Trading Ledgers for Importers

Keep track of your country's imports for each round. At the end of the round, tally the cost of your total imports. Then work with your exporters to calculate your balance of trade. Finally, on the right side of the page, calculate how many points your country earned.

Round 1 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		×		=	
		×		=	
		×		=	
		×		=	
		×		=	
		Cos	t of Total l	mports	
Balance of Trade (exports minus imports)					

Round 2 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		×		=	
		×		=	
		×		=	
		×		=	
		×		=	
Cost of Total Imports					
Balance of Trade (exports minus imports)					

Round 3 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		×		=	
		×		=	
		×		=	
		×		=	
		×		=	
	,	Cos	st of Total I	mports	
Balance of Trade (exports minus imports)					

Round 4 Ledger

Import	Units Bought	Times	Cost per Unit	Equals	Total Cost
		×		II	
		×		=	
		×		=	
		×		=	
		×		=	
Cost of Total Imports					
Balance of Trade (exports minus imports)					

Points Earned

Round 1

-5 points for trade deficit:	
5 points for acquiring first principal import:	
5 points for acquiring second principal import:	
1 point for each additional 10 units imported:	
Total points for Round 1:	

Round 2

Total points for the game:	
Total points for Round 2:	
1 point for each additional 10 units imported:	
5 points for acquiring second principal import:	
5 points for acquiring first principal import:	
-5 points for trade deficit:	

Round 3

Total points for the game:	
Total points for Round 3:	
1 point for each additional 10 units imported:	
5 points for acquiring second principal import:	
5 points for acquiring first principal import:	
−5 points for trade deficit:	

Round 4

–5 points for trade deficit:	
5 points for acquiring first principal import:	
5 points for acquiring second principal import:	
1 point for each additional 10 units imported:	
Total points for Round 4:	
Total points for the game:	