

ECONOMIC PROJECT RULES

1. BEHAVIOR DEDUCTIONS

- A.** One STRIKE IS a \$100 FINE
- B.** TWO STRIKES IS a \$500 FINE
- C.** THREE STRIKES IS a \$1,000 FINE

2. INCENTIVES/REWARDS FOR QUIZZES/TESTS

- A.** \$100 FOR an A
- B.** \$75 FOR a B
- C.** \$25 FOR a C
- D.** BEING HELPFUL- DOLLAR amounts vary, UP TO TEACHER DISCRETION

3. DEDUCTIONS

- A.** \$25 FOR CALLING OUT
- B.** \$50 FOR TALKING OUT OF TURN
- C.** \$50 FOR a D
- D.** \$75 FOR an F
- E.** \$100 BATHROOM FINE FOR BEING UNPRODUCTIVE

4. ANSWERING QUESTIONS/WARM UPS/WORK ETHIC

- A.** Earn \$25 FOR arriving TO CLASS, BEING SEATED, & WORKING ON TIME
- B.** Earn \$50 FOR correct responses WHEN CALLED UPON BY THE TEACHER

THIS PROJECT WILL COUNT AS A **TEST GRADE**. YOU NEED TO MAKE SURE THAT YOU KEEP UP WITH THE MONEY YOU SPEND AND EARN. CHEATING WILL RESULT IN POINTS LOST. YOU MUST USE YOUR CHECKBOOK TO KEEP YOUR CHECKING ACCOUNT UP TO DATE.