



**SEPTEMBER 2016**

**Volume 1, Number 2**

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## **Coaches' Bulletin**

### **Judges Tests Available**

The 2016-17 Judges Tests for Equations, On-Sets, and LinguiSHTIK will be available after **October 1**.

League directors who wish to administer any of the tests should send an email to

[bngolden1@cox.net](mailto:bngolden1@cox.net)

at least two weeks before the tests are needed. There is *no charge* for the tests.

Judges must be recertified every five years. So anyone certified in **2011** or earlier must retake the test this year or lose certification. If uncertain about when someone was certified, email the above address.

### **Presidents Penalty**

All AGLOA Tournament Rules now include the following paragraph:

"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."

Also, the *Presidents* rules include this addition: "In all divisions, any player who marks 6 as his wager when answering after the 4 or 2 point clue or marks 6 or 4 as the wager when answering after the 2 point clue receives a one-point penalty for that question. The -1 must be approved and initialed by a monitor. In either case, the player, if correct, receives the number of points (minus one) based on their actual wager."

These rules were added in response to a number of untoward incidents at the 2016 National Tournament in Atlanta. For example, a Presidents player fudged his wager four times during a single round. That was too many times to be merely careless. Since there was no penalty, the player had nothing to lose by trying that strategy.

**UPDATES ARE AVAILABLE** at a reduced price for those who previously ordered the *Equations* or *On-Sets* worksheets or the *Presidents* or *Propaganda* disks. Download the [latest order form at agloa.org](#).

### **Jr/Sr Propaganda Change**

The Non Sequitur technique of Section E has been expanded for Junior/Senior Divisions to include recognizing four forms of reasoning.

#### **I. Rule of Detachment**

If  $p$ , then  $q$

$p$

Therefore,  $q$

#### **II. Law of Contrapositive**

If  $p$ , then  $q$

not  $q$

Therefore, not  $p$

#### **III. Disjunctive Syllogism**

$p$  or  $q$

not  $p$

Therefore,  $q$

$p$  or  $q$

not  $q$

Therefore,  $p$

#### **IV. Hypothetical Syllogism**

If  $p$ , then  $q$

If  $q$ , then  $r$

Therefore, if  $p$ , then  $r$

**Teaching notes** on these forms of reasoning, including examples of correct and incorrect applications, are posted at [agloa.org](http://agloa.org). The notes include a lengthy list of examples that can be used in practice rounds. The notes are included on the Propaganda Update disk as well as the 2016 edition of the *Propaganda Guide* disk.

In addition, the **monthly Propaganda Quiz** posted on [agloa.org](http://agloa.org) includes a separate Jr/Sr example to practice the expanded Non Sequitur technique.

### **Survey of the Month**

Which game does your league play first and why?

Please reply to [bngolden1@cox.net](mailto:bngolden1@cox.net) and indicate the league you represent. The results will be reported in the next *Coaches Bulletin*.

#### **Responses to Last Month's Question**

What does your league do when reading games players mark answers on the wrong line?

1. Nothing
2. Monitor handles situation; no penalty.
3. Same as #2 but -1 penalty assessed.
4. Same as #3 but each player gets one violation before the -1 kicks in.
5. Other

Responses on next page.



Submit questions to:  
bngolden1@cox.net

From **Karen Kruse** (St. Vrain League, CO):  
Section VII (C)(1) of the Equations Tournament Rules 2016-2017 (p. E9) states:

“After a challenge in a three-player match, the Third Party has two minutes to decide whether or not to present an Equation. If the Third Party indicates her decision before the two minutes expire, she may not retract the decision.

*Comment*

The Third Party is not obligated to indicate whether he is presenting an Equation before the time limit expires. However, if the Third Party decides to indicate his decision prematurely, he may:

- (a) state whether or not he will present an Equation;
- (b) answer “yes” (verbally or with a nod) or “no” (verbally or with a shake of the head) when asked whether he is presenting.”

The old rule provided that the Third Party **MUST** indicate whom she is siding with (Challenger or Mover) before the two-minute time limit expires. The new rule provides that the Third Party is **NOT** obligated to indicate who he or she is siding with before the time limit expires.

Would you please explain: 1) what prompted this change in the rule; and 2) why did AGLOA decide to change the rule as it did?

**Answer**

The Math Rules Committee is trying to eliminate the notion of "siding" from the cube games. The Third Party may present or not present a Solution based on the challenge (Now or Impossible) and not on who issued the challenge. We had players harassing the Third Party to “side” before the two minutes were up. Instead, we want Third Parties to realize their decision is, Can you write a Solution?, not Whom do you side with? You will notice a rewording of the Challenge and Scoring rules to sharpen this point.

- The Michigan, Indian River (FL), and St. Vrain (CO) Leagues use **#2**. St. Vrain added, “However, during practices and prior to any game, we specifically remind all students that they should be paying attention to their actions. We encourage them to look at the answer sheet to ensure they are marking it correctly before they actually mark anything. Mishaps, such as marking an answer on the wrong line, are frowned upon.”
- New Orleans - #3 for EI/Mid and #2 for Jr/Sr.
- The IU4 League (PA) chose #5 – “The second time, the answer stands as marked. It had been a big deal in our games, and we adopted it the same year we went to making them use pen and not being allowed to change answers. It made a HUGE difference. Kids are definitely more aware and rarely make the mistake again when they know they only get ONE line change!”

*Continued from previous column:*

So this is not a rules *change* but rather a *rewording* to make it clear that the Third Party is not obligated to commit to anything until the two minute time limit for writing Solutions expires.

And with beginners, we don’t have to disabuse them of the notion that, by siding, they are somehow “betting” on which player is correct. A Third Party decides to present or not present based on whether he can do write a Solution, not who’s the Challenger and who’s the Mover.

This approach also harmonizes Equations and On-Sets more with LinguisHTIK, which has never used the “siding” terminology since the Mover after a Now Challenge may present a Solution. (We’re *not* changing that rule in the math games.)

**UPCOMING AGLOA EVENTS**

**Propaganda** examples for local play have been available since September 15.

October 1 – Cube games judges tests available

October 15 – **Presidents** questions for local play available

December 15 – **Current Events** and **Theme** questions available for local play