

PROPAGANDA Tournament Rules 2016 - 2017

[AGLOA PROPAGANDA playing forms are available on the agloa.org website.]

- PT1** All AGLOA competitors are expected to preserve the integrity of the competition by conducting themselves in a fair and ethical manner. In cases of unfair play, unsportsmanlike conduct, or clear violations of tournament rules, the Penalties Policy in the AGLOA National Tournament Administration Manual should be consulted.
- PT2** *Propaganda: The Definitive Guide* will be used to determine all definitions.
- PT3** Players will be seated in three-player groupings. A four-player grouping will be used only when a threesome cannot be formed.
- PT4** Nine examples will be read in each round in each division.
- PT5** The central reader will read each example twice with a slight pause in between. Players may NOT begin to circle their answers until AFTER the reader has completed the second reading of the example.
- PT6** In Junior and Senior Divisions only, some of the examples will be visual, taken from magazines, newspapers, or other print material. On the visuals, some words will usually appear. The central reader will read only the words from the visual that should be considered in trying to determine the technique being used. **Also in Junior and Senior Divisions, some examples, visual or oral, may contain more than one technique from the section being played. In that case, the example will count for two answers, which may be put in either order. Further, in Junior and Senior Divisions, the Non Sequitur technique of Section E is expanded to include recognizing four forms of reasoning as listed and explained in *Propaganda: The Definitive Guide*.**
- PT7** Players must use a non-erasable pen to mark answers and BOLD or CAUTIOUS. Players may not change an answer or BOLD/CAUTIOUS once it has been marked. An erasure or scratch out of an answer makes the answer automatically wrong. An erasure or scratch out of BOLD/CAUTIOUS will be treated as not marking either one. See rule **PT10** below.
- PT8** From the end of the second reading, players have thirty (30) seconds to make their decisions. The reader should give a ten-second warning before telling players to exchange answer sheets and announcing the answer. The penalty for failing to make a decision within the time limit is minus two (-2) points, and that player will not be allowed to offer an answer for that example.
- PT9** After all players have answered and revealed, the reader states the panel's answer and players check each other's Answer Sheets to determine each player's score.
- PT10** After hearing the example, each player writes her/his answer in one of two columns:
- | | | | |
|------------------------------------|-------|--------------|----------------|
| BOLD Answer | earns | Correct = +4 | Incorrect = -2 |
| CAUTIOUS Answer | earns | Correct = +2 | Incorrect = 0 |
| Failure to circle BOLD or CAUTIOUS | | Correct = +2 | Incorrect = -2 |
- If a player is not at the table to answer an example, the player scores -4.
- PT11** A round ends when all examples have been read. Maximum score in a nine-example round is 36.

PT12 All divisions will play four sections each year as follows.

2016-17 A B D E
2017-18 B C D F
2018-19 A C D E
2019-20 A B C F

2020-21 B C D E
2021-22 A C D F
2022-23 A B C E
2023-24 A B D F