

Player Guide
for
Psychology 560

by

Coach: Stephen A. Graf, Ph.D.
Spring, 1991

Table of Contents

Materials.....	1
Coach's Reasons for having "Events".....	2
Guidelines and Time Frames for 3 Events	2
Volunteer Assistants	2
Daily Schedule.....	3
Daily Schedule for SAFMED Event Days.....	4
The Basic Keys.....	5
Pronunciations.....	6
SAFMEDS.....	7
Team Answers.....	9
Standard Celeration Chart.....	12
Study Question Weights for Team Answers.....	13

Materials

- Text: Psychology by Malott & Whaley [buy and read as assigned in Course Calendar]
-
- Folder [passed out each day]
 - Seat number [3-digit number on Folder that identifies your seat]
 - Course Calendar of assignments and deadlines [glued to Folder]
 - Performance Scoresheet [Fill in daily to see where you stand]
 - Background Information about yourself [fill out at start of course; leave in Folder]
 - Communication Sheet [write questions or comments during quarter]]
 - Standard Celeration Chart [Measuring tool that when used, shows where you are and predicts where you're going](Available for \$.10 each for those interested)
 - Anticipation Sheet [helps Coach monitor how you feel as you start the course]
-

- General Psychology 560 Graf Course Outline [take home & read]
 - Goal for Course and some new names for thingspg. 1
 - Grading Policy.....pg. 2
 - Attendance Policy.....pg. 3
 - The Basic Keys to Understanding Behavior [learn]...pg. 4
-

- CARDS. Three colors for three Events [Buy as sheets; cut into cards; bring to class]
 - Red = Basic Keys, White = SAFMEDS, Blue = Pronunciations
-

- Player Guide provides details about course [Buy & read. This is it]
-

Below are some materials used by the Coach which are mentioned in the Player Guide

- Gameplan - Coach's seating chart for each Session used to record who was absent and how well each Player answered questions during Team Answers
 - Spinner - Coach's random seat-number generator used to pick Scorekeepers
-

Reasons for having "Events"

In each of the three Events, you are:

- Shown exactly the information you need to learn
 - and how "well" you need to learn it (how **fast**, how **accurate**)
 - so there's no "guesswork" in what to study
 - or whether you "know it" or not
 - and you're not responsible for "everything"
- Given opportunities to achieve performance standards
 - so everyone can succeed
 - on unambiguous measurable tasks
 - and your grade isn't affected by how anyone else does
- Provided feedback
 - so you know how you did
 - and how much improvement is still needed to succeed
- Given remediation opportunities
 - so you get more than one chance to improve speed and accuracy

Guidelines and Time Frames for 3 Events

The Performance Standards for speed (how many correct per minute) and accuracy (how many hits to how many misses) on each Event for an 'A' Rating

Event	Involves	Chances	How Fast	How Accurate	Time Frame
Basic Keys (written)	22 statements	5	4.4 statements / min.	22 hits, 0 misses	Six weeks
Basic Keys (oral)	22 statements	5	22 statements / min.	22 hits, 0 misses	Six Weeks
Pronunciations	34 words	3	68 words / min.	34 hits, 0 misses	Three Weeks
SAFMEDS	100 cards	9: 3/3/3	50 hits / minute	50+ hits, 0-3 misses	Nine Weeks

Volunteer Assistants

These are individuals from the Team who help the Coach at each daily session. Each of them gets an extra oral BK try and an extra SAFMEDS Event try if they need one.

Title	Duties
Media Assistant-1 remote	Sets up slide tray in projector, focuses overhead, advances slides with remote
Media Assistant-2	Removes slide tray from projector, replaces tray in box
Folder Distributors Asst.	Pass out Folders by rows to Players, deliver unclaimed Folders to Folder Asst.
Folder Assistants to	Mark absences on attendance sheet, brief Coach on absences, give Folder latecomers, noting seat numbers on attendance sheet
Folder Collectors	Collect piles of Folders at end, order by rows, put in Coach's box

Coach Arrives	Media Assistant arranges slide projector and transparency projector Folder Distributors pass out Folders to Players present Previous session winning Scorekeeper spins for new Scorekeepers <ul style="list-style-type: none">• Rule: Scorekeepers serve only once: they get to choose new Scorekeeper if their number is spun again during the quarter
Folder Assistants Mark Absences	Folder Assistants receive unclaimed Folders from Folder Distributors <ul style="list-style-type: none">• And mark absences on attendance sheets• Then brief Coach on Players absent Players entering late get Folders from Folder Assistants Scorekeepers move to center stage Other Players prepare for Timings
Coach Refs 2 Timings	After Timings start, Players entering get 5 points late penalties <ul style="list-style-type: none">• Folder Assistants note latecomers on attendance sheets Each Scorekeeper tries Event chosen and timed by Referee, scored by other scorekeeper <ul style="list-style-type: none">• SAFMEDS results earn extra Event try if done at 'A' level• Results count also as points toward Team Answers Other Players pair off and do Timings as well while Referee cruises, noting penalties <ul style="list-style-type: none">• <u>Players not participating</u> get 5-point Team Answer penalties All Players record results from Timings on Performance Scoresheets in Folder
Coach Briefs Team	Coach picks a key concept necessary to add understanding to what Players memorize Coach shows examples and non-examples of the concept in life situations
Coach Refs Team Answers	After Team Answers start, Players entering get 10 points late penalties <ul style="list-style-type: none">• Folder Assistants note latecomers on attendance sheets Game of "Team Answers" lasts about 20 minutes <ul style="list-style-type: none">• Coach picks Players to answer from alternating teams• Questions asked are from daily chapter assignment and briefings• Media Assistant advances question slides• Coach as "Ref" scores answers of Players• Scorekeepers monitor Team scores on overhead • See "Team Answers" section for more details
Team Answers End	Referee awards 50 point bonus to winning Team <u>All Players</u> update Performance Scoresheets in Folder (or risk loss of points earned) <ul style="list-style-type: none">• Record Team Answer Daily Points on Scoresheets (Rewards & Aversives)• Add Daily Points to previous Season Points (Rewards & Aversives)• Calculate TAR and record it on Scoresheets• Summarize 3 Event Ratings, Account Rating, and Grade to now

Daily Schedule, continued

Coach Calls in Folders	<p>Players pass folders down to front Player at front of each row puts pile on stage Folder Collectors collect piles, order folders, and put in Coach's box Players choosing to try an Event come to front Players not trying an Event may leave</p> <hr/>
Coach Referees Events	<p>Players line up to do Events Coach as Referee conducts Events until about 52 minutes past the hour</p> <ul style="list-style-type: none"> • Listen for announcements of days and times when Coach will be available longer <p>Some Players have to leave for work or other class</p> <ul style="list-style-type: none"> • These Players should be ready on days Team Answers end early • They will have time for their Event before 50 minutes past hour on these days <hr/>

Daily Schedule for SAFMED Event Days

Early in the quarter, the SAFMED Event Day is determined by chance for each row. Once the text chapters have been covered, the daily schedule changes from what is described above to the sequence described below.

Coach Arrives	<p>Folder Distributors pass out Folders to Players present Folder Assistants collect unclaimed Folders</p> <ul style="list-style-type: none"> • Mark seat numbers of absences on attendance sheets • Note late arrivers with circle
Coach Refs Timings	<p>Players entering late get Folders from Folder Assistants After Timings start, Players entering get 5 points late penalties Coach works with the row doing their SAFMED Event on this day</p> <ul style="list-style-type: none"> • Other Players pair off and practice SAFMEDS Timings
Team Answer Scoring	<p>Coach-Referee stops for a break about 40 minutes past the hour The two highest plus the one lowest SAFMEDS hit frequencies are added for each Team These totals produce the Daily Reward points for each Team Referee awards 50 point bonus to winning Team From this point procedure is about the same as described for earlier in the Season</p> <ul style="list-style-type: none"> • Team Answers End, Coach Calls in Folders (see descriptions in Daily Schedule) <hr/>

The Basic Keys

Aim: Expert Recall **Written:** Seeing numbers 1-22, write the 22 key terms and their definitions

- Accurately - without errors or omissions
- Quickly - in 5 minutes or less
- Independently - without help from notes or others

Oral: Thinking numbers 1-22, say the 22 key terms and their definitions and spell "psychology"

- Accurately - without errors or omissions
 - Quickly - in 1 minute or less
 - Gamely - in the presence of Referee
-

Why Coach Requires This

Succeeding on this Task

- Provides background for understanding behavior development and change
 - Makes future expansion of these ideas easier
 - Provides first-hand experience of how overlearning "pressure proofs" performance
 - Requires a degree of speed that promotes overlearning which improves retention
-

Why Some Players Fail

Not succeeding on this Task signals one or more of the following:

- Lack of self-discipline to work on the Task daily
 - Conflicting behaviors took precedence over this Task
 - Overestimated own ability at cramming
 - Unawareness of handicap in writing speed
 - Unable to block out surroundings
 - Tried to cheat by copying
-

Rules for Basic Key Task

Five Basic Key written tries will occur

- Player achieves a Rating for the Basic Keys based on these tries
 - Scheduled last class day on successive weeks
 - No makeups on chances missed
 - Player done with Task when 'A' occurs
- Oral Try option**
- Player must sign up for an oral Event instead of written Event
 - Request must be made before written Event occurs
 - Request sheet can be found on stage in "Oral Event" folder
 - Replaces a written try (not an additional chance)
 - Player must complete the oral Event before occurrence of next written Event
- "Psychology" must be spelled correctly on either oral or written Event
- Misspelling guarantees failure on that try
-

The Basic Keys, continued

**Table for
Basic Key
Feedback**

	Code Action to Take?	Stands for	Speed?	Accuracy?	Rating?
P	Perfect	Yes	No errors noticed	A	Move to another Task
C errors	Close	Yes	Trivial error(s)	C	Try again; remediate
Q	Quasi-perfect	Yes	T. Errors but not repeated	A	Move to another Task
CX errors	Close repeat	Yes	Trivial error(s) repeated	B	Try again; remediate
U	Unfinished	Too slow	Not checked	F?*	Not fluent; try again
M	Mistake(s)	Yes or no	Fatal error(s)	F?*	Not learned; try again
T	Tried	Less than 1/2	Not checked	F?*	Not learned; try again

* Not an F if Player has earned a higher Rating on a prior try

Pronunciations

**Aim: 68 per
minute**

Seeing the list of 34 words, say all

- Accurately - with any mistakes self-corrected
- Quickly - in 30 seconds or less
- Gamely - in presence of Referee on 1st, 2nd, or 3rd try

**Why Coach
Requires This**

Succeeding on this Task

- Should help on SAFMEDS where these words are used
- Should signal your literacy to your verbal community

**Why Some
Players Fail**

Not succeeding on this Task often signals one or more of the following:

- Carelessness in listening when the words are pronounced correctly
- Lack of sufficient or appropriate practice
- Poor reading skills
- Speech problems

Rules

Pronunciation Rating is based on the number of tries it takes

- To produce the Event at both speed (34 words in 30 seconds or less)
- And accuracy (34 words pronounced correctly)
- Meet aim on 1st, 2nd, or 3rd try = 'A'
- Meet aim on 4th try = 'B'
- Meet aim on 5th try = 'C'
- Meet aim on 6th try = 'D'
- Fail to meet aim in 6 tries = 'F'

Continued on next page

Pronunciations, Continued

Rules, continued

Deadline: Day of Event is your choice if done before Monday of Week 4

- Monday of Week 4: all Players with 300 seat numbers
- Tuesday of Week 4: all Players with 400 seat numbers

Before Deadline:

- Line up after Folder collection on day you choose

On the Event days (Monday & Tuesday of Week 4):

- Referee will announce order

On all Pronunciation Event tries:

- Referee will time and score your performance on the Event
- Referee will also provide corrective feedback on errors

If already finished with Pronunciation Task

- Player doesn't have to come on own Team's Event Day
- Player **does** come on other Team's Event Day to practice BKs & SAFMEDS

SAFMEDS

**Aim: 50 per
minute**

Seeing fronts of any of 100 cards, say the backs for 1 minute

- Accurately - with no more than 3 misses or skips
- Quickly - at least 50 hits in the minute
- Gamely - as Referee counts and times

If frequency of corrects = 60 or more per minute: no penalty for errors

**Why Coach
Requires This**

Succeeding on this Task

- Provides a framework for the course consisting of facts, principles, processes, concepts, and people's ideas
- Requires a degree of speed that demands overlearning which improves retention
- Makes reaction to & expansion of these concepts easier when encountered later

The Task also

- Encourages daily practice and building of self-discipline behaviors
- Discourages procrastination and cramming behaviors
- Provides personal data for practice in charting and predicting learning (on Standard Celeration Chart)

**Why Some
Players Fail**

Not succeeding on SAFMEDS usually signals one or more of the following

- Difficulty in getting oneself working on the Task every day (including Sat. & Sun.)
- Avoidance of doing the Timings when Coach is having Team do them
- Didn't think the number of misses and skips made any difference to grade
- Marked cards or used cues peculiar to own deck to learn them

SAFMEDS, continued

Procedures for SAFMEDS

SAFMEDS: an acronym for "Say All Fast a Minute Every Day Shuffled" Work on "all", meaning whole deck, rather than part of deck

- Some players don't read this and make the Task harder
- Practice fast so you can go fast on the Event when you perform for the Referee
- Some players practice slow and then can't understand why they couldn't go fast when their Rating was on the line

Do AT LEAST one one-minute Timing every day

- Some players skip days not realizing that they lose ground when they don't practice

Shuffle all cards before each one-minute Timing

- Some players want to do only the cards they know and can't understand how they missed so many on the Event

Rules for SAFMEDS

- No writing, no underlining, no highlighting allowed on fronts of cards
- Coach's deck is used for Event with Referee
- No need to say words that are in parentheses
- Mispronounced word from Pronunciation list counts as a miss
- Turn cards so Referee can see to score accuracy
- Say answer before turning card
- Don't hold card away from deck (to try and see answer through card)
- Maximum of nine Event tries altogether
 - Exception: Assistants who volunteer and help Coach earn one extra try
 - 3 "non-pressure" tries available prior to day marked '\$' on Performance Scoresheet
 - If not used by designated day, Player loses these "non-pressure" tries
 - 3 "pressure" tries are available on or before each Player's designated SAFMEDS Event day
 - 3 "final" tries are available on or before Final Exam **but only if SAFMEDS are Player's lowest Rating**

Table for SAFMEDS Ratings

Number of total Misses and Skips per minute

Hits / Minute	Rating if 0-3 misses & skips	Rating if 4 misses/skips	Rating if 5	Rating if 6 misses/skips	Rating if 7 or more misses/skips
60+	A	A	A	A	A
50-59	A	B	C	D	F
40-49	B	C	D	F	F
30-39	C	D	F	F	F
20-29	D	F	F	F	F
0-19	F	F	F	F	F

"Team Answers" is the name of the game played each day during Team Session (class) in which the two Teams try to score as many points as possible to improve their Account Rating in the course.

Aim for Team Answers Read text and rehearse Study Questions before each session
Come on time daily
Say answers to Study Questions when called upon

- Loudly and clearly
- Without help from book, notes, or neighbors

Listen attentively to answers other Players give
Keep Team Answer Account up to date

Why Coach Uses this Approach

Gets Players to actively participate in covering the material

- Instead of passively listening to "teacher talking"

Provides incentive for Player to read assignment daily

- Instead of waiting and then attempting to read a massive backlog of material

Promotes self-confidence in speaking out in front of a group

- Instead of avoiding such an experience
- And consequently doubting that one is capable of such behavior
- Even to the point of "fear"

Provides a sounding board for course concepts

- So the Coach, hearing your answers, can assess what concepts are proving difficult

Why Some Players Drop Out

Players will sometimes experience difficulty from one or more of the following

- Past history in other environments
- Exaggerated apprehension and dread
- Lack of familiarity with this procedure
- Not wanting to try something different

Continued on next page

Team Answers, continued

Team Answer Table Player should also check table under Attendance Policy on page 3 of Course Outline

Terms Used	Explanation
Text	Psychology by Richard Malott and Donald Whaley
Study Questions	Embedded in Text every few paragraphs
Study Question Wts.	Back pages of Player Guide show relative importance of Study Questions
Zero weights	Attached to Study Questions that Players may ignore
Teams	Aisle divides the Players into two Teams for Team Answers
Questions	Selected Study Questions projected on screen for Players to answer
Answers	Given by Player that Referee calls upon
Scoring	Given by Referee after each answer
Bullseye	Answer about as correct as conditions permit
Close	Answer nearly correct or partially correct or on the right track
Try	Answer accepted but not thought to be correct
Skip	"I don't know", "I have no idea" (Player declines to guess)
Out	Answer with no apparent connection to the question
Loud & clear	Easy for all to hear and understand, doubles the point value
Too soft or unclear	Referee couldn't hear all of Player's answer; Player loses turn
Tilt (Head tilt)	Referee noted Player looked down (could have read book or notes)
Points to Team	Scoring Key
8	Bullseye plus loud & clear
6	Close plus loud & clear
5	Opponent too noisy to hear
4	Ordinary Bullseye
3	Ordinary Close
2	Try plus loud & clear
1	Ordinary Try
Points to Opponent	
1	Each absence or lateness
2	Out of ballpark on answer
4	Tilt (Head tilted down)
5	Either too soft or unclear
8	Skip, no idea, don't know
Penalty to Player:	
20	2nd,3rd, etc. Skip of Qtr.
Bonus of 50 points	Goes to winning Team when game is over each day

More Details on Team Answers

- At conclusion of Team Answers each day
- Referee announces the Daily Reward points for each Team
 - Every Player present gets the points earned by one's Team
 - All Players enter their points under Daily Reward column on Performance Scoresheet
 - If "on time" that day, or "0 points Late": Player enters 0 for Daily Aversive Points
 - If "5-points Late" that day, Player enters 5 for Daily Aversive Points
 - If "10-points Late" that day, Player enters 10 for Daily Aversive Points
 - Correct form has Daily Reward points - Aversive points (Ex: 124-0; Ex: 78-10)

Team Answers, continued

How Team Answer Account Works

Each Player adds Daily Reward points to Season Reward points from previously

- Season Reward points start at 0 as shown on the Performance Scoresheet
- Result of the addition produces new total for Season Reward points

- Which goes on the same row as the Daily Reward points
- But under the Season Reward column

To right of the Season Reward points put a slash /

- Which stands for "divided by"

Each Player also adds Daily Aversive points to Season Aversive points from previously

- Season Aversive points start at 1 as shown on the Performance Scoresheet
- Result of the addition produces new total for Season Aversive points
 - Which goes on same row and to the right of the slash

Each Player now has developed the Team Answer Ratio

- Which is the Season Reward points divided by the Season Aversive points
- Reduce the Ratio to its simplest form by carrying out the indicated division
 - Examples: [$234 / 11 = 21$] [$87 / 1 = 87$] [$954 / 36 = 27$] [$71 / 21 = 3$]
- Enter this reduced number on the same row on Performance Scoresheet
 - Under the column, TAR

Convert the TAR to the current Account Rating

TAR	Current Account Rating
A	48 or above
B	24-47
C	12-23
D	6-11
less than 6	F

- Enter this current Account Rating on the same line under TAR of the Ratings column

Team Answers on SAFMED Event Days

Once text chapters have been completed and SAFMEDS Event days begin

- High-performing Players can earn "time off " for their efforts

If on SAFMEDS Event	Then
Player earns an 'A' Rating	
and has 'A' on TAR Account Rating returns for	Out of the TAR pool and only Award Day
but less than 'A' on BK or PRO and Final to improve the lowest Rating	Out of TAR pool; come to award day
but has less than 'A' on TAR Account Rating reaches 'A', then off until Award Day	Still comes daily until TAR Rating
Player earns less than an 'A' Rating on SAFMEDS	Still comes to practice SAFMEDS ; absences still in effect for TAR Account

Team Answers, continued

- Summary** The Team Answers combines attendance with participation
- Producing an "Account" Rating
 - Which goes up for each day that you don't get any Aversive or Penalty points
 - And goes down when you're absent
 - But it will go up again as you string together consecutive days attended
- You should realize that absences hurt your Account Rating
- You'll be able to stand some (absences are sometimes unavoidable)
 - But missing more than a week might make it hard to get an 'A' Rating
- Remember, you want to wind up with an Account in which
- Your Season Reward Points are at least 48 times greater than Season Aversive Points
-

Standard Celeration Chart

The Standard Celeration Chart is a blue ink on white background sheet available from Coach (at cost), who believes all Players would benefit from its use but doesn't force anyone to complete it. Like an insurance policy, those who do follow instructions on its use can cash in if they need to.

- Parts**
- Bottom of chart describes who's involved with what
 - Depositor, Agency, Manager, Behavior, Counted, etc.
 - Top of chart sets the day, month and year that the charting covers
 - Up and down lines represent days
 - Middle of chart is what shows
 - Frequency: how many hits (corrects) per minute; how many misses per minute
 - Celeration: trend of hits; trend of misses
-

What to Chart? Daily progress on the toughest Events

- The Basic Keys
- SAFMEDS

Why chart? By charting daily progress on the Standard Celeration Chart
A Player can see

- Whether or not one is learning ("measurement")
- Whether one is headed for success or failure ("prediction")
- So Player can take appropriate action

Added Rewards?

A Player can earn added rewards
If Player chooses to try charting

If Standard Celeration Chart has been

- Kept daily & done appropriately
 - Player is eligible for "SCC Insurance Bonus"
 - Up to 480 additional Season Reward points
 - Can help offset latenesses or absences
 - Apply after finishing your SAFMEDS Event by drawing small square on Folder
-

Study Question Weights for Team Answers, Chapters 1-16

Chapter—>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1 Question Number	1	0	1	1	0	0	1	10	4	1	10	10	1	10	10	4
2	1	0	1	1	0	10	10	10	1	50	10	4	1	10	4	
3	4	0	0	2	1	1	1	1	10	1	10	50	1	0	0	4
4	1	0	1	1	1	1	4	10	1	4	1	4	10	0	0	10
5	1	1	0	2	1	1	1	10	1	1	1	0	2	0	0	10
6	2	1	0	1	1	1	10	0	0	1	0	0	1	1	4	10
7	10	1	1	1	1	1	10	4	0	0	0	0	1	0	1	1
8	3	0	10	1	1	1	10	1	10	1	0	1	2	0	4	1
9	1	0	1	0	1	0	0	0	10	0	0	1	2	1	1	4
10	4	0	1	0	2	0	10	0	0	0	0	4	0	2	10	0
11	10	0	1	0	1	0	0	0	0	0	0	4	0	1	0	1
12	10	0	1	10	4	2	10	0	0	0	0	4	1	0	0	1
13	50	0	1	10	1	2	4	1	1	1	1	1	10	1	0	0
14	1	0	1	10	1	4	4	1	1	0	1	1	4	1	0	1
15	0	0	1	0	1	1	4	4	10	0	4	1	1	4	0	1
16	0	0	0	0	1	1	0	4	4	0	4	0	1	2	0	1
17	0	0	0	0	1	1	0	10	4	0	1	4	1	2	1	1
18	0	1	1	10	1	10	1	10	4	0	0	0	1	1	4	4
19	10	0	1	4	10	2	1	2	4	1	0	1	0	1	0	1
20	0	1	1	4	50	4	2	4	4	0	0	0	0	10	0	1
21	1	1	0	1	1	10	1	1	1	0	0	0	0	1	0	4
22	1	1	1	1	1	10	4	1	0	0	0	0	0	10	1	1
23	0	0	1	1	0	0	0	1	0	0	0	0	0	10	0	1
24	0	1	0	1	0	0	0	0	0	1	0	0	0	10	0	1
25	0	1	0	1	0	0	0	10	0	1	0	0	0	1	0	1
26		0	0	10	1	0	1	10	0	0	0	4	0	10	0	1
27		0	0	4	1	4	0	0	0	0	0	1	0	5	0	1
28		0	0	1	0	0	1	4	0	1	10	4	1	10	0	4
29		1	0	1	1	0		2	0	1	10	1	4	1	0	
30		1	10	1	1	0		0	0	1	10	1	4	0	0	
31		1	1	10	0	0		0	0	1	10	4	4	0	0	
32		1	0	10	2	0		1	1	1		4	10		4	
33		2	0	10	1	0		1	1	1		10	10		4	
34		10	0	4	1	0		4	4	1		10	10		0	
35		1	0	10		0		0	4	1		4	10		4	
36		1	0	10		0		4	1	1		0	10			
37		1	0	1		10		10	0	1			10			
38		1	0	4		10		10	1	1			0			
39		0	0	4		10		10	0	1			1			
40		0	0	1		10		10	0	1			5			
41		0	0	10		1		4	0	1			1			
42		0	0	4		10		4	0				1			
43		1		4		0		4	0				1			
44		0				0			0				1			
45		0				0			0				1			
46		0				1			0				0			
47		0				1			0				4			
48		0							0				0			
49		0							0				1			
50		0							0							
51		0														
52		1														

Continued on next page

Study Question Weights for Team Answers, Chapters 17-32

Chapter—>	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1 Question Number	1	10	1	4	1	1	0	1	1	1	1	1	10	1	10	0
2	1	10	1	4	1	1	0	4	1	10	1	10	10	10	10	1
3	2	10	1	10	1	1	0	1	0	10	1	1	4	10	10	1
4	2	10	1	10	1	1	0	1	1	1	1	1	10	10	1	1
5	0	10	1	1	1	1	4	1	1	10	1	1	4	1	1	1
6	1	0	1	1	4	1	4	1	10	2	1	0	1	0	10	4
7	1	1	1	1	0	1	1	0	1	4	10	1	1	0	1	2
8	4	4	1	1	0	1	0	0	1	1	10	1	1	0	4	2
9	1	4	4	2	0	1	1	0	4	1	1	4	1	0	4	1
10	1	0	4	4	0	1	4	0	1	4	1	4	1	0	10	1
11	4	0	4	1	10	1	4	4	4	4	10	4	4	1	10	1
12	1	0	0	10	10	1	10	1	4	4	10	1	0	1	1	0
13	1	0	0	70	10	1	1	4	4	2	4	0	1	1	2	4
14	1	0	4	0	4	0	0	4	4	1	1	4	1	10	0	1
15	1	0	0	0	10	1	0	4	1	1	1	4	1	1	4	1
16	4	0	4	0	4	4	0	2	0	1	0	4	1	4	1	10
17	1	10	4		10	1	1	2	0	1	0	1	1	1	2	1
18	1		4		4	1	1	1	0	2	0	1	1	1	2	1
19	1		0		1	1	1	1	0	1	0	10	0	0	10	100
20	4		0		1	10	0	1	4	1	0	10	0	1	50	100
21	4		1		1	10	0	1	1	2	0	1	0	1	10	100
22	1		0		1		1	1	0	0	0	1	0	0	10	1
23	0		0		1		1	1	1	0	0	10	0	0	4	4
24	0				0		0	0	0	0	0	4	0	0	4	1
25					1		1	1	0	0		0	1	4	4	
26					0		0	1	0	0		0	1	4		
27					0		0	1	0	0		0	0	1		
28					4		0	1	1	1		4	0	4		
29					4		0	1	0	0		1	0	2		
30					0		0	1	4	0		4	1	1		
31					0		0	0	0	0		0	4	4		
32					10		0	0	0	0		0	0			
33					10			0	0	0		0	4			
34					10			0	0	0		0	1			
35					0			0	0	0		0	8			
36					0			0	4	0		0	4			
37					0				8	0		1				
38					0				4			1				
39					0				8			1				
40									4			1				
41												1				
42												1				
43												1				
44												1				
45												1				
46												4				
47												1				
48												1				
49												4				
50												0				
51												0				
52												0				
53												0				
54												0				