

# Reader's Directions and Script for the Academic Game

## WORLD EVENTS

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A reader, who is in command of the room and the players, is the most important ingredient to the success of the WORLD EVENTS Tournament. The reader MUST keep control; make sure that players are led carefully through the procedures for answering, verifying answers, and scoring. Of course, the reader must read all of the examples in a clear, audible voice.

### **FOR CURRENT EVENTS ROUNDS:**

1. Make sure that players have non-erasable INK PENS and are ready to begin. Confirm from the Game Administrator that ALL players are seated properly. Confirm that each group of three has a Scoresheet, and that each player has the correct Individual Answer Sheet.

SAY: "Make sure that you print your name and your team name on the Current Events Scoresheet in one of the columns. For the National Tournament, be sure to include your three digit ID number on the Scoresheet. Also, print your name and team name on your own individual Wager/Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Scoresheet. Write your Table number in the upper right-hand corner of your Scoresheet. At each table make sure that you agree upon which player is the official scorekeeper for your group for this round. That player will record all scores on the Current Events Scoresheet for your group for this round." PAUSE

SAY: "During this round, there will be ten questions. You may choose to ABSTAIN from answering on no more than TWO of these questions. You may choose to ABSTAIN even after the question has been read. To ABSTAIN, simply circle the "X" for that item on your individual Wager/Answer Sheet. When you choose to ABSTAIN, your score for that question will be 0 (zero), no matter what you previously wagered. Please make sure you keep your answer covered with your hand, etc. to insure fair play. You may not change an answer once you have marked it. Do not call a monitor to approve an answer change. Any answer with an erasure or scratch out is automatically wrong."

You should explain at this time whatever procedure your league follows for players answering on the wrong line. The AGLOA rules do not call for a -1 penalty for doing so. However, local leagues may wish to enforce a penalty.

2. Begin the first question and lead the players through the proper procedures.

SAY: "The category of the first question is (for example) NATIONAL NEWS/POLITICS. You may wager 6 or 4 or 2 that you will know the answer to the question. Please circle 6 or 4 or 2 on your individual Wager/Answer Sheet on Line 1 under WAGER." PAUSE

SAY: "Now reveal your wager to your scorekeeper and have her/him circle your wager of 6 or 4 or 2 on line 1 of the Scoresheet under your name in the W column. Scorekeepers at each table, make sure that you have ALL three wagers recorded." PAUSE

SAY: "Please put your pens down while I read the question two times. Here is the first question. " Read the first question, pause a few seconds, and read it again.

SAY: "You may now pick up your pen. You have thirty seconds to circle your answer. You may circle A, B, C, D, or X for abstain." Pause for 20 seconds.

SAY: "You must answer now." Pause. "Pens down. " Look to see that ALL players have pens down.

SAY: "Reveal your answers to one another (e.g. exchange answer sheet to LEFT/RIGHT). Make sure you are looking at the answers of the other players. The correct answer is (say the letter of correct answer.)"

SAY: "Scorekeepers, if a player got the answer right, then rewrite her/his wager in the + column on the Scoresheet. If a player selected the wrong answer, write HALF her/his wager in the – column. If the player circled "X" for the answer, then write an X in the + column. If you need help in scoring, please raise your hands." Ask the monitors to assist players with scorekeeping.

SAY: "Remember, it is your job to play well yourself, but also to insure that ALL other players in your group are playing fairly. If you need any help in this regard, please raise your hand." Make sure that monitors are proctoring and assisting.

3. Read additional questions for the first round. Repeat the process in step 2 for the second question and all subsequent questions. Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play. However, always insist that the players have a definite time to stop answering at the end of each question before you tell them ~~the~~ to exchange their Wager/Answer Sheets.

4. Close out the round.

After the last question has been read and ALL players have answered and recorded the scores for the last question:

SAY: "Your group's official scorekeeper should total up the scores of each of the three players in your group. To do that, first verify that no player has more than two "X's" in a column. If a player has three or more "X's", then that player gets the negative points for the third "X" and all others. Total the points in the + column for the first player, then total the points in the – column for that player. To get the TOTAL SCORE, subtract the smaller score (+ or -) from the larger score. Write the difference in the TOT box with either a + or a – in front of the total score. Repeat for all players. If you need help in doing this, please raise your hand." Make sure that monitors are assisting in scorekeeping.

SAY: "Make sure that each of you checks the final totals to make sure that they are correct. When you are sure that the scores of ALL three of you are correct, then initial the Scoresheet at the bottom. Hold up in the air the Scoresheet and the individual Wager/Answer Sheets for a monitor to pick up." Make sure that monitors are picking up the Scoresheets and the Individual Wager/Answer Sheets. The monitors should deliver the Scoresheets to the Official Scorekeepers.

5. If playing another round of Current Events on this day: Ask monitors to hand out fresh Scoresheets for the second round. The players will use the same Wager/Answer form (if printed on the back). Give the

players a brief break if time permits, and then begin the second round. Make sure that each group of three selects a DIFFERENT player to keep score for the second round.

## 6. Final Clean-Up

After the last round of the day, in addition to closing out the round as you did in STEP 4:

SAY: "Make sure that all scrap paper and other debris are picked up around your table and deposited in a wastebasket. Pass Table Markers forward toward the podium. As you stand and exit the room, make sure your chairs are pushed in. Thank you." Make other announcements as needed for your particular situation. Do NOT let the players leave until everything is cleaned up and handed in. Dismiss them as you judge all is well.

## **FOR THEME ROUNDS – THEME AND CLASSIC THEME:**

### **THEME**

1. Make sure that all players have non-erasable INK PENS and are ready to begin. CONFIRM with the Game Administrator that all players are seated properly. Confirm that each group of three has the correct Theme Scoresheet, and that each player has the correct individual Theme Value/Answer Sheet. The Theme round consists of 18 questions: questions 1-6 are 2-point questions, 7-12 are 4-point questions, and 13-18 are 6-point questions.

SAY: "Make sure that you print your name and your team name on the Theme Scoresheet in one of the columns. For the National Tournament, be sure to include your three digit ID number on the Scoresheet. Also, print your name on your own Value/Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Scoresheet. Write your Table number in the upper right-hand corner of your Scoresheet. At each table, make sure that you agree upon which player is the official scorekeeper for your group for this round. That player will record all scores for your group for this round." PAUSE

SAY: "During this round, there will be eighteen questions. Questions 1-6 are 2-point questions, 7-12 are 4-point questions, and 13-18 are 6-point questions. You MAY NOT abstain during this round. You must answer every question. The point value of each question is determined ahead of time and is printed on the left of your Value/ Answer Sheet. A correct answer earns that number of points. An incorrect answer simply scores zero (0). You may not change an answer once you have marked it. Do not call a monitor to approve an answer change. Any answer with an erasure or scratch out is automatically wrong."

You should explain at this time whatever procedure your league follows for players answering on the wrong line. The AGLOA rules do not call for a -1 penalty for doing so. However, local leagues may wish to enforce a penalty.

2. Begin the first question and lead the players through the proper procedures.

SAY: "Questions 1-6 are two point questions. Please put your pens down while I read the question two times. Here is the first 2-point question." Read the first question, pause a few seconds, and read it again.

SAY: "You may now pick up your pen. You have thirty seconds to circle your answer. You may circle A, B, C, or D." Pause for 20 seconds.

SAY: "You must answer now." Pause. "Pens down." Look to see that ALL players have pens down.

SAY: "Reveal your answers (e.g. exchange to your right/left.) Make sure you are looking at the answers of the other players and not just your own. The correct answer is (say the letter of the correct answer.)

SAY: "Scorekeepers, if a player got the answer right, and then circle the value of the question (2 or 4 or 6) in the Points column. If a player got the answer wrong, then circle the zero (0) in the Points column. If you need help in scoring, please raise your hands." Ask the monitors to assist players with scorekeeping.

SAY: "Remember, it is your job to play well yourself, but also to insure that ALL other players in your group are playing fairly. If you need any help in this regard, please raise your hand." Make sure that monitors are proctoring and assisting.

3. Read additional questions for the first round. Repeat the process in step 2 for the second question and all subsequent questions. Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play. However, always insist that the players have a definite time to stop answering at the end of each question before you tell them the exchange their Value/Answer Sheets.

4. Prior to reading question #7, SAY: "Question #7 will begin the 4-point questions. The value of questions 7-12 will be 4 points each."

5. Prior to reading question #13, SAY: "Question #13 will begin the 6-point questions. The value of questions 13-18 will be 6 points each."

6. Close out the round.

After the last question has been read and ALL players have answered and recorded the scores for the last question:

SAY: "Your group's official scorekeeper should total up the scores of each of the three players in your group. Make sure the monitors are assisting where needed in scorekeeping."

SAY: "Make sure that each of you checks the final totals to make sure that they are correct. When you are sure that the scores of ALL three of you are correct, then initial the Scoresheet at the bottom. Hold up in the air the Scoresheet and the individual Value/Answer Sheets for a monitor to pick up." Make sure that the monitors are picking up the Scoresheets and the individual Value/Answer Sheets. The monitors should deliver the Scoresheets to the Official Scorekeepers.

## CLASSIC THEME

1. Make sure that players have non-erasable INK PENS and are ready to begin. Confirm from the Game Administrator that ALL players are seated properly. Confirm that each group of three has a CLASSIC THEME Scoresheet, and that each player has the correct individual CLASSIC THEME Wager/Answer Sheet.

SAY: "Make sure that you print your name and your team name on the Scoresheet in one of the columns. For the National Tournament, be sure to include your three digit ID number on the Scoresheet. Also, print your name and team name on your own individual Wager/Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Scoresheet. Write your Table number in the upper right-hand corner of your Scoresheet. At each table make sure that you agree upon which player is the official scorekeeper for your group for this round. That player will record all scores for your group for this round." PAUSE

SAY: "During this round, there will be twelve questions. You may choose to ABSTAIN from answering on no more than TWO of these questions. You may choose to ABSTAIN even after the question has been read. To ABSTAIN, simply circle the "X" for that item on your individual Wager/Answer Sheet. When you choose to ABSTAIN, your score for that question will be 0 (zero), no matter what you previously wagered. Please make sure you keep your answer covered with your hand, etc. to insure fair play. You may not change an answer once you have marked it. Do not call a monitor to approve an answer change. Any answer with an erasure or scratch out is automatically wrong."

You should explain at this time whatever procedure your league follows for players answering on the wrong line. The AGLOA rules do not call for a -1 penalty for doing so. However, local leagues may wish to enforce a penalty.

2. Begin the first question and lead the players through the proper procedures.

SAY: "The category of the first question is (for example) THE SPACE RACE. You may wager 6 or 4 or 2 that you will know the answer to the question. Please circle 6 or 4 or 2 on your individual Wager/Answer Sheet on Line 1 under WAGER." PAUSE

SAY: "Now reveal your wager to your scorekeeper and have her/him circle your wager of 6 or 4 or 2 on line 1 of the Scoresheet under your name in the W column. Scorekeepers at each table, make sure that you have ALL three wagers recorded." PAUSE

SAY: "Please put your pens down while I read the question two times. Here is the first question." Read the first question, pause a few seconds, and read it again.

SAY: "You may now pick up your pen. You have thirty seconds to circle your answer. You may circle A, B, C, D, or X for abstain." Pause for 20 seconds.

SAY: "You must answer now." Pause. "Pens down." Look to see that ALL players have pens down.

SAY: "Reveal your answers to one another (e.g. exchange answer sheet to LEFT/RIGHT). Make sure you are looking at the answers of the other players. The correct answer is (say the letter of correct answer.)

SAY: "Scorekeepers, if a player got the answer right, then rewrite her/his wager in the + column on the Scoresheet. If a player selected the wrong answer, write HALF her/his wager in the – column. If the player circled "X" for the answer, then write an X in the + column. If you need help in scoring, please raise your hands." Ask the monitors to assist players with scorekeeping.

SAY: "Remember, it is your job to play well yourself, but also to insure that ALL other players in your group are playing fairly. If you need any help in this regard, please raise your hand." Make sure that monitors are proctoring and assisting.

3. Read additional questions for the round. Repeat the process in step 2 for the second question and all subsequent questions. Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play. However, always insist that the players have a definite time to stop answering at the end of each question before you tell them to exchange their Wager/Answer Sheets.

4. Close out the round.

After the last question has been read and ALL players have answered and recorded the scores for the last question:

SAY: "Your group's official scorekeeper should total up the scores of each of the three players in your group. To do that, first verify that no player has more than two "X's" in a column. If a player has three or more "X's", then that player gets the negative points for the third "X" and all others. Total the points in the + column for the first player, then total the points in the – column for that player. To get the TOTAL SCORE, subtract the smaller score (+ or -) from the larger score. Write the difference in the TOT box with either a + or a – in front of the total score. Repeat for all players. If you need help in doing this, please raise your hand." Make sure that monitors are assisting in scorekeeping.

SAY: "Make sure that each of you checks the final totals to make sure that they are correct. When you are sure that the scores of ALL three of you are correct, then initial the Scoresheet at the bottom. Hold up in the air the Scoresheet and the individual Wager/Answer Sheets for a monitor to pick up." Make sure that monitors are picking up the Scoresheets and the individual Wager/Answer Sheets. The monitors should deliver the Scoresheets to the Official Scorekeepers.

6. Final Clean-Up

After the last round of the day, in addition to closing out the round as you did in STEP 4:

SAY: "Make sure that all scrap paper and other debris are picked up around your table and deposited in a wastebasket. Pass Table Markers forward toward the podium. As you stand and exit the room, make sure your chairs are pushed in. Thank you." Make other announcements as needed for your particular situation. Do NOT let the players leave until everything is cleaned up and handed in. Dismiss them when you judge all is well.

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