

BARNGA Tournament Guidesheet

✓ You will have about 5 minutes

- To study the rules for and practice playing “Five Tricks.”

✓ Then the rules will be taken away

- And no *verbal* communication will be allowed.
- From then on, you may gesture or draw pictures (not words!).
- But you may not speak or write words or use sign language.

✓ Then the tournament will begin.

- You will have a few more minutes to play at your home table (in silence).

✓ The Scoring begins at the start of the Tournament.

- Game Winner: The player taking the most tricks in the *Game* (one “hand”).
- If a game is not complete when the Round ends, the play winning the most tricks so far in the game wins that game.
- Round Winner: The player winning the most games in the *Round*.
- (Ordinarily, several *games* will be played during a *Round*).

✓ Each Round lasts a few minutes.

✓ PLAYERS MOVE like this at the end of each Round:

- The player who has won the most games during a Round moves up to the next highest numbered table.
If there are more than four players at a table, the two players who have won the most games during a Round move up to the next highest numbered table.
- The player who has won the fewest games during a Round moves down to the next lowest numbered table.
If there are more than four players at a table, the two players who have won the fewest games during a Round move down to the next lowest numbered table.
- The other players remain at the table.
Winning players at the highest table remain at that table, as do losing players at the lowest table.
- Ties are resolved by alphabetical order.

BARNGA Discussion Guidesheet

✓ During this game, all participants did their best, but each group had a different set of circumstances and ground rules.

✓ Even when people discovered that the rules were different, they didn't always know how they were different.

✓ Even when they discovered how the rules were different, they didn't always know what to do to bridge the differences.

This Game Simulates (Presents) Real-Life Situations.

1. What specific real-life situations does this game remind you of?
2. Choose one of these real-life situations, and ask:
 - What are the underlying causes of the problems or difficulties?
 - What does the game suggest about what to do when you are in a similar situation in the real world?
 - What did you do during the game which “worked” for you?
3. Prepare to report your best idea to the whole group.

Sivasailam “Thiagi” Thiagarajan with Raja Thiagarajan, *Barnga: A Simulation Game on Cultural Clashes*, Boston: Intercultural Press, 2006.

Resource hosted by LSA Inclusive Teaching Initiative, University of Michigan (<http://sites.lsa.umich.edu/inclusive-teaching/>).