SMG Rules Quiz

1.  Each team begins with $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to invest.

2.  The Stock Market Game pays dividends.  True or False

3.  Transactions entered with a limit price will not be held past the initial posting.  This applies to both the End of Day or Real Time Games.\*  True or False

4.  Trades entered on a Friday at 6:30pm will receive the closing price for Monday (for End of Day Game).  True or False

5.  Mutual funds have ticker symbols like stocks, but they are 5 letters long and end in an X.  True or False

6.  All buy orders must be a minimum of 50 shares.  True or False

7.  A broker's fee of \_\_\_\_\_% is charged for all buy and sell orders.

8.  For a team "going on margin" (borrowing on the equity in your account), a \_\_\_\_\_% fee is charged for money borrowed.

9.  SMG does not permit buying stocks that trade below $\_\_\_\_ per share.

10.  Cash balances (money not yet spent) will be credited at an annual rate of \_\_\_\_%.

11.  Teams can only enter trades between 9:00AM and 4:00PM Eastern Standard Time. True or False

12.  A team will not be listed in regional rankings until their first transaction is entered successfully.  True or False

13.  If a team sells 200 shares of their Intel stock at $32 per share, they will be charged a broker's fee of $\_\_\_\_ for the transaction.

14.  Teams must liquidate their portfolios at the end of the Game (liquidate means selling their stock to convert it back into cash). True or False

15. Teams can only trade common and preferred stock on the New York Stock Exchange, Nasdaq Stock Market, and the American Stock Exchange.  True or False.

16.  Interest earned (and/or owed) is posted to the portfolio daily. True or False.