

THEME Official Tournament Rules 2016 - 2017

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

- TH1** 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.
- TH2** Questions are taken from reference books, i.e., historical reference texts on the chosen topic, *reliable* Internet-based sources, and other basic text references.
- TH3** Reference books are NOT permitted at the table.
- TH4** Three- or four-person games are played.
- TH5** A total of 30 questions are played as follows:
Round 1 — THEME Lightning Round #1, 18 questions
Round 2 — THEME Wager Round #2, 12 questions
Questions are multiple-choice with four alternatives marked A, B, C, and D. At least one of the four alternatives is correct as determined by reliable resources. Participants must use a non-erasable blue or black ink pen in recording *all* answers.
- TH6** During the THEME Lightning Round #1, students will be asked questions with assigned values of 2, 4, or 6 points.
- TH7** The THEME Wager Round #2 will be a wagering round. The wagering topics are blue and in large, bold print in the THEME outline (see **TH14**). A central reader announces a category. Each player begins the round with 0 points. Before each question is read aloud, each player writes a wager of 2, 4, or 6 on his/her wager/answer sheet based on the topic the central reader announces. All wagers at a table are revealed simultaneously, then recorded on a common scoresheet before the question is read.
- TH8** For both rounds of THEME, the central reader reads aloud the question and the four alternative answers. The reader may read the question and alternatives twice and only twice. At the end of the second reading, the question and choices are projected to the players via a central screen.
- TH9** From the end of the second reading, each player has 30 seconds to circle her/his answer on the wager/answer sheet.
- TH10** A player may abstain from answering during the THEME Wager Round #2, but each player may abstain no more than twice per round. If a player abstains more times than allowed, the player loses his/her wager for that question and receives the highest negative score (-3).
- TH11** Scoring for the THEME Lightning Round #1:
Wagering is not permitted and there are NO abstentions during this round. The value of each question (2, 4, or 6 points) is announced by the central reader prior to the reading. If the player's choice is correct, the assigned point value is awarded; if the player's choice is incorrect, then no points are awarded. Players cannot lose points for incorrect answers in the Lightning Round.

TH12 Scoring for the THEME Wager Round #2:

- a) If a player's answer agrees with the reader's, that player wins his wager (6, 4, or 2 points).
- b) If a player's answer disagrees with the reader's, the player loses HALF his wager (-3, -2, or -1 points).
- c) If a player abstains, the player neither gains nor loses points, provided he has not exceeded the abstention limit of two (see **TH10**).
- d) If a player is not at the table to answer a question, the player scores -4 for that question.

TH13 Play proceeds until all questions have been read and answered in a round. The ultimate winner in a division is determined by the total number of points in both THEME rounds.

TH14 Theme Questions for **2016-17** refer to the following:

The Civil War

4,000,000 freed. 750,000 dead. 1 nation saved.

I. Catalysts for the Civil War

- A.** Missouri Compromise of 1820
- B.** The Compromise of 1850
 1. Fugitive Slave Law
 2. Dred Scott Decision
- C.** Abolitionist Movement
 1. Underground Railroad
 2. The Publication of Uncle Tom's Cabin
- D.** Kansas-Nebraska Act of 1854 and Aftermath (Bleeding Kansas)
- E.** Lincoln-Douglas Debates
- F.** The Final Straw – The Election of 1860

II. Famous People of the North and the South; Soldiers and Technology

- A.** Significant people tied to a social or political event identified in this outline (Focus on each person's significance or contribution, not his or her full biography)
- B.** War Technology-weapons, transportation, communication, inventions, photography
- C.** Prison Camps, Hospitals, Medicine
- D.** Spies, both North and South

III. Beginning of the War

- A.** Advantages/Disadvantages in the North and South
- B.** War Strategies and Tactics

Questions will focus on the following battles: Gettysburg, Vicksburg, Petersburg, the Atlanta Campaign, including Sherman's March to the Sea and Appomattox.

IV. Turning Point

- A. Emancipation Proclamation
 - 1. Content
 - 2. Purpose / Timing
- B. The Gettysburg Address
 - 1. Content
 - 2. Purpose
- C. Radical Republican/Copperhead Activities

V. End of the War

- A. The Election of 1864
- B. Lincoln's Second Inaugural Address
- C. Hampton Roads Conference
- D. The Surrender at Appomattox Courthouse
 - 1. Attendees
 - 2. Conditions of the Surrender

VI. Aftermath

- A. Lincoln's Assassination
- B. The "Civil War Amendments" – 13, 14, and 15

Note: Since the theme changes each year, there are no official study materials provided by AGLOA. The Social Studies Committee recommends *War, Terrible War* by Joy Hakim and history textbooks (AP and Houghton Mifflin) as study guides. Players are encouraged to visit their local library and to research other sources to prepare for competition.