

# AGLOA Reading Games Administration Guidelines

## I. Overview

Academic Games Leagues of America (AGLOA) sponsors six different Academic Games interscholastic competitions for students in grades 4 – 12. Students compete in four Divisions: Elementary (grades 4-6), Middle (7-8), Junior (9-10), or Senior (11-12). Three of the competitions involve head-to-head matches. The administration of those competitions is covered elsewhere. The three Reading competitions are covered in this document.

## II. The Competitions

**The PRESIDENTS competition** involves knowledge of the personalities, families, politics, and historical context of the Presidents of the United States. Study materials and past questions are available.

**The PROPAGANDA competition** involves analysis and identification of over fifty types of Propaganda techniques from advertising, politics, and human interaction. It is based upon a published game called The PROPAGANDA Game. Study materials and past questions are available.

**The World Events competition** involves knowledge of the Current Events of the most recent year and knowledge of a Theme which changes every year. The Theme topic is posted elsewhere on the AGLOA web site. Players study current events and research the Theme topic to prepare for the competition.

Official Local Competition questions for all three competitions are available from AGLOA each year.

Each of the competitions is both Individual and Team. Each player plays individually and can be victorious no matter how well the team does. Players are grouped by their teacher/coach onto five-person teams. The scores of the five individuals on the team are added together to comprise the team score.

Competitions can be among individuals and teams within a school (intramural). Generally, this leads to competition of individuals and teams among several schools (interscholastic).

Players play in groups of three. Players never sit in a group of three with one of their own teammates.

The other two players in the group (at the Table) are from other teams (or schools). Each of the three players has the dual roles of playing effectively and monitoring the other two players to play fairly.

If all questions are read, a Tournament will take two to three hours of actual play, not counting Registration. Of course, the time may be shortened by reducing the number of questions.

Tournaments are most effective when they take place over two days, so that the players have an opportunity to learn from the first day, and renew their study habits for the second day. Half of the questions can be read each day. However, time and distance may eliminate the possibility of a two-day Tournament. In this case, a one-day Tournament is quite satisfactory. In some cases, the number of questions can be reduced in order to fit the time available.

## III. General Tournament Organization

Small intramural tournaments can be organized and conducted by one individual (teacher). All functions can be performed by that person. The tournament could be among the members of one class or expanded to representatives of several classes. The intramural tournament could be conducted in a classroom.

As tournament size grows, especially among schools, several people will be involved in the organization and administration. Normally, a school cafeteria or media center is the site.

The tournament functions are as follows:

Administrator sets the tournament site and date and time, notifies coaches of the tournament, prepares registration forms, prepares playing forms, and assembles the questions for the reader. The site (usually a cafeteria or media center) is prepared with adequate tables/chairs and a microphone. After the tournament, results are typed and distributed (perhaps by email). This last function is often assigned.

Reader becomes familiar with the Reader Script for the competition and conducts the Tournament. This person should have a clear and audible speaking voice and a general command of the room.

Monitors (usually some of the coaches who attend) distribute playing forms, collect score sheets, proctor during the reading, and assist players as needed.

Scorekeepers (coaches or parent volunteers who attend) receive the score sheets at the end of each round, transfer each score onto the appropriate Team Registration Form, and total each team's score. One of the scorekeepers may be assigned the responsibility of preparing and distributing the results.

Monitors and Scorekeepers are often recruited on the day of the tournament. The Reader should be identified before the tournament, so that person can be prepared.

For an interschool match, the actual competition questions are not opened until just before the tournament begins.

#### **IV. Specific Tournament Preparations**

##### **Administrator**

- A. Order the Local Competition questions from AGLOA.
- B. Print the appropriate playing forms from the AGLOA website.  
Each of the forms is printed two-up on 8 \_ x 11 for each copying.  
Copy as many as you need and cut them into 8 \_ x 5 \_ for play.

##### **For Presidents**

- i. One Score Sheet for each Table of three for each round.
- ii. One Answer/Wager Sheet (back to back) for each player for each round.
- iii. One PRESIDENTS Chart for each player. (Reusable)
- iv. One 3 – 2 – 1 Chart for each Table of three. (Reusable)

##### **For PROPAGANDA**

- i. One Score Sheet for each Table of three for each round
- ii. One Answer Sheet for each player for each round

##### **For World Events**

- i. Two Current Events Score Sheets for each Table
  - ii. One Theme Score Sheet for each Table
  - iii. One Lightning Score Sheet for each Table
  - iv. Three Current Events/Theme Answer Sheets for each player
  - v. One Lightning Answer Sheet for each player
- C. Print the Team Registration/Score Form from this document.  
Copy as many of the Forms as you have teams participating.
  - D. Print the appropriate Reader's Script from the AGLOA Web Site.  
Send the Script to the Reader ahead of time for review.
  - E. Set up the playing site with adequate tables and chairs and a microphone.  
Place Table Marker (#1, #2, #3, ...) and Forms for the first round on each table.  
(Forms may be distributed by the Monitors as they arrive.)

##### **Reader**

- A. Secure the Reader's Script ahead of time and read it with Forms in hand.
- B. Secure previously-used questions to peruse for familiarity.

##### **Coaches**

- A. Print the Tournament Rules and (if desired) the Reader's Script from AGLOA website.
- B. Order appropriate study materials and previous competition questions.
- C. Train players how to play and practice with them.  
Encourage players to study the materials.  
Choose the best five players for the team. Others may play as individuals.

- D. Transport the players to the site. Complete the Team Registration/Score Form on-site.
- E. Assist the Administrator and Reader as a Monitor or Scorekeeper.

**V. Registration/Score Form**

For each Team in the competition, use one of the two Tournament Registration/Score Forms.

Form 1 assumes a one-day Tournament, during which all five players on the team will be together for all rounds of the Tournament. No substitutions allowed between rounds. This is the easiest.

Form 2 assumes a two-day Tournament, during which the coach may be forced (by illness or absence) or choose (by judgment) to change the players on the team for the second day.

Please note that the Team and Individual scores from Day One carryover to Day Two. Even though a player may be moved from one team to another between days, that player's Total Day One score carries over to Day Two and becomes part of his Final Individual Score.

However, the Team score from Day One is always the sum of the scores of the five players who were on the Team on Day One, and the Team score from Day Two is the sum of the scores of the five players who were on the Team on Day Two. So, the Final Team score may be comprised of scores from more than five players, but never more than five players on one day. The attached example will illustrate the point.

**AGLOA Tournament Registration/Score Form 1**

Division: (Circle One)

Presidents    **PROPAGANDA**    World Events**EL**    **MID**    **JUN**    **SEN**

Team Name \_\_\_\_\_

Coach Name \_\_\_\_\_

Email: \_\_\_\_\_

Please enter the player names in alphabetical order below.

Player Names	Rd 1	Rd 2	Rd 3	Rd 4	Total	Final Rank
<b>Team Total</b>						

**AGLOA Tournament Registration/Score Form 1**

Division: (Circle One)

Presidents    Propaganda    World Events

**EL**    **MID**    **JUN**    **SEN**

Team Name \_\_\_\_\_

Coach Name \_\_\_\_\_

Email: \_\_\_\_\_

Please enter the player names in alphabetical order below.

Player Names	Rd 1	Rd 2	Rd 3	Rd 4	Total	Final Rank
<b>Team Total</b>						

**AGLOA Tournament Registration/Score Form 2**

Division: (Circle One)

Presidents Propaganda World Events

EL MID JUN SEN

Team Name \_\_\_\_\_

Coach Name \_\_\_\_\_

Email: \_\_\_\_\_

Please enter the player names in alphabetical order below. Day Two additions may be out of alphabetical order.

Player Names	Rd 1	Rd 2	Day One Total	Rd 3	Rd 4	Final Total	Final Rank
<b>Team Total</b>							

**AGLOA Tournament Registration/Score Form 2**

Division: (Circle One)

Presidents Propaganda World Events

EL MID JUN SEN

Team Name \_\_\_\_\_

Coach Name \_\_\_\_\_

Email: \_\_\_\_\_

Please enter the player names in alphabetical order below. Day Two additions may be out of alphabetical order.

Player Names	Rd 1	Rd 2	Day One Total	Rd 3	Rd 4	Final Total	Final Rank
<b>Team Total</b>							

*{Sample for a PRESIDENTS Tournament}*

**AGLOA Tournament Registration/Score Form 1**

**Division: (Circle One)**

**[Presidents] Propaganda World Events**

**EL [MID] JUN SEN**

**Team Name MAGICAL MIDDLE**

**Coach Name Regina Brillante**

**Email: brillr@mms.k12.fl.us**

**Please enter the player names in alphabetical order below.**

<b>Player Names</b>	<b>Rd 1</b>	<b>Rd 2</b>	<b>Rd 3</b>	<b>Rd 4</b>	<b>Total</b>	<b>Final Rank</b>
<b>Abby Aronson</b>	<b>18</b>	<b>10</b>			<b>28</b>	
<b>Charles Califano</b>	<b>6</b>	<b>16</b>			<b>22</b>	
<b>Eduardo Chavez</b>	<b>22</b>	<b>12</b>			<b>34</b>	<b>5<sup>th</sup></b>
<b>Tykeisha Thompson</b>	<b>22</b>	<b>17</b>			<b>39</b>	<b>3<sup>rd</sup></b>
<b>Mark Wellman</b>	<b>13</b>	<b>11</b>			<b>24</b>	
<b>Team Total</b>	<b>81</b>	<b>66</b>			<b>147</b>	<b>3<sup>rd</sup></b>

**{Sample for a World Events Tournament over Two Days}**

*In local Tournaments, there are often not enough high school players to split over two Divisions.*

*They may play together in a High Division.*

**AGLOA Tournament Registration/Score Form 2**

**Division: (Circle One)**

**Presidents Propaganda [World Events]**

**EL MID [JUN SEN]**

**Team Name HOOVER HIGH**

**Coach Name Marcus Aurelius**

**Email: aurelm@hoover.net**

**Please enter the player names in alphabetical order below. Day Two additions may be out of alphabetical order.**

<b>Player Names</b>	<b>Rd 1 Cur Ev</b>	<b>Rd 2 Theme</b>	<b>Day One Total</b>	<b>Rd 3 Cur Ev</b>	<b>Rd 4 Light</b>	<b>Final Total</b>	<b>Final Rank</b>
<b>Ron Beavers</b>	<b>22</b>	<b>18</b>	<b>40</b>	<b>16</b>	<b>32</b>	<b>88</b>	
<b>Mandy Moore</b>	<b>16</b>	<b>12</b>	<b>28</b>				
<b>Chelsea Norton</b>	<b>26</b>	<b>20</b>	<b>46</b>	<b>20</b>	<b>38</b>	<b>104</b>	<b>4<sup>th</sup></b>
<b>Patience Powers</b>	<b>28</b>	<b>14</b>	<b>42</b>	<b>18</b>	<b>30</b>	<b>90</b>	
<b>Matt Sturgeon</b>	<b>8</b>	<b>16</b>	<b>24</b>				
<b>Ralph Bellamy</b>			<b>50</b>	<b>22</b>	<b>40</b>	<b>112</b>	<b>3<sup>rd</sup></b>
<b>Veronica Lake</b>				<b>18</b>	<b>52</b>	<b>70</b>	
<b>Team Total</b>	<b>100</b>	<b>80</b>	<b>180</b>	<b>94</b>	<b>192</b>	<b>466</b>	<b>3<sup>rd</sup></b>

**Note that Ralph Bellamy was on another team on Day One. His Day One score carried over for him Individually to Day Two and the Final Total. He finished third in the entire Tournament Individually.**

**Note that Veronica Lake did not even play on Day One, but her Coach thought she was good. Veronica proved that the Coach was correct; her Day Two score was the highest on the team. However, because she missed Day One, her Final Total did not give her a high Individual finish.**

**Note that Mandy and Matt may be absent on Day Two or assigned to another team by the Coach.**

**Note that the Day One Team Total is the sum of the first five players. The Day Two Total is the sum of the five players who were on the Team on Day Two. To get the Final Team Total, add the scores across the bottom, NOT down on the right.**