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 the 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 of 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.