



God is Good Gamez

EZ Track *Our* Points Guide

1. Introduction.

There is a deep hunger in our world for ***tangible, creative and interaccional fun***. There is also a desire for a ***kind and consistent rewards system*** to provide motivation for all participants. This Creativity and Consistency provide an opportunity for life transforming growth through games.

www.GoodGoodGamez.com Feeding Into www.GodisGoodGamez.com

My name is Luke Grover. **I love games** because they **build trust** in any kind of community. Every day I am encouraged while interacting with people using the Gift of Games. Camaraderie can deliver value to all players *beyond* merely winning. Results from games played can be tracked on *either site*. For those worried about “God labels” **Good Good Gamez** still gives respectful benefits.

2. “The **best ideas = The simplest ideas**” Play Games; Track Points; Earn Rewards.

A: Play Games Whenever you play a game or series of games with **2 +** players (Age 5+) track your scores and submit using options below. Create your own games also.

- 1) Board Games and Card Games: Using video conferencing **is** allowed.
- 2) Team games/sports: Each winning team member ~ **2** position points. Each losing team member ~ **1** position point. If series of games in same day, total results averaged.
- 3) Create your own games. Be clear, simple, consistent, fair and fun!
- 4) Invite all age 5+ to play. Encourage but never force.

B: Keep accurate scores & track at www.GodisGoodGamez.com. (EZ track *our* points)

- 1) Keeping accurate scores builds trust and excitement:
 - a) A minimum of **one** player signature **plus** scorekeeper’s signature is best for **each** score sheet with results to count towards standings and possible year end rewards. A few details about how players know each other helps also.
 - b) If no players are able to the sign the score sheet, one non player can verify score accuracy, sign and print name on the score sheet.
 - c) **Two** pieces of contact information for the scorekeeper are required so we can verify accuracy, distribute potential rewards and resolve questions.
 - d) Video games: (2+ Players) Submit screen prints of results as long as player ‘screen names’ in the game are identified.

- e) We will strive to retain paper and digital copies of all submissions. Resolution of a dispute that cannot be reached with documentation will use common sense and reason to estimate points in as fair a manner as possible.
- 2) Submit **picture** or **screen print** of signed score sheet via;
- a) Mail: God is Good Gamez, 12530 74th Ave N, Maple Grove, MN 55369.
 - b) Email: **Info@GodisGoodGamez.com**
 - c) Website: **www.GodisGoodGamez.com (EZ track our points)**
 - d) All score sheets and screen prints (mostly video games) of results are *reviewed by us* before adding position points and 1% bonus to standings.
 - 1)) Position Points + 1% bonus points X quarterly multiplier are listed in Standings @ www.GodisGoodGamez.com and www.GoodGoodGamez.com.
 - 2)) Screen prints of a digital word processing score sheet can be used provided they are accompanied by a picture of a statement signed by **one** player approving that digital score sheet.
 - 3)) For games using Skype or video conferencing forward email from at least **one** player validating scores or submit screen print of the email.
- 3) Use your Score Sheet to *best* transmit your game results to the standings page:
- a) *More* detail is better: Legibly record: How players know each other; Details of the games played and the results. Review all notes on score sheet for accuracy.
 - b) Minimum of **2** Players. (may include scorekeeper)
 - c) Date and Name of Game(s) played:
 - d) Show the individual order finish for every game. Team sports: Each winning team member gets double the position points of losing team member.
 - e) First Name, Last Initial, City and State of every player. (Age 5+)
 - f) Full Name, City and State and **2 ways** to contact scorekeeper.
 - g) Total points per game per player by category of game, plus the following:
 - 1)) "Good Sport Game" is a great tiebreaker for the entire game gathering. Points given by scorekeeper must be documented *separately* for each player. (See Updates/Gamez Ideas/ Good Sport Game)
 - 2)) "Stillness Game Points" List movements by L/M/S for each player on score sheet, **submit then delete**. (Updates/Gamez Ideas/ Stillness Game)
 - h) A minimum of **one** player's signature **plus** scorekeeper's signature per score sheet is easiest way to authenticate players. Any common sense verifications to prevent fraud can be used as well.
 - i) If there is not **one** player able to the sign the score sheet, non players can verify score accuracy, sign and print name(s) to authenticate the score.
 - j) Scorekeeper must submit results of any game by the **15th day off the following month** in order for results to count and maintain current contact information with us to aid in rewards distribution if needed.
- 4) Screen Print(s) requirements for **video games** so results are added to standings:
- a) Minimum of **2** Players. (Includes scorekeeper)
 - b) Date of Video Game(s) played:
 - c) Name of Video Game(s) played:
 - d) First Name, Last Initial, City and State of every player. (Age 5+)
 - e) Screen Name (Shown in video game result) of each player If different from player name.

- f) Full Name, City and State and **2 ways** to contact scorekeeper. (Submitter)
- g) Total points per game per player:
- h) Screen Print of digital communication from each player (text, email or message) stating they approve the results of each video game played.
- j) Scorekeeper must submit results of any game by the **15th day of the next month** in order for results to count and maintain current contact information with us to aid in rewards distribution if needed.

Starting July 1st, 2020, all players (Age 5+) receive **Position Points** and **1% Points Bonus** for **(1)** game or series of games submitted by scorekeepers to www.GodisGoodGamez.com per day.

C: Year End Rewards are based on Position Points + 1% bonus X Quarterly Multiplier

1) Position Points are calculated by US based on submitted picture/screen shot of in-game point totals. Game points *never* count as Position points.

- a) 4-10 Players: **1** position point per finishing position.
- b) 10-20 Players: **.5** (1/2) a position point per finishing position.
- c) 20+ Players: **.25** (1/4) a position point per finishing position.

Examples: A player finishing **5th** in game(s) with **9** players receives **5** position points. A player finishing **5th** in a game(s) with **16** players receives **6** position points. A player finishing **5th** in a game(s) with **26** players receives **5.5** position points. **We** calculate position points based on submitted scores.

2) 1% bonus Applies to average points submitted per game per player per day. The 1% bonus may seem insignificant but it works well to break ties and motivate best effort regardless of finishing position.

- a) Games using a method to determine finishing position **other** than points:
 - 1)) Games with play currency/chips: Each unit equals 1 point.
Examples: (Monopoly: 1 point per \$)(Tripoly: 1 point per unit of chip)
 - 2)) Games using cards or tokens: Each unit = 1 point.
Example: (Apples to Apples: 1 Green card = 1 point)
 - 3)) Team sports: Team total score counts for each team member.
Remember “Good Sport” and “Stillness game” points are assigned by scorekeeper on score sheet separately and receive 1% bonus as well.
 - 4)) Miscellaneous: Submit description or photo of the unit used for scoring and the total each player received per game and the 1% bonus will be applied.
- b) Games where most players finish with ‘points per game’ less than (>) **30**.
 - 1)) One game: Total points (> 30) will be prorated to (< 30) for 1% bonus
 - 2)) Multiple games: Total prorated points divided by total games gets 1%.
- c) Games where most players finish with ‘points per game’ from **30** to **300**.
 - 1)) One game: Total points (30 < > 300) receives 1% bonus.
 - 2)) Multiple games: Total points divided by total games gets 1% bonus
- d) Games where most players finish with ‘points per game’ more than (<) **300**. (Includes Video Games)
 - 1)) One game: Points (< 300) will be prorated to (> 300) for 1% bonus
 - 2)) Multiple games: Total prorated points divided by total games gets 1%.

3) Multiplication of points per quarter To encourage participation *any time* in the calendar year approved points are multiplied as follows *by us* & reflected in standings.

- a) Q1: January thru March: Points earned at face value assigned.
- b) Q2: April thru June: Points multiplied **2X** face value assigned.
- c) Q3: July thru September: Points multiplied **3X** face value assigned.
- d) Q4: October thru December: Points multiplied **4X** face value assigned.

All results must be submitted by the **15th day** of the following month in order to be counted.
(For full points system see www.GodisGoodGamez.com)(Inquiries Info@GodisGoodGamez.com)

4) Earn Rewards and or trophies: At calendar year end Good Good Gamez (GGG) players qualify for rewards as follows:

- a) Top Ten players receive trophies and rewards.
- b) Two players drawn out of the highest third of non 'top ten', receive a reward.
- c) Two players drawn out of the middle third of non 'top ten', receive a reward.
- d) Two players drawn out of the bottom third of non 'top ten' receive a reward.
- e) If we cannot contact those qualifying for rewards, we will use an alternate.
(Scorekeepers keeping contact info for their players *aids* in reward distribution.)
- f) Use info@GodisGoodGamez.com for any inquiries regarding discrepancies and questions. Providing **2 ways** to be contacted will expedite the process.

5) Why use the same rewards structure for all players? (Age 5+)

- a) Kids love surpassing the adults they respect and will naturally follow their lead. "Silly parents, Games aren't just for kids!"
- b) The biggest benefit of trust is the feeling that "We are all in this together, pulling in the same direction".
- c) Games played with multiple generations build communication and cooperation.

3. Scorekeepers, Influencers and Hosts: Players can be one, two or all three.

A: Scorekeepers are way more than just 'accountants'

- 1) A memorable scorekeeper is part actor, showman and salesman. Smile.... Nod....laugh.....celebrate every little success.
- 2) Start at the time you promised but include late comers if possible. Timed challenges work best as long as the challenge is consistent. As people arrive you simply say "You wanna take a turn?"
- 3) For game nights centered around certain kinds of games, keep players posted on results throughout the night with enthusiastic and positive language.
- 4) Be fair and consistent, players will test your resolve. Stay the course with **calm firmness**. Emphasize "Good Sport Game" often and use the "Stillness Game" for any important announcements.
- 5) Use in-game points for everything as long as the opportunity to gain is equal and you can keep track of the points. Remember points given by a scorekeeper during a

game gathering are **not** Position Points. We assign Position Points based on the tabulation of the results of all games as submitted on the scoresheet.

- a) Use score sheet for **all** notes about players and in-game points. Don't trust your memory.
 - b) We manually take points from the score sheet picture sent, assign Position Points, 1% bonus, Multipliers and update standings on **www.GoodGoodGamez.com** AND **www.GoodGoodGamez.com**.
- 6) Submit picture of score sheet/screen print as soon as possible so you don't forget.
- a) Deadline for results of game submission is the **15th day** of the next month.
 - b) Appeals to track points beyond previous month can be submitted for consideration by email only (**Info@GodisGoodGamez.com**) with explanation and documentation.
 - c) **Writing everything down** on your score sheet creates trust and helps you remember names.

B: Influencers are much more than those who "Like" things on social media.

- 1) Influence by joining a game hosted by others:
 - a) Be a leader by showing you can follow.
 - b) Build community in your area that crosses all lines of division.
 - c) Help keep score if host requests or agrees.
 - d) Serve by helping make the time enthusiastic and fun.
- 2) Influence by Inviting:
 - a) Invite players to your game or others' games by any means.
 - 1)) Receive **1 position point** for every player marked on score sheet as being invited by you for that game. (**Remember position points are of greater value than 'in-game' points.**)
 - 2)) Inviting influencer must tell the scorekeeper which players they invited to that game.
 - 3)) Each invited player must acknowledge they were invited.
 - b) Invite anyone you know to visit **www.GoodGoodGamez.com** by any electronic means.
 - 1)) Receive **1 position point** for every screen print submitted to **Info@GoodGoodGamez.com** as evidence of referral including 'likes'.
 - 2)) Screen print must include:
Influencer name: Name of person invited: Date of invitation.
 - 3)) Maximum electronic invites per day per influencer equals **10**.
 - c) Invite anyone you know to visit **www.GoodGoodGamez.com** using Good Good Gamez Bumper Stickers, Posters and Yard Signs (When Available).
 - 1)) Receive **20 position points** per emailed picture of unique placement of bumper sticker, poster or yard sign.
 - 2)) Picture must include unique identification of placement: (**Example** Include license plate of the car, bulletin board or the house whose yard the sign is placed in the picture)
 - d) Invite anyone to visit **www.GoodGoodGamez.com** in any free publications promoting family and community fun.

- 1)) Receive **50 position points** per pictured invitation/promotion:
- 2)) Picture must include the name and date of the publication.
- 3) Influence by sharing the fun with your circle of influence.
 - a) **Do not** post videos or pictures of any persons involved in your games without **written permission** from them. (Safest; use *typed* communication only of the fun of the games)
 - b) We are *not responsible* for any actions taken by any players, scorekeepers, influencers in any places or mediums of communication.
 - c) Influencers who share about www.GoodGoodGamez.com do not *represent* us in any way.
 - d) “People never want to be first or last at anything”. Genuine sharing about the benefits of playing games makes it safe for others to do the same.
- 4) Influence as many as you want by starting your own “party” business using games for maximum fun.
 - a) No ‘franchise’ costs because all benefits of www.GoodGoodGamez.com are driven by our loyalty and business partners.
 - b) Business partners can promote themselves through our websites.
 - c) You benefit by plugging in all your players to *our* tracking and rewards system.
 - d) You benefit because no-one is telling you how to run your business.

C: Hosts set the atmosphere that makes players feel special and invited.

- 1) Good hosts enjoy creating a welcoming atmosphere.
 - a) Coordinate refreshments if you enjoy that. A “Pot luck” mentality limits costs.
 - b) Have supplies available that may be needed for the game being played.
 - c) Be alert to maintain safety for all in your home.
 - 1)) The benefit of games hosted in homes and places of private responsibility is minimization of risk and maintaining safety.
 - 2)) As with any private activities the host *alone* is responsible for any actions on their property or under their control.
 - 3)) Use the “Rule of Four” as an optional resource to enhance safety for all who enter your home for games. (See “Updates/Resources” on website)
- 2) Immediate family of host may receive **5 Position Points** per game gathering hosted.
 - a) Immediate family (Age 5+) must be living at the same address as the host.
 - b) Number of Non-Family players must *equal* family players to get the bonus.
 - c) On score sheet by player write “Host Family” and we will add the points.
 - d) **Do not** add “Host Family” Position Points to in-game points on score sheet.

4. Conclusion Consistency (not perfection) in a points and rewards system communicates trustworthiness and maximum motivation. Consider Good Good Gamez as your primary referral with *new* acquaintances. Once you know people better, recommend the site that best meets them where they are. Please allow 7 days for our response and resolution of any communicated issues.