

SET

WSD STEM Olympiad Rules

General Description:

The purpose of this event is for teams to identify as many sets as possible within the 12 random SET cards that are dealt. Cards are replaced as “sets” are found.

Number of Participants: 2

Approximate time: 20 minutes (15 minutes of play, 5 minutes of instruction)

Scoring: Each Set that is identified will be worth 1 point. The winner is the team that correctly identifies the most SETS within 15 minutes

The Competition:

1. Each team will play with 1 deck of SET cards (both easy and hard mixed).
2. The judge will deal 12 cards face up in the center of the table in a 3 X 4 array.
3. Each team will work together and identify the “sets” as quickly as possible. They do not take turns.
4. When a student says “set”. He or she will pick up the 3 cards, show them to the judge, and quickly explain how they know it is a set. (i.e. “same color, same shading, different shape, different number”).
5. If it is correct the judge will tally a point. The judge will then lay down 3 more cards in the array.
6. If the team goes 1 minute without finding a “set”, the judge will lay down 3 “emergency cards” to the side of the 3 x 4 array (for a total of 15 cards). If the students find a “set” they will return to playing with 12 cards.
7. If the team goes an additional 1 minute without finding a “set”, the judge will collect the 15 cards on the table, do a quick shuffle, and lay down 12 new cards.
8. If all cards are used, the judge will shuffle and play will begin anew.
9. In the case of a tie, do another card or round.

Materials:

1 set of SET Cards for each team
Stopwatch
Score Card
Copy of the rules

Personnel:

- 1 Judge to check for accuracy and 1 judge to measure time and score