

WORLD EVENTS
2013-14 Official Tournament Rules

WE 1 The following version of WORLD EVENTS is played at all levels.

WE 2 Three or four person games are played.

WE 3 A total of 56 questions are played as follows:

Round 1— Current Events Round 1	10 questions
Round 2— Theme Round 1	18 questions
Round 3— Current Events Round 2	10 questions
Round 4— Theme Round 2	18 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 INK PEN in recording ALL answers beginning 2013-14 year.*

WE 4 Resources to be used are reference books, i.e., historical reference texts on the chosen topic, almanacs, RELIABLE internet-based programs, Information Please, and other basic text references.

WE 5 CURRENT EVENTS questions refer to the most recent year from January 1-December 31. Reference books are NOT permitted at the table. Again, questions are taken from current atlases, almanacs, published reviews of the year and other major publications as well as Information Please Website. Question topics include *People in the News, Sports, Science/Technology, Business/Economy, Entertainment, Disasters, National News & Politics, International News & Politics*. Print atlases will be used to determine any disputed questions or answers.

WE 6 Theme Questions for 2013-14 refer to the following:

America's Fight for Independence

From Confederation to Republic 1777-1791

Students are expected to know the events listed below and all the important people who played a role in shaping the event. Subtopics A-E will be covered in Round One and Subtopics F-I will be covered in Round Two.

Round One-From a Shaky Start to.....

- A. The Articles of Confederation
 - 1. The creation of the Confederation
 - 2. Ratification process

- B. The Strengths of the Confederation government
 - 1. Land Ordinance of 1785
 - 2. Northwest Ordinance
 - 3. States working together

- C. The Weaknesses of the Confederation government
 - 1. The Power to tax
 - 2. The Power to regulate commerce
 - 3. No federal court system

- D. **Jr/Sr Only** Comparison between Articles of Confederation and Constitution
 - 1. Provisions of Articles retained in Constitution (e.g., full faith and credit clause, extradition, etc.)
 - 2. Provisions of Articles rejected by Constitution (e.g., term limits, state militia quotas, etc.)

- E. The Road to Philadelphia
 - 1. Annapolis Convention
 - 2. Shays's Rebellion

Round Two-A Firm League of Friendship

F. Influences on the Drafters of the Constitution.

a. Documents

1. Magna Carta
2. 1689 English Bill of Rights

b. State constitutions

Jr/Sr Only - Other Influences on the Framers

c. Foreign Thinkers

1. John Locke-*Two Treatises of Government*
2. Montesquieu-*The Spirit of Law*
3. Rousseau-*The Social Contract*

G. Toward a More Perfect Union

The Philadelphia Meeting/Constitutional Convention May-Sept, 1787

1. The Constitutional Convention- General facts-who, what, when, and where.
2. These eight delegates, James Madison, Edmund Randolph, William Paterson, Alexander Hamilton, Gouverneur Morris, John Dickinson, Robert Morris and Roger Sherman
 - a. Their previous political experiences
 - b. Contributions to the Constitution.

H. The Great Debates and Compromises

1. Representation in the Legislative Branch

- a. Virginia Plan
- b. New Jersey Plan
- c. Connecticut Compromise

2. Who Counts for Representation and Direct Taxes

- a. Northern Plan
- b. Southern Plan
- c. 3/5th Compromise

3. Separation of Powers

- a. Virginia Plan
- b. New Jersey Plan
- c. Three Branches Compromise

4. Election of President
 - a. Sherman/Dickinson/Martin Plan
 - b. Wilson/Morris/Madison/Hamilton Plan
 - c. Electoral College Compromise

I. The Clash of the Titans

1. Ratification of the Constitution
 - a. Federalists vs. Anti-federalists – Federalist Papers 10, 51 & 78
 - b. Compromise of the Bill of Rights
 - (1) Rights protected by the first ten Amendments
 - (2) **Jr/Sr Only** - Influences on the drafters of the Bill of Rights
 - (a) Reaction to British treatment of colonists
 - (b) Magna Carta
 - (c) 1689 English Bill of Rights
 - (d) 1776 Virginia Declaration of Rights

For the Current Event Rounds:

- WE7 A central reader announces a category. For current events, sample categories include: *People in the News, Sports, Science/Technology, Business/Economy, Entertainment, Disasters, National News & Politics, International News & Politics.*
- WE8 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 category the central reader announces. All wagers at a table are revealed simultaneously, then recorded on a common score sheet before the question is read.
- WE9 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.
- WE10 From the end of the second reading, each player has about 30 seconds to circle her/his answer on the Answer/Wager Sheet.
- WE11 A player may **abstain** from answering, 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)
- WE12 **SCORING for Current Events Rounds** is as follows:
- If a player's answer agrees with the reader's, that player wins his wager. (6 or 4 or 2)
 - If a player's answer disagrees with the reader's, the player loses **HALF** his wager. (-3 or -2 or -1)
 - If a player abstains, the player neither gains nor loses points, provided he has not exceeded the abstention limit of two (see WE11).
 - If a player is not at the table to answer a question, the player scores -4 for that question.**

For the Theme Rounds:

- WE13 NO reference materials may be used. In addition, wagering is not permitted and there are NO abstentions. The value of each question (2 or 4 or 6) is announced by the central reader prior to the reading. Time limits are similar to the Current Events round. After answering, players receive the designated point value for a correct answer and zero (0) for a wrong answer.
- WE14 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 all rounds.

Modified 9/15/13

Reader's Directions and Script for the Academic Game WORLD EVENTS

World Events Readers Script

A reader is 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 *Score Sheet*, and that each player has the *correct Individual Answer Sheet*.

SAY: *"Make sure that you print your name and your team name on the Score Sheet in one of the columns. Also, print your name and team name on your own individual Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write your Table number in the upper right-hand corner of your Score Sheet. 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**

"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 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 Answer Sheet on Line 1 under WAGER."* **PAUSE**

"Now reveal your wager to your scorekeeper and have her/him write your wager on line 1 of the Score Sheet under your name in the W column. Scorekeepers at each table, make sure that you have ALL three wagers recorded." **PAUSE**

"Here is the first question."

Read the first question, pause a few seconds, and read it again.

SAY: *"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. If a player selected the wrong answer, write HALF her/his wager in the – column. If the player circled “X” for an answer, then write and 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 exchange their 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 a third or more “X”, 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 TOTAL Space 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 Score Sheet at the bottom. Hold it up in the air for a monitor to pick up. Also, hold up your Individual Answer Sheets.”*

Make sure that monitors are picking up the Score Sheets and (at the end of the second round) the individual Answer Sheets. The monitors should deliver the Score Sheets to the Official Scorers.

5. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players will use the same Answer form (on the back). Give the players a brief break if time permits, then begin the second round. **Make sure that each group of three selects a DIFFERENT player to keep score for the second round. This discourages the temptation to cheat.**

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. 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:

1. Make sure that all players have 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 a Score Sheet, and that each player has the correct Individual Answer Sheet. (Not that the Theme Round Individual Answer Sheet is different from the Current Events form.)

SAY: *“Make sure that you print your name and your team name on the Score Sheet in one of the columns. Also, print your name on your own Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write your Table number in the upper right-hand corner of your Score Sheet. At each table, make sure that you agree upon which player is the official scorekeeper for your group for this round.”*

*“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 Wager/Individual 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. Here is the first 2-point question.”*

Read the first question, pause a few seconds, and read it again.

SAY: *“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 your own. The correct answer is (say **the letter of the correct answer**.)”*

SAY: *“Scorekeepers, if a player got the answer right, and then record the value of the question (2 or 4 or 6) in the Points column. If a player got the answer wrong, then record a 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 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. 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 Score Sheet at the bottom. Hold the score sheet and the individual answer sheets up in the air for a monitor to pick up.”*

Make sure that the monitors are picking up the Score Sheets and (at the end of the second round) the Individual Answer Sheets. The monitors should deliver the Score Sheets to Official Scorekeepers.

5. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players will use the same Answer form (on the back). Give the players a brief break if time permits, then begin the second round. **Make sure that each group of three selects a DIFFERENT player to keep score for the second round. This discourages the temptation to cheat.**

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