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SET® COMPETITIONS

SET can be enjoyed by players of all ages and skill levels while exercising players' minds at the same time. SET competitions provide gamers, students and families the opportunity to compete in a fun environment while being introduced to a store or educational program. Once you have settled on a date for your SET competition, use your social media network and invite local media such as newspapers, television and radio stations to spread the word about the competition. Post flyers at school or in your store and email or mail flyers to students or customers. Send the details of your competition to setgame@setgame.com and we'll post it on our webpage at www.setgame.com/events and share on our social media pages.

In the back of this guide you will find useful resources for your competition including registration cards, game schedules, SET instruction handouts, photo release forms and a competition poster.

FACILITIES AND SUPPLIES NEEDED

- One registration table
- Space tables should be far enough apart to allow people to easily walk between them.
- Tables card tables are a good size for 3 contestants and one judge.
- Table cloths plain color on each table (patterns distract from the players' visual perception). If the table top is a solid color, then no cloth is needed.
- One SET card game per table
- Other considerations:
 - Lighting should be good with little or no glare.
 - There should be little or no wind in the competition area.
 - If you don't have enough tables to have all games in a round played simultaneously establish a waiting area for players who are waiting for their next game.
 - Rope or block off playing area, so spectators can see but not interfere with game play.

STAFFING

There are two different SET competition formats:

Open-house format: requires

- 1 coordinator
- Players self-judge

Traditional format: requires

- 1 coordinator
- 1 judge per table

The competition coordinator assigns numbers to each player, hands out entry cards, records scores following each round, and determines who advances to the championship round.

DIVISIONS

If you have a lot people attending your SET competition we recommend splitting the competition into separate divisions. For example, one division for children and another for adults; or, you could create age divisions like the example below:

Division A: up to 10 years old
Division B: 11-20 years old
Division D: Over 55 years old

ENTRY CARDS

Each player should receive an entry card with a player number and enough lines for the judges to enter his or her score at the end of each round. Players should keep their entry cards with them throughout the competition and judges should fill in scores at the end of each game. For a smaller competition, the coordinator may wish to keep the entry cards. You'll find a sheet of 9 entry cards you can photocopy and use for your competition on page 6 of this packet.

COMPETITION PLAY

- Players: 2 5 participants per table (preferably 3 players per table)
- Duration: about 20 minutes per round
- Rounds: 3 or 4 preliminaries and 1 final round

At the end of each round, the judge will mark each player's score on the card and give the cards back to the players to be taken to the Competition Coordinator who will record the score, return the card and inform the player of the table number for his/her next game.

Beginning on page 4 of this Competition Guide you can find examples of game schedules.

PRIZE SUGGESTIONS

- Goods / services donated by local retailers
- Games / discounts at your store
- SET T-shirts

PREGAME

Each table should have a shuffled deck of 81 SET cards, a pad of paper and a writing utensil.

Once all players are present at the table, the judge should give the following instructions:

"I will lay out 12 cards in a 3 by 4 rectangle (do this to verify that all players can see the cards). When you see a *SET* call "*SET*" and point to your *SET* on the table. Do not remove the cards. If your *SET* is confirmed I will remove the cards and hand them to you. If your cards do not form a *SET*, I will mark one point against you, and the cards will remain where they are. If two or more people call "*SET*", they will be allowed to play in the order in which they were heard." Ask the players if there are any questions, pick up the cards on the table and shuffle them back into the deck.

GAME

You are now ready to begin competition play. Deal 12 cards in a 3 by 4 rectangle and listen for a contestant to call "SET". If there appears to be no SET on the table (or a reasonable length of time has passed since the cards were first dealt) add 3 cards to those on the table. If there is a problem finding a SET from the 15 cards on the table, remove 6 cards and

place them back into the deck, replacing them with 3 new cards (so there are 12 on the table). As players call "SET", verify each SET, remove the cards from the table and hand them to the player who called "SET".

If multiple players call "SET", remove the SET of the first player who called, then ask the second player his or her SET is still on the table. Proceed to the third player (if necessary) before replacing the cards and resuming play. No points are subtracted for a "no" answer by the second or third player if the cards in their SET were removed by the first or second player.

Once the entire deck has been dealt, and all *SETs* have been claimed, count each player's *SETs*, and subtract any points noted against each player. At the completion of the game instruct each player to go to the registration table to have their score recorded and be assigned to their next game.

COMPETITION RULES

- Each contestant plays 3 or 4 games (it is up to the competition organizer how many preliminary rounds there will be), each against different opponents throughout the divisions.
- 2. Games will be played according to the SET rules published by Set Enterprises, Inc.
- 3. At the end of each game, the judge writes the scores on the players' entry cards.
- 4. Entry cards are turned into the Competition Coordinator at the end of the preliminary rounds.
- If there were divisions, the entry cards are separated into divisions and the player with the highest score in each division is named that division's champion.
- 6. All division champions advance to the final round. If there are not divisions, the top 5 players advance to the final round. If a tie occurs, tie breaker games are played until a definitive Competition Champion is decided.

GAME SCHEDULES

These game schedules are intended for use for 9, 12, 15, 18, 21, 24, 27, 30, 33 and 36 players. If you need assistance creating a game schedule for your competition, please feel free to contact us and we will be happy to assist you.

Each player in the competition will retain his/her player number, for example '1', for the entirety of the competition. For large competitions you'll need to divide the number of tables needed by the number of tables available to you and conduct several rotations during each round so all players are able to compete.

9 Players	Ro	ound	1	Ro	und 2	2	Ro	und 3	3
Table 1	1	2	3	1	7	4	5	1	9
Table 2	4	5	6	2	8	5	4	8	3
Table 3	7	8	9	3	9	6	2	6	7

12 Players	Ro	ounc	1 1	Ro	ound	2	Ro	und	3	Ro	und -	4
Table 1	1	5	9	3	10	1	5	12	2	5	2	3
Table 2	2	6	10	4	9	2	6	11	1	8	1	7
Table 3	3	7	11	5	8	11	7	10	4	9	12	10
Table 4	4	8	12	6	7	12	8	9	3	6	11	4

15 Players	Ro	und	1	Rou	ınd 2		Rou	ınd 3		Rou	ınd -	4
Table 1	1	6	11	1	2	3	15	4	8	13	4	7
Table 2	2	7	12	4	5	6	2	5	9	14	2	10
Table 3	3	8	13	7	8	9	3	7	11	15	3	11
Table 4	4	9	14	10	11	12	6	10	13	1	5	8
Table 5	5	10	15	13	14	15	12	14	1	6	9	12

18 Players	Ro	ound	1	Rou	ınd 2		Rou	ınd	3	Rou	ınd 4	
Table 1	1	7	13	1	2	3	18	1	4	15	16	1
Table 2	2	8	14	4	5	6	17	2	5	14	17	7
Table 3	3	9	15	7	8	9	16	3	6	13	18	11
Table 4	4	10	16	10	11	12	15	7	10	3	5	12
Table 5	5	11	17	13	14	15	14	9	11	9	6	2
Table 6	6	12	18	16	17	18	13	8	12	8	10	4

21 Players	Ro	ound	1	Rou	ınd 2		Rou	ınd 3		Rou	ınd 4	
Table 1	1	8	15	1	2	3	2	4	8	11	14	6
Table 2	2	9	16	4	5	6	3	6	9	12	21	2
Table 3	3	10	17	7	8	9	5	10	15	16	15	7
Table 4	4	11	18	10	11	12	7	1	18	17	13	4
Table 5	5	12	19	13	14	15	11	13	21	18	10	3
Table 6	6	13	20	16	17	18	16	17	20	19	9	1
Table 7	7	14	21	19	20	21	14	16	19	20	8	5

24 Players	Ro	ound	1	Rou	nd 2		Rou	ınd 3		Rou	ınd 4	
Table 1	1	9	17	1	2	3	16	6	20	19	7	13
Table 2	2	10	18	4	5	6	17	19	21	20	8	11
Table 3	3	11	19	7	8	9	18	7	22	21	9	12
Table 4	4	12	20	10	11	12	1	8	23	22	10	5
Table 5	5	13	21	13	14	15	2	9	24	1	15	6
Table 6	6	14	22	16	17	18	3	10	13	2	16	23
Table 7	7	15	23	19	20	21	4	11	14	3	17	14
Table 8	8	16	24	22	23	24	5	12	15	4	18	24
						,				,		

27 Players	Ro	ound	1	Rou	nd 2		Rou	ınd 3		Ro	und 4	
Table 1	1	10	19	1	2	3	7	15	22	7	14	21
Table 2	2	11	20	4	5	6	8	16	23	8	15	22
Table 3	3	12	21	7	8	9	9	17	24	9	16	23
Table 4	4	13	22	10	11	12	1	18	25	1	17	24
Table 5	5	14	23	13	14	15	2	10	26	2	18	25
Table 6	6	15	24	16	17	18	3	11	27	3	10	26
Table 7	7	16	25	19	20	21	4	12	19	4	11	19
Table 8	8	17	26	22	23	24	5	13	20	5	12	27
Table 9	9	18	27	25	26	27	6	14	21	6	13	26

30 Players	Rou	ınd 1		Rοι	ınd 2		Rou	ınd 3		Rou	ınd 4	
Table 1	1	11	21	1	2	3	8	17	24	5	12	24
Table 2	2	12	22	4	5	6	9	18	25	6	13	25
Table 3	3	13	23	7	8	9	10	19	26	7	14	26
Table 4	4	14	24	10	11	12	1	20	27	8	15	27
Table 5	5	15	25	13	14	15	2	11	28	9	16	28
Table 6	6	16	26	16	17	18	3	12	29	10	17	29
Table 7	7	17	27	19	20	21	4	13	30	1	18	30
Table 8	8	18	28	22	23	24	5	14	21	2	19	21
Table 9	9	19	29	25	26	27	6	15	22	3	20	22
Table 10	10	20	30	28	29	30	7	16	23	4	11	23

33 Players	Rou	ınd 1		Rou	ınd 2		Rou	ınd 3		Rou	ınd 4	
Table 1	1	12	23	1	2	3	9	19	26	6	15	29
Table 2	2	13	24	4	5	6	10	20	27	7	16	30
Table 3	3	14	25	7	8	9	11	21	28	8	17	31
Table 4	4	15	26	10	11	12	1	22	29	9	18	32
Table 5	5	16	27	13	14	15	2	12	30	10	19	33
Table 6	6	17	28	16	17	18	3	13	31	11	20	23
Table 7	7	18	29	19	20	21	4	14	32	1	21	24
Table 8	8	19	30	22	23	24	5	15	33	2	22	25
Table 9	თ	20	31	25	26	27	6	16	23	3	12	26
Table 10	10	21	32	28	29	30	7	17	24	4	13	27
Table 11	11	22	33	31	32	33	8	18	25	5	14	28

36 Players	Rou	ınd 1		Rou	ınd 2		Rou	ınd 3		Rou	ınd 4	
Table 1	1	13	25	1	2	3	10	21	30	7	16	33
Table 2	2	14	26	4	5	6	11	22	31	8	17	34
Table 3	3	15	27	7	8	9	12	23	32	9	18	35
Table 4	4	16	28	10	11	12	1	24	33	10	19	36
Table 5	5	17	29	13	14	15	2	13	34	11	20	25
Table 6	6	18	30	16	17	18	3	14	35	12	21	26
Table 7	7	19	31	19	20	21	4	15	36	1	22	27
Table 8	8	20	32	22	23	24	5	16	25	2	23	28
Table 9	9	21	33	25	26	27	6	17	26	3	24	29
Table 10	10	22	34	28	29	30	7	18	27	4	13	30
Table 11	11	23	35	31	32	33	8	19	28	5	14	31
Table 12	12	24	36	34	35	36	9	20	29	6	15	32

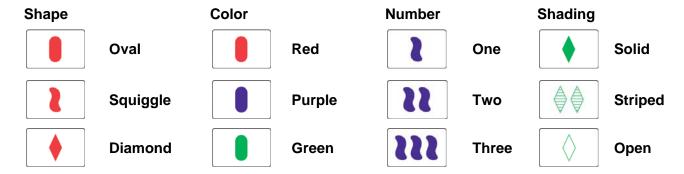
Entry Cards

Player No:	Division A B C I	D Player No:	Division A B C D	Player No:	Division A B C
Name:		Name:		Name:	
Address:		Address:		Address:	
City, St, Zip:		City, St, Zip:		City, St, Zip:	
Phone:		Phone:		Phone:	
Email:		Email:		Email:	
Competition	Championship	Competition	Championship	Competition	Championship
Game 1 Score:	Game 1 Score:	Game 1 Score:	Game 1 Score:	Game 1 Score:	Game 1 Score:
Game 2 Score:	Tie Breaker:	Game 2 Score:	Tie Breaker:	Game 2 Score:	Tie Breaker:
Game 3 Score:		Game 3 Score:		Game 3 Score:	
Game 4 Score:		Game 4 Score:		Game 4 Score:	
Total Score: Player No:	Total Score: Rank: Division A B C I		Total Score: Rank: Division A B C D	Player No:	Total Score: Rank: Division A B C
Player No: Name: Address: City, St, Zip:	Rank:	Player No: Name: Address: City, St, Zip:	Rank:	Player No: Name: Address: City, St, Zip:	Rank:
Total Score:	Rank:	Player No: Name: Address:	Rank:	Player No: Name: Address:	Rank:
Player No: Name: Address: City, St, Zip: Phone: Email:	Rank:	Player No: Name: Address: City, St, Zip: Phone:	Rank:	Player No: Name: Address: City, St, Zip: Phone:	Rank:
Player No: Name: Address: City, St, Zip: Phone:	Rank:Division A B C I	Player No: Name: Address: City, St, Zip: Phone: Email:	Rank:Division A B C D	Player No: Name: Address: City, St, Zip: Phone: Email:	Rank:Division A B C
Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: _Division A B C I Championship	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: Division A B C D Championship	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: Division A B C Championship
Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score: Game 3 Score:	Rank: Division A B C I Championship Game 1 Score:	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score: Game 3 Score:	Rank: Division A B C D Championship Game 1 Score:	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score: Game 3 Score:	Rank: Division A B C Championship Game 1 Score:
Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: Division A B C I Championship Game 1 Score:	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: Division A B C D Championship Game 1 Score:	Player No: Name: Address: City, St, Zip: Phone: Email: Competition Game 1 Score: Game 2 Score:	Rank: Division A B C Championship Game 1 Score:

Player No: Name: Address: City, St, Zip: Phone: Email:	Division A B C [Player No: Name: Address: City, St, Zip: Phone: Email:	Division A B C D	Player No: Name: Address: City, St, Zip: Phone: Email:	Division A B C D
Competition	Championship	Competition	Championship	Competition	Championship
Game 1 Score: Game 2 Score: Game 3 Score: Game 4 Score:	Game 1 Score: Tie Breaker:	Game 1 Score: Game 2 Score: Game 3 Score: Game 4 Score:	Game 1 Score: Tie Breaker:	Game 1 Score: Game 2 Score: Game 3 Score: Game 4 Score:	Game 1 Score: Tie Breaker:
Total Score:	Total Score: Rank:	Total Score:	Total Score: Rank:	Total Score:	Total Score: Rank:

Instructions for SET

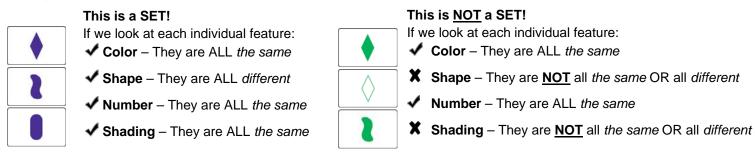
This is a quick introduction to the exciting card game SET. Each card in this deck has 4 features:



The object of the game is to find the most *SETs*. To find a *SET*, lay 12 cards face up on the table and look for 3 cards that are either all the same or all different in **each individual** feature. Each feature must be looked at individually. In other words, on each of the 3 cards:

- the color must be ALL the same OR ALL different, and
- the **shape** must be ALL the same OR ALL different, and
- the **number** must be ALL the same OR ALL different, and
- the **shading** must be ALL the same OR ALL different.

Example:



A QUICK CHECK - Is it a SET?

If 2 cards are the same and 1 card is different in any feature, then it is not a *SET*. For example, if 2 are red and 1 is purple then it is not a *SET*. A *SET* must be either ALL *the same* OR ALL *different* in each individual feature.

THE PLAY

The dealer shuffles the cards and lays 12 face up on the table (in a rectangle) so that they can be seen by all. There are no turns, the first player to call "SET" gets control of the board. After he/she has called "SET", no other player can pick up cards until that player has finished. The SET must be picked up within a few seconds after calling it. Each SET is checked by the other players. If correct, the SET is kept by the player for one point and the dealer replaces the 3 cards with 3 from the deck. If a player calls "SET" and does not have one, or if the SET is incorrect, he/she loses one point, and the 3 cards are returned to the table.

The play continues until the deck is depleted. At the end of the game there may be cards remaining that do not form a *SET*. The number of *SETs* held by each player is then counted. One point is given for each *SET*. High score wins.

Media Release Form – for Minors

Date:
I hereby represent that I am the parent or guardian of the child listed below and hereby give and Set Enterprises, Inc. permission to use video and/or still pictures taken of the child at the SET competition held on I authorize the use and reproduction of them by and/or Set Enterprises, Inc., or anyone authorized by Set Enterprises, Inc. All photos, video and/or sound clips can be used for any purpose and/or Set Enterprises, Inc. deems necessary, without compensation to me or the child listed below.
Child's Name:
Address:
Parent's or Guardian's Name:
Parent's or Guardian's Signature:
Telephone:
Email:
Media Release Form
Date:
I hereby give and Set Enterprises, Inc. permission to use video and/or still pictures taken of me at the SET Competition being held on I authorize the use and reproduction of them by and Set Enterprises, Inc., or anyone authorized by Set Enterprises, Inc. All photos, video and/or sound clips can be used for any purpose and/or Set Enterprises, Inc. deems necessary, without compensation to me.
Name:
Address:
Telephone:
Email:
Signature:

