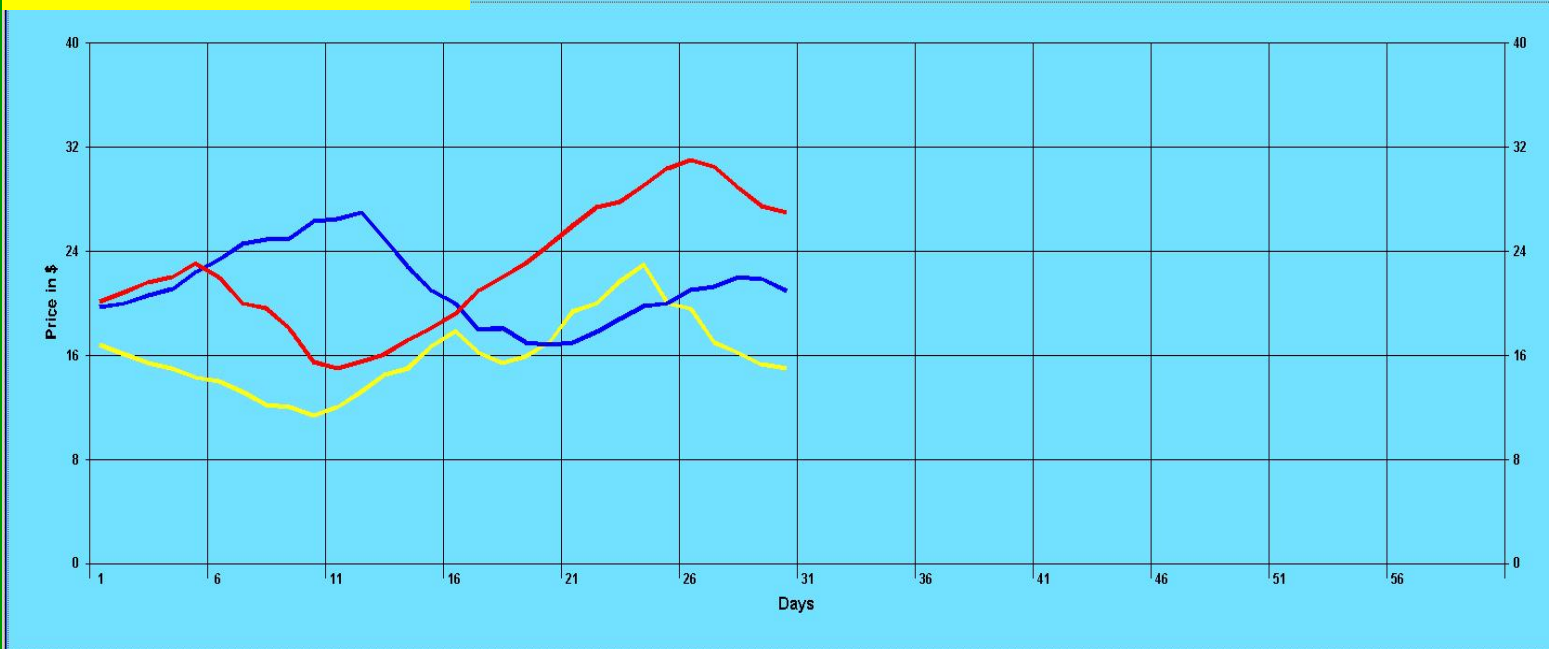
↑ The Leader Board Displays Top 5 teams and their overall Net Worth. These positions will change in real time as teams make trades through floor traders, or as the stocks in their portfolio rise and/or fall.



Screen Displays \$ On hand, Overall Net Worth of Teams Portfolio, and their Percentage Growth. ↓

Rank	ID	Team	\$ On Hand	Net Worth	Growth
1	12	Bear Market Bad Boys	\$11,148.58	\$1,412,263.98	28.38%
2	14	Treasury North by Northwest	\$75.66	\$1,147,614.26	129.52%
3	6	Market Mavens	\$9,164.92	\$1,136,009.00	127.2%
4	20	Stock Hawks	\$252,353.52	\$1,044,910.32	49.27%
5	8	KPMG	\$11,550.32	\$950,660.12	90.13%
6	11	Makes Cents	\$3,603.18	\$946,901.58	89.38%
7	26	Team Prosper	\$10,851.14	\$897,275.54	79.45%
8	4	UPS Brown Monsters	\$74,659.92	\$771,447.92	54.28%
9	21	High Rollers	\$19,059.00	\$767,581.60	53.51%
10	22	Jet Setters	\$116,330.06	\$764,660.06	52.93%
11	5	Duke & Duke	\$170,525.95	\$739,163.45	47.83%
12	3	UPS Bulls	\$205,786.37	\$739,086.37	47.81%
13	13	Stock, Drop and Roll	\$132,529.73	\$738,359.73	47.67%
14	19	Accenture 1	\$5,969.83	\$735,969.83	47.19%
15	27	BUJA	\$533.85	\$733,444.65	46.68%
16	24	Stage Coach	\$53,529.51	\$730,544.01	46.1%
17	16	Team Price	\$139,010.30	\$729,112.80	45.82%
18	2	UPS Takes Charge	\$87,823.15	\$695,536.93	39.1%
19	18	M D & J	\$98,082.93	\$680,475.73	36.09%
20	1	UPS Gold Diggers	\$30,900.53	\$661,605.23	32.32%
21	9	KPMG II	\$3,934.13	\$641,527.63	28.3%
22	25	SQHS Investments	\$240,299.88	\$638,249.88	27.64%
23	28	John Hancock Team	\$66,250.00	\$628,650.00	25.73%

How much cash teams on hand. If Teams have no cash they must liquidate in order to invest in another stock. →



Legend

■ DPC

■ EES

■ FTI

The Graph Screen Maps the overall performance of each stock throughout the 60 days of trading.

The Screen rolls, illustrating the performance in graph formation for only 3 stocks at one time.

It is important to note the legend located at the bottom where the stock code and color are indicated.

Keys to Success in the event.

- When teams arrive they should examine the printed stock list and description on their table.
- For Example: [Axe Music Group Corp. \(AMG\) Price \\$35.75](#) Axe Music Group Corp. is a music content company that classifies its business interests into two areas: Recorded Music and Music Publishing. The Recorded Music business produces revenue through the marketing, sale and licensing of recorded music in various physical formats. The Music Publishing business owns and acquires rights to musical compositions, utilizes and markets these compositions and receives royalties or fees for their use. The Company publishes music across a range of musical styles.
- There are 26 fictitious stock descriptions such as this and teams should become familiar with them so that they know exactly what industries and companies they are investing in throughout the event. All 26 stocks will fluctuate in value every 60/80 seconds throughout the entirety of the game.
- When teams wish to make a trade they must attract the attention of a "Floor Trader." There are a limited number of "Floor Traders" and so teams must be vocal, yelling "Trader!" "Trader!" until one becomes available and goes over to their tables.
- "Floor Traders" make trades through hand-held pc's which enter teams trades instantly into the system, and they will only make 2/3 transactions, for one team, at one time.
- Teams should not be conservative in their investing, purchasing shares in lots of 1000 or 2000, not in 100 or 200. Teams should only invest in 5-7 stocks at any given time, due to the frantic pace of the event.
- Teams can obtain Portfolio Statements which they obtain at any time from the Printing Stations that surround the room.
- Information, in the form of News Releases and Hot Tips, is available and give teams helpful tips on the direction certain stocks will take. They are available on specific days that the Emcee will announce.
- The Team with the highest portfolio value at the end of day 60 will be crowned the Stock Market Challenge Champion.

View Video at: www.fun-raiser.com

Section 4: Venue and Logistics



Venue:

- Coordinate with Fun-Raiser to book your event date and venue simultaneously.
- 200 guests (50 teams of 4) will require a room approximately 5,000 to 7,000 square feet in size. Fun-Raiser can be fairly flexible with spacing so if you do have an unconventional venue please contact Fun-Raiser to discuss spacing etc.
- Ceiling height should be 15 feet high so projection screens can be raised 5 feet off the ground. This will ensure teams can view all information on screens.
- It takes Fun-Raiser 3/4 hours to set up.
- Fun-Raiser does not require any special power hookups and we provide all of our own cables, power bars extension cords etc.

Audio Visual Requirements:

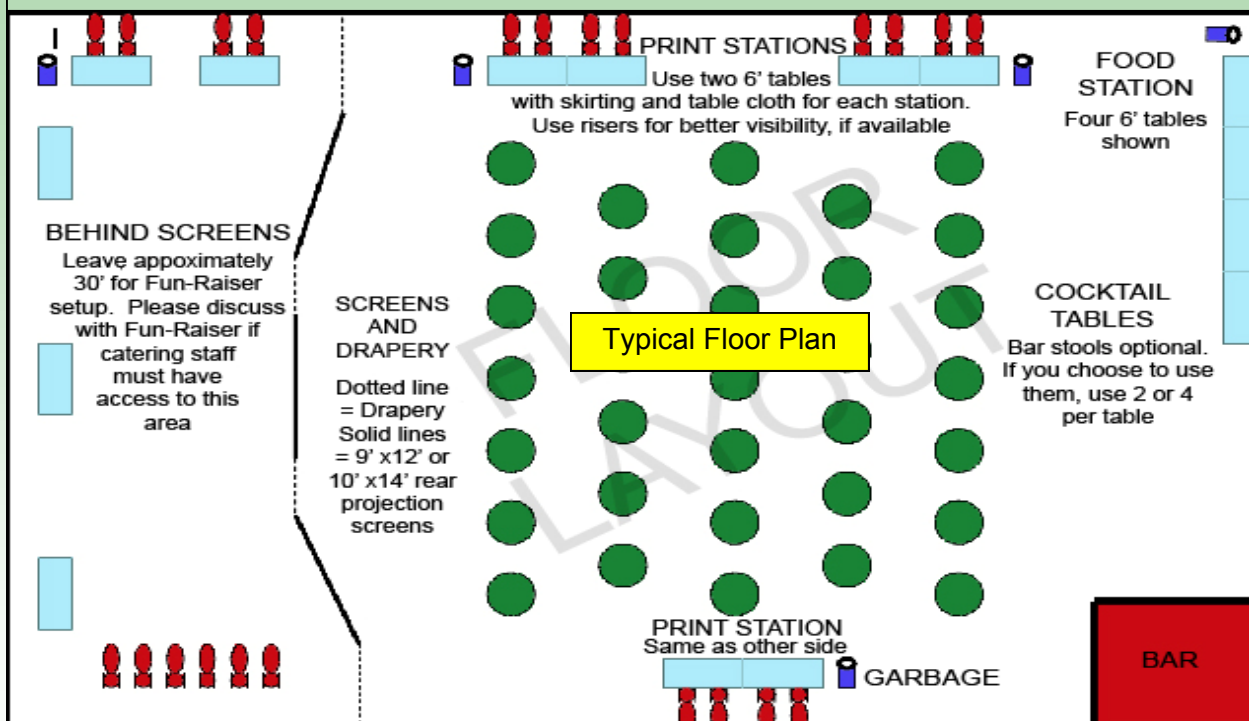
- Three backlit screens with pipe and drape (rent from AV company).
- AV company must set up and dismantle all screens.
- Depending on size of your event and venue you may go with smaller screens. Contact Fun-Raiser to discuss your options.
- Leave 25-30 feet behind screens to allow for throw space on rear projection. Drapery is necessary to prevent traffic behind the screens and to ensure equipment and cords, etc are well hidden. To calculate how much space Fun-Raiser needs behind the screens, double the width of your screen and add two feet, i.e. For a 10ft x 14ft screen, Fun-Raiser requires 30ft of space.

Tables:

- Arrange to have 'Cocktail Tables' with linen & **table numbers** to be delivered and set up. You may want to supply some chairs around the room although they are not necessary.
- **Table numbers** are imperative as each team's ID corresponds with the individual table numbers.

Other:

- Three tables and one chair must be set up behind screens for projectors and computers.
- Lighting should be subdued so that information on the screen can easily be seen.
- It is recommended that the Emcee have a hand held wireless microphone.
- A podium is useful but optional.
- On event night, have the ability to accept VISA, Master Card or Debit, if necessary. Also make sure you have cash boxes in order to make correct change.
- Catering normally consists of light appetizers and a bar.



Section 5: Checklist

Cut Off Dates:

- If you have chosen to sell “Stock Positions” you must give yourself a cut off date of no less than **3 weeks** prior to your event date.
- You must send all information regarding the “Stock Positions” to Fun-Raiser at this time, as Fun-Raiser will have to finalize your Stock List, News Releases, Hot Tips and Registration Workbook. **Note:** Every change to Stock List requires several amendments to other materials, as all things are linked.
- You will need to finalize 3 weeks prior to event so that registered teams can choose their stock picks and send you their information. Information you will then enter into the **Registration Workbook** provided by Fun-Raiser.
- Failure to comply with this dead line could result in having to use our generic game.
- **3 weeks** prior to your event date you must have obtained all your Sponsors. You must send Sponsors logos (Jpeg format) to Fun-Raiser at this time.
- You may sell and register **teams up to 3 Days** prior to your event.
- You must send the finalized Registration Workbook Fun-Raiser will provide you with (so that you can enter team names and stock picks) **2 Days** prior to your event.

Venue:

- When does Fun-Raiser have access to your venue?
- Set up takes 3/4 hours to complete.

Audio Visual Company:

- Coordinate with AV company for them to deliver, set up, and break down all screens, pipe and drape, and sound system.
- Ensure they have 3 screens, pipe and drape, and sound system set up and ready 4 hours prior to guest arrival.

Cocktail tables:

- Coordinate with AV/Rental Company to have them deliver, set up, and break down all tables. Remember that Table Numbers are essential.
- All tables should be covered in linens, preferably black.

Volunteers:

- 1 “Floor Trader” is needed for every 4 teams.
- 3 volunteers are needed for printing stations.
- A few extra volunteers to deliver or sell information are always valuable.
- All volunteers should arrive 30 minutes prior to guest’s arrival time for Fun-Raiser to train.
- The Emcee should arrive 30 minutes prior to opening bell to discuss nuances of event with Fun-Raiser.

Fun-Raisers Accommodations:

- Book hotel accommodations for Fun-Raiser and send hotel address and confirmation numbers to Fun-Raiser one week prior to your event.

Bring to Event:

- **Printing Paper:** 3 to 4 reams/stacks of inexpensive paper for printing stations.
- **Name Badges:** The name badges **MUST** be 2 ¼” x 3 ½” in size. Make sure they are inkjet/laser printer kind. Purchase enough for all guests + volunteers and make sure there are extras just incase. If you choose to print your own, this rule does not apply.
- **Printed Copies of News Releases & Hot Tips for Teams:** 1 copy per team.
- **Prizes.**
- **Script for all speakers.**
- **Up-tempo music for event:** Speak with Fun-Raiser if you wish for us to supply music.
- **Final Check for Fun-Raiser. To be presented prior to the opening bell.**