

SPONTANEOUS EVENTS

All students who have registered for CPEP Day can participate in the spontaneous events.



Spontaneous events were designed to provide added opportunities for CPEP students to engage in challenges that will continue to foster creativity and the spirit of innovation.

- **Chess** (registration is held during the morning of CPEP Day)
- **Brain Teasers**—Science, Math and Technology
- **Rubik's Cube**
- **Mancala**
- **Knowledge Bowl** is CPEP's new spontaneous challenge for all CPEP high school and middle school participants. CPEP students will be challenged to correctly answer a series of questions based on CPEP's Core curriculum. The respective high school and middle school student with the highest score will win a trophy. See your CPEP teacher for contest specifics.



Mancala:

The African Stone Game of Counting and Strategy - Many historians believe that Mancala is the oldest game in the world. One form of Mancala is played in nearly every African country. The word "Mancala" means to transfer in Arabic.

Contents:

- 1 Mancala Board
- 48 Stones
- 1 Storage Bag

Set Up

The board is placed between the two players with the long sides facing them. The six cups nearest each player belong to him or her and their larger scoring cups or mancala is to the right. Four gemstones are placed in each of the 12 cups.

Object

Each player attempts to collect as many pebbles as possible before one of the players clears his or her side of pebbles.

Play

Players alternate turns. In his or her turn each player picks up all the pebbles from one cup on his or her side of the board and places them one by one in the cups around the board in a counter-clockwise direction, including his mancala, but not in the opponent's mancala. If the last pebble is placed in the player's own mancala, that player goes again. If the last pebble is placed in an empty cup on the player's own side, he or she may take all the gemstones from the opponent's cup directly opposite that cup. All the pebbles captured including the capturing pebble are placed in the player's own mancala.



To Win

The game is over when a player has no more pebbles in any of the cups on his/her side. The remaining player then takes all the pebbles left on his/her side and places them into his/her mancala. The winner is the player with the most pebbles in his/her mancala.