

2019 AGLOA National Tournament Administration Manual



“We Build Students of Character, Integrity, and Excellence.”

Academic Games Leagues of America, Inc.
P.O. Box 3142, Tequesta, FL 33469

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I. Introduction

The Academic Games Leagues of America (AGLOA) is a 501(c)3 non-profit organization dedicated to developing “Thinking Kids” of character, integrity, and excellence. AGLOA provides a series of Academic Games competitions throughout the nation resulting in a national championship tournament in late April each year. Students who excel academically have a chance to compete and be rewarded for their accomplishments at the local, state, and national levels. Academic Games tournaments challenge students to use higher order thinking skills in the subjects of Language Arts, Mathematics, and Social Studies. Players receive recognition and awards in the same way that sports champions are honored.

“We Build Students of Character, Integrity, and Excellence.” The tournament administration and coaches who work with our students must be models of these virtues. AGLOA hopes that by participating in Academic Games and working with exceptional adults, everyone one of our competitors will possess these three traits:

- *Character*: our students stand out, have confidence in themselves, and gain talents with which they can use to better those around them
- *Integrity*: our students play in a fair and ethical manner and learn the value of cooperating with others, both as a teammate and a competitor
- *Excellence*: our students strive to be the best at all they do and not just to receive an award or accolades

This document is intended to cover the rules and procedures that govern the AGLOA National Tournament but can be applied, to some extent, to local and state tournaments. Each member league can develop rules to better run their local and state tournaments; however, the rules of each league must align, where possible, to the AGLOA National Tournament Administration Manual.

II. Description of the Tournament

A. Divisions

Competition is held in four separate divisions where participants are placed based upon the grade level that a student is enrolled during the current tournament season, which runs in parallel with most academic calendars. Students are allowed to compete in a division higher than the one recommended for their grade level, but no student may compete in a division lower than the level for his or her grade based on the following classifications.

Elementary Division:	Grades 6 and below
Middle Division:	Grades 8 and below
Junior Division:	Grades 10 and below
Senior Division:	Grades 12 and below

B. Game Competitions

There are eight separate interscholastic competitions held during the national tournament—EQUATIONS, ON-SETS, LINGUISHTIK, PROPAGANDA, PRESIDENTS, THEME, and CURRENT EVENTS. Each game’s competition is distinct and independent of the others.

At least eight teams must be registered for a game competition for the game to be played at the AGLOA National Tournament. If enough teams are not registered in a single division, then the Tournament Director can decide to form a “conglomerate” game from two adjacent divisions, e.g., Elementary and Middle Divisions or Junior and Senior Divisions.

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Official Tournament Rules to be followed in each of the games are those published by Academic Games Leagues of America, Inc., and posted on the AGLOA website, www.agloa.org.

EQUATIONS®, ON-SETS® and LINGUISHTIK® are games are published by WFF'N PROOF Publishers (aka Accelerated Learning Foundation) and can be purchased online at <http://www.gamesforthinkers.org>.

C. Individual or Team Competition

Any player or any five-person team may enter any combination of competitions but must play all rounds of the game(s) entered. If an individual or team withdraws from one of the game's competitions before all rounds of that competition are completed, except in cases of medical emergencies or health concerns, that individual or team may not receive any awards in any games. A player may play on one team in one competition and another team in another competition, or may play with a team in one competition and as an individual in other competitions.

At no time after the registration deadline set by the tournament administration, including during the tournament, may a team change their originally registered players. The tournament administration may change registered teams in order to combine groups with less than five team members in the case where any player cannot attend the tournament.

D. Sweepstakes Competition

The Sweepstakes Championship is awarded in each division to the individuals and teams who finish with the best overall combined scores from at least four different games. At least one game from each of the three subject areas—Mathematics, Language Arts, and Social Studies—must be used to determine Sweepstakes ranking. The fourth game used in the calculation may be from any game not previously used. (See **Sections IV** and **V** for more details.)

E. Awards

In each of the competitions in each division, awards are given for the best scoring individual competitors and teams. (See **Section XIV** for the complete Awards Policies.)

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III. Cube Games — EQUATIONS, ON-SETS, LINGUISHTIK

A. Number of Rounds

In each of the cube games, competition consists of four rounds of play with players divided into 2- or 3-player matches. Scores from each regular round of play are combined to form an individual's and team's total points. After the regular four rounds, undefeated players enter the individual playoffs and the section winners (plus possible wild card teams*) enter the team playoffs.

If only one competitor is undefeated at the end of regular play, then he is the sole individual champion. When there are no perfect scoring individuals in a cube game, then the highest scorers are treated as "undefeated players." (For example, if no player has a 24, then players with a 23 would advance to playoffs.)

*Wild card teams are the next highest scoring team from any section, below the section winners, needed to make the number of teams in a playoff divisible by three. (See Cube Game Section Assignment Matrix in **Appendix A: Cube Game Sections Scheduling**.)

B. Sections

In all divisions, each cube game is subdivided into sections according to the number of teams entered. A team of five players is assigned to a section. Individuals on the team play some players from other randomly selected teams within their assigned section. Sections of 8 or 9 teams, or of 11 or 12 teams, will be created when possible. Only section team winners (plus any necessary number of wild card teams) advance to the playoff rounds.

If a cube game is divided into sections, a representative of each league or geographical area is asked to seed the teams from that area. This will allow a division scheduler to make each section, as nearly as possible, equal in strength. Teams from the same school or same geographical area are equally distributed as much as possible throughout the sections. These actions are completed in advance of the tournament during the pre-tournament scheduling process. (See Appendix A: Cube Game Sections Scheduling for more details.)

C. Scheduling

In each section in each cube game, players are seated at either 9-person or 12-person tables so that no two players from the same team are at the same table and, when possible, that no teams from the same school or district are in the same section.

If one of the players in a scheduled 2-player match is unable to play for any reason, then it is the responsibility of the division coordinator to move the single player left in that match to another match, even if it means moving that player to another table or, most desirably, another section. All other originally scheduled matches should be left intact; however, if it is not possible to move the single player from the incomplete 2-player match into another match, then the division coordinator may move a random player out of a 3-player match. Any players moved to form a new match should return to his or her originally assigned table to follow the seating schedule for the next round in that game.

Also, some sections of seven, eight, or eleven teams may have individuals who are not part of a team that must be scheduled. These extra individuals should be placed into 2-player matches each round to form 3-player matches with players from other teams. The division coordinator has the authority to make those placements but may delegate that responsibility to another tournament staff member.

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D. Table Assignments Scheduling

Use the following tables to make the assignments of players to each table in a section. In the case of an 8-team section use the 9-Team Rotation schedule. For an 11-team section use the 12-Team Rotation schedule.

7-Team Sections	Tables				
	I	II	III	IV	V

Team	Player Numbers				
A	1	7	6	5	4
B	2	1	7	6	5
C	3	2	1	7	6
D	4	3	2	1	7
E	5	4	3	2	1
F	6	5	4	3	2
G	7	6	5	4	3

To determine how players should rotate at each table, use the 9-Team Rotation schedule (see **Section II-E**), but do not include player #8 nor player #9. Note that five teams have a #7 player who will not have any opponents in the first round, since they are scheduled to play #8 and #9. These five players are from different teams and will be randomly assigned to play against each other in one 2-player match and one 3-player match in Round 1. Any extra individuals should be scheduled to play against these competitors.

9-Team Sections	Tables				
	I	II	III	IV	V

Team	Player Numbers				
A	1	2	3	4	5
B	9	8	7	6	4
C	5	5	5	5	6
D	3	6	1	9	3
E	7	3	9	3	7
F	2	1	8	7	9
G	8	9	2	1	2
H	6	7	6	2	1
I	4	4	4	8	8

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10-Team Sections	Tables				
	I	II	III	IV	V

Team	Player Numbers				
A	2	3	4	5	6
B	3	4	5	6	7
C	4	5	6	7	8
D	5	6	7	8	9
E	6	7	8	9	10
F	7	8	9	10	12
G	8	9	10	12	2
H	9	10	12	2	3
I	10	12	2	3	4
J	12	2	3	4	5

To determine how players should rotate at each table, see the 12-Team Rotation schedule (see **Section II-E**), but do not include players 1 and 11.

12-Team Sections	Tables				
	I	II	III	IV	V

Team	Player Numbers				
A	1	2	6	10	12
B	12	9	7	4	1
C	5	5	5	5	5
D	8	7	1	9	10
E	4	1	11	2	7
F	10	8	3	7	8
G	6	4	9	6	3
H	2	11	10	12	9
I	7	3	8	1	6
J	9	6	4	11	2
K	3	12	2	3	11
L	11	10	12	8	4

E. Player Rotation at Each Table

Sections with only six teams have matches that are team against team, meaning all five members of Team 1 compete against all five members of Team 4 in Round 1, and so on. Players sit in alphabetical

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order each round, so that the regular round matchups are as random as possible. In these sections, the division scheduler or division coordinator should seed the top three teams so that those teams play each other in Round 4. Pairings for 2- or 3-player matches each round are determined by the following rotations, which are read aloud by the division coordinator at the beginning of each round and table markers will be placed at each grouping.

6-PERSON TABLES			
Round 1	Round 2	Round 3	Round 4
1 - 4	1 - 6	1 - 5	1 - 2 - 3
2 - 5	2 - 4	2 - 6	4 - 5 - 6
3 - 6	3 - 5	3 - 4	

Once assigned a section and a table in sections with eight or more teams, each individual player remains at the same table throughout all four regular rounds of that competition. Each individual player is also assigned a number from 1-12 based on Table Assignments Scheduling. (See **Section II-D.**) Pairings for 3-player matches each round are determined by the following rotations, which are read aloud at the beginning of each round and table markers will be placed at each grouping.

9-PERSON TABLES			
Round 1	Round 2	Round 3	Round 4
1 - 2 - 3	1 - 5 - 9	1 - 8 - 6	1 - 4 - 7
4 - 5 - 6	4 - 8 - 3	4 - 2 - 9	2 - 5 - 8
7 - 8 - 9	7 - 2 - 6	7 - 5 - 3	3 - 6 - 9

12-PERSON TABLES			
Round 1	Round 2	Round 3	Round 4
1 - 2 - 3	1 - 10 - 9	1 - 6 - 7	1 - 5 - 12
4 - 5 - 6	2 - 4 - 11	2 - 10 - 8	2 - 6 - 9
7 - 8 - 9	3 - 5 - 7	3 - 4 - 12	3 - 11 - 8
10 - 11 - 12	12 - 6 - 8	11 - 5 - 9	10 - 4 - 7

F. Time Limits

Each round will last thirty-five minutes. After thirty minutes, players are told, "Do not start another shake. You have five minutes left to finish the shake you are on." After five additional minutes, players still involved in a shake are told, "Stop; do not play another cube to the mat. Each player has two minutes to write a correct Solution using any of the cubes remaining in Resources." Any player who presents a correct Solution within two minutes scores 4 points; a player who does not present a correct answer within two minutes scores 2 points for that shake.

For the complete scoring of tournament rounds, see the official Tournament Rules for each cube game posted on the AGLOA website, www.agloa.org.

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G. Individual Playoffs for Middle, Junior, and Senior Divisions

There are no individual cube game playoffs in the Elementary Division. All playoff individuals are treated as *individuals*, no longer members of teams. Opponents in each match are chosen at random. If there are two or more students from the same team in a playoff, those students may be split into separate quarterfinal or semifinal matches where possible and at the discretion of the Division Coordinator. If the members from a team win their separate matches and advance to a final match, then they will be placed in a match where they must compete against each other. No matter which students are in the final playoff match, if there is a tie at the end of regular time, then only those students continue to play a “sudden death” match** until the tie is broken. Ties for any other place besides first are not broken. Follow these guidelines for creating matches:

- If there are two or three students who will face off in a playoff match, then those students play a single match (no matter their team) to determine a sole winner.
- When four or five players make it to individual playoffs, there will be two semifinal matches played simultaneously. One 2-player match and another 2- or 3-player match will be formed. Only one student from each semifinal match can advance to the final. In cases of ties for a semifinal winner, one-shake “sudden death” matches should take place. The two semifinal winners advance to play the final match together for Top 2 finishes.
- When six to nine players make it to individual playoffs, there will be three semifinal matches played simultaneously. The necessary number of 2- and 3-player matches will be formed. Only one student from each semifinal match can advance to the final. In cases of ties for a semifinal winner, one-shake “sudden death” matches should take place. The three semifinal winners advance to play the final match for Top 3 finishes.
- If more than nine individuals make it to playoffs, identify some players by random selection so that they can play quarterfinal matches to qualify for the Top 9 players, then follow the 9-player guidelines above.

For instance, if eleven players are in the playoff, identify by random selection four of them to play two 2-player quarterfinal matches to eliminate two of the players and get the number down to nine. For another instance, if thirteen players are in the playoff, identify by random selection six players to play two 3-player quarterfinal matches to eliminate four players and get the number down to nine.

If there are 10 individuals in playoffs, hold a 2-player quarterfinal match. The winner is then placed into a 9-player bracket with those individuals who had a bye in the semifinals. For 11 players, follow the example above. For 12 players, hold three 2-player quarterfinal matches, then use the 9-player bracket. For 13 players, follow the example above. For 14 players, have one 2-player and two 3-player quarterfinal matches, then use to the 9-player bracket. For 15 players, select six random players to play two 3-player quarterfinal matches, eliminating four players, and get the number of individuals down to nine. For anything larger than 15 individuals, follow a similar quarter final bracket structure.

**A “sudden death” cube game match follows the AGLOA Tournament Rules for the specific game except that only one shake is played. The winner of the single shake wins the match. If there is a tie after the single shake, then another shake is played until one player wins a shake. There is no 30-minute time limit on “sudden death” matches.

Appendix B: Cube Game Playoff Bracket can be used to track the playoff matches for scorekeeping.

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H. Determining Individual Champions in Each Cube Game

Since there are no individual playoffs in the Elementary Division, all perfect scorers (24) are considered the only "undefeated players" and should be awarded large medals no matter how many players finish with a perfect score. No other awards are given to individuals. If only one player is undefeated after the regular rounds, then that player should be awarded a large medal and any players who finish in second and/or third place should be recognized.

Additionally, in the Middle, Junior, and Senior Divisions only, there are single-elimination playoffs held in each game to determine the top three individuals. (See **Section II-G** for details on administering playoff matches.) The following explains how winners are determined in playoffs:

- If there is only one perfect scorer in a division, then he is the sole individual winner. If there are two or more student(s) tied for the next highest score (23, 22, etc.), then they receive 2nd place Thinkers and no 3rd place is awarded; however, if there is only one 2nd place individual, then the students with the third highest total (22, 21, etc.) are considered 3rd place and receive Thinkers.
- If there are two or more perfect scorers (24) in a division, then a playoff should be held to determine the sole individual winner. This playoff will lead to two or three students making it to a final match, all of whom should receive Thinkers (1st through 3rd place based on the outcome of the final match). The rest of the "perfect scorers" in the playoffs who do not advance to the final match receive medals.
- When there are only two or three perfect scorers in a division, a playoff should be held to determine the sole individual winner. The final match will determine 1st, 2nd, and possibly 3rd places. The student(s) tied for the next highest score (23, 22, etc.) should be awarded 3rd place Thinkers if there are only two students in playoffs.
- When there are four or five perfect scorers in a division, a playoff should be held to determine the sole individual winner. All students in the playoffs should receive Thinkers because the playoff will be scheduled with two 2-player matches or one 2-player and one 3-player. The students who lose the semifinal should all be considered 3rd place, all of whom should receive Thinkers. The final match will determine 1st and 2nd places.
- If no student scores 24 after all regular rounds, then treat the next highest scorers as undefeated players who advance through a similar playoff system as described above.

I. Playoffs for Determining Team Champions

Time limits for playoff matches are the same as regular rounds, except for "sudden death" tiebreakers.

If a division is *not* subdivided into sections, follow these rules.

1. If there are fewer than ten teams in the division, then the highest scoring team at the end of the four regular rounds is the team champion. If two or three teams tie for first, they meet in a playoff for the championship. If more than three teams tie for first, they are first matched for the semifinals. The division coordinator will match the teams for the semifinals.
2. If the division contains more than nine teams, then the top three teams meet in a playoff. If there is a tie for the last playoff position, the tied teams play a one-shake "sudden death" match to determine who participates in the playoff.

If a division has more than one section, then the highest scoring team in each section advances to the playoffs. Additional wild card teams are selected for the playoffs based on their total scores from the four regular rounds to make the number of teams in the playoffs divisible by three. In case there is a tie for the last playoff position, the tied teams meet in a one-shake "sudden death" match to determine

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who participates in the playoff. (If three teams are tied for the last two positions, play a one-shake “sudden death” match to eliminate one team.)

If a division has four or more sections, then teams are first matched for the semifinals, with the winners of semifinal matches meeting in the finals. Seeding in the playoffs is based upon the total scores from the four regular rounds, except that a section winner is seeded higher than a second place team that has the same or higher total score. If two or more teams tie for first in a section and all will enter the playoffs, then for purposes of seeding use the fourth round scores (then the third round if the fourth round scores are the same, etc.)

Depending on the number of teams in the playoff, follow the schedule below. Appendix B: Cube Game Playoff Bracket can be used to track the playoff matches for scorekeeping. Appendix C: Cube Game Team Playoff Match Report can be used for tracking the scores at each match of a playoff.

Six-Team Semifinals

1 – 6

2 – 5

3 – 4

Nine-Team Semifinals

1 – 6 – 7

2 – 5 – 8

3 – 4 – 9

The schedule should be modified so that teams from the same section in the regular rounds do not meet in the first playoff round. If teams have the same total score for the four regular rounds, they should be placed in semifinal matches so as to minimize the number of teams playing other teams from the same region.

In the playoffs, including any one-shake “sudden death” match to determine playoff participation, players must sit at tables based upon their total scores from the four regular rounds, with the highest scoring player on a team sitting at Table 1, second highest at Table 2, and so on. If two or more players on a team have the same score, they may be placed in any order at the discretion of their coach. (Players’ scores in a one-shake tie-breaking match or any playoff match are *not* added to their total from the four regular rounds when advancing to and through playoffs.)

In playoffs, for example, a team which had players score 24, 23, 22, 22, and 20 after the regular rounds must sit the player with the 24 at Table 1, 23 at Table 2, and 20 at Table 5. The players who scored 22 points may sit in either order at Tables 3 and 4. The team must sit in the same order throughout the playoffs, except that tied players may change respective tables from one playoff round to the next. They may not swap tables within a playoff round.

The division coordinator will make sure that all players are seated correctly before starting the playoff matches. If players still sit in an incorrect order and it is discovered after the match, any player who sat at a lower table than he should have receives the lowest score at that table with the opponents’ scores adjusted accordingly. If players from Teams A, B, and C are in a playoff match. Player 1 from Team A is supposed to sit at Table 1 but instead swaps seats with Player 2 from his team. Player 1 could score a 6 at that table, giving Players 2 from Teams B and C, respectively; however, as this was not Team A Player 1’s correct seat, they are penalized and score 2 for the match. Players 2 from Teams B and C would be given 6 and 4, respectively. Player 2 from Team A is not penalized even though they sat at an incorrect table. There is no penalty for a player who sat at a higher table.

If a team (or individual) playoff ends in a tie, then the teams (individuals) tied for first play an overtime one-shake “sudden death” tiebreaker. Players return to the same tables and roll to see who sets the Goal. When the shake is completed, scores are totaled. If teams are still tied, a second overtime shake is played, with players again rolling to see who sets the Goal. (For an individual

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playoff, alternate setting the Goal until the tie is broken.) Continue with overtime shakes until a winner is determined. In individual playoffs, if after 5 overtime shakes have taken place with no winner decided and at the discretion of the Division and Tournament Coordinators, an adult who is not associated with either player may be asked to play in the next shake.

Example #1 for Determining Playoff Matches

Section A	Blue	112 (2)	Pink	109 (5)
Section B	Red	108 (3)	Mauve	106 (6)
Section C	Green	113 (1)		
Section D	Yellow	102 (4)	Orange	102 (4)

Yellow plays Orange in a one-shake “sudden death” match to see who is the winner of Section D. Winner of that match is seeded fourth, ahead of Pink and Mauve. Loser of that match is eliminated from playoffs.

Semifinals:	Green (1)	vs.	Pink (5)*
	Blue (2)	vs.	Mauve (6)*
	Red (3)	vs.	Yellow/Orange winner (4)

*Pink and Mauve are switched because Blue and Pink were in the same section during the regular rounds. These are the pairings, even if Green and Pink are from the same local region.

Example #2 for Determining Playoff Matches

Section A	Blue	110 (2)*	Pink	110 (3)*	Orange	110 (4)*
Section B	Red	108 (4)				
Section C	Green	115 (1)				
Section D	Yellow	102 (6)				

Semifinals: Green (1) vs. Orange (4); Blue (2) vs. Yellow (6); Pink (3) vs. Red (5)

*Blue, Pink, and Orange are seeded based on their fourth round scores and do not faceoff in the semifinals as they played together in the regular rounds.

Example #3 for Determining Playoff Matches

Section A	Blue	112 (3)	Silver	104 (9)
Section B	Red	108 (5)	Mauve	106 (8)
Section C	Green	113 (2)		
Section D	Yellow	102 (7)	Orange	102 (7)
Section E	Pink	109 (4)		
Section F	White	107 (6)	Violet	104 (9)
Section G	Lavender	115 (1)		

Yellow plays Orange in a one-shake “sudden death” match to see who is the winner of Section D. Winner of that match is seeded seventh; loser is eliminated from playoffs. Silver plays Violet in a one-shake “sudden death” match to determine a second wild card team; loser is eliminated from playoff. Red and Mauve are separated because they are from the same section during the regular rounds.

Semifinals:	Lavender (1)	vs.	White (6)	vs.	Y/O winner (7)
	Green (2)	vs.	Red (5)	vs.	S/V winner (9)
	Blue (3)	vs.	Pink (4)	vs.	Mauve (8)

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More details on the number of playoff teams to advance from one or more sections can be found in the Cube Game Section Assignment Matrix of Appendix A: Cube Game Sections Scheduling.

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IV. Reading Games — PROPAGANDA, PRESIDENTS, THEME, CURRENT EVENTS

A. Number of Rounds

In every division for each of the reading games, competition consists of the following:

PROPAGANDA:	Four rounds of one section with 9 examples per round
PRESIDENTS:	Two rounds of 12 clues each round
THEME:	One round of 18 questions and one round of 12 questions
CURRENT EVENTS:	One round of 18 questions and one round of 12 questions

B. Seating

In each division, players are seated at tables in groups of three or four. No two players from the same team or, if possible, from the same school or district may sit in the same group or directly next to each other when in different groups. As much as possible, the three players seated at each table should be from different local leagues. In addition, each player should be seated with different players in each of the four reading games.

However, in the last one or two rounds of each game, the 9-12 highest scoring players are seated by the division coordinator as much as possible at the top three or four tables followed by the rest of the competitors in descending score order where no players from the same region are seated at the same table. There is no predetermined penalty for improper seating; however, serious violations of the seating rule will be reviewed by the Arbitration Panel to determine possible penalties.

C. Determining Individual Champions

Scores from each regular round of play are combined to form an individual's total points. After the regular rounds, the players are ranked with the highest combined total being the game competition's winner. In case of a tie for FIRST PLACE ONLY, the tying players compete in a playoff as follows.

PROPAGANDA: Four examples are read, one from each section played that year. If there is still a tie after the initial four examples, additional examples from the other divisional set (Junior/Senior for Elementary/Middle or vice versa) are read on a "sudden death" scoring basis. If there is still a tie after the four additional examples are read, co-champions are named.

PRESIDENTS: Four questions are read, two from each half-range for that year in the division (two from #1-24 and two from #25-45 for Junior/Senior OR two from #1-12 and two from #13-24 when Elementary/Middle plays #1-24 OR two from #25-34 and two from #35-45 when Elementary/Middle plays #25-45). If there is still a tie after the four questions, then co-champions are named.

THEME: Four questions from different categories of that year's topic are read. If there is still a tie after the initial four questions, additional examples from the other divisional set (Junior/Senior for Elementary/Middle or vice versa) are read on a "sudden death" scoring basis. If there is still a tie after the four additional examples are read, co-champions are named. All questions read in a playoff round will be wagered, and their answers do not have to be presented.

CURRENT EVENTS: Four questions from different categories—Places in the News; Science, Space and Medicine; Sports, and World Leaders—are read. If there is still a tie after the initial four questions, additional examples from the other divisional set (Junior/Senior for Elementary/Middle or vice versa) are read on a "sudden death" scoring basis. If there is still a tie after the four additional examples are read, co-champions are named. All questions read in a playoff round will be wagered, and their answers do not have to be presented.

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D. Determining Team Champions

Scores from each team member's total points in the regular rounds of play are combined to form a team's total points. After the regular rounds, the team with the highest combined total is the game competition's champion. In case of a tie for FIRST PLACE ONLY, the tying teams compete in a playoff as follows.

Players from each team must sit at tables based upon their total scores from the regular rounds, with the highest scoring player on a team sitting at Table 1, second highest at Table 2, and so on. If two or more players on a team have the same score, they may be placed in any order at the discretion of their coach. (Players' scores from an individual playoff match are not added to their total from the regular rounds.)

In playoffs, for example, a team which had players score 24, 23, 22, 22, and 20 after the regular rounds must sit the player with the 24 at Table 1, 23 at Table 2, and 20 at Table 5. The players who scored 22 points may sit in either order at Tables 3 and 4. Players may not change seats once the playoff match has begun.

The division coordinator will make sure that all players are seated correctly before starting the playoff matches. There is no predetermined penalty for improper seating; however, serious violations of the seating rule will be reviewed by the Arbitration Panel to determine possible penalties.

Questions for a team playoff are selected in the same manner as an individual playoff in that reading game. (See **Section III-C.**) If there is a need for an individual playoff as well as a team playoff, then the Chairperson for that game will make a decision about how to select the questions for each match based on the number of extra questions from the current tournament.

E. Appeals in Reading Games

Unlike the cube games where decisions can be made during gameplay in each shake by certified judges, the reading games' questions and clues are written and reviewed prior to the tournament and further reviewed immediately before each round of play. Due to the fact that these questions and clues are extensively reviewed by the writers, the Game Chairpersons, and the Review Panel, no protests may be filed regarding the validity of a question or clue in Propaganda, Presidents, Theme, or Current Events. No question or clue will be disregarded during a round of play on the grounds of an individual's disagreement with any statement within the question or clue.

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V. Sweepstakes — Individual Competition

In each division, players compete in the Individual Sweepstakes Competition to determine the best overall Academic Games player. Each player that meets the criteria is automatically entered into the competition.

Players' individual Sweepstakes scores are determined from the best four scores in separate games' tournaments. Scores are combined from the following four requirements to create a Sweepstakes score:

- (1) Must be one score from Mathematics: EQUATIONS or ON-SETS,
- (2) Must be one score from Language Arts: LINGUISHTIK or PROPAGANDA,
- (3) Must be one score from Social Studies: PRESIDENTS or THEME, and
- (4) The fourth score may be from any game not already used in the calculation, including CURRENT EVENTS.

In order to have a game count towards the Individual Sweepstakes Competition, at least eight teams must be registered in that game in that division. It is possible for too few teams to be registered in two adjacent divisions and, therefore, were combined to create a conglomerate game. That game's finishes can be counted towards the higher division's Individual Sweepstakes Competition but not the lower division's.

A player may compete in more than four games and take the best four scores that meet the guidelines.

To determine each player's individual Sweepstakes score, each of their game scores (not counting playoffs) is divided by a divisor, then the four best adjusted game scores which meet the guidelines above are added together.

Game	Max Score	Divisor	Adjusted Score
EQUATIONS	24	1.0	24#
ON-SETS	24	1.0	24#
LINGUISHTIK	24	1.0	24#
PROPAGANDA	144	*	24^
PRESIDENTS	144	*	24^
THEME	144	*	24^
CURRENT EVENTS	144	*	24^

*Determined per division, so that the highest actual score is adjusted to be 24. ($24 \div$ Top score in the division)

#For Middle, Junior, and Senior Divisions only, the individual champion (only one) in each of the cube games receives a bonus of one point, for a total score of 25.

^In Middle, Junior, and Senior Divisions only, the adjusted maximum score in the reading games is 25 and all other scores are curved from that. ($25 \div$ Top score in division)

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VI. Sweepstakes — Team Competition

In each division, in order to be eligible for the Team Sweepstakes Competition, a team must consist of the same five players for all games which they are counting towards their Sweepstakes score. All teams that meet the criteria are automatically entered into the Team Sweepstakes Competition. If some or all of the players on the team wish to play on other teams or individually in the other games which they are not counting for Team Sweepstakes, they may do so.

In each game, eligible teams are assigned points corresponding to their rank order of finish in that game after playoffs in the particular games have been completed. For example, if a team is the only one to finish fifth in CURRENT EVENTS, it is assigned 5 points for that game; if more than one team is tied fourth in LINGUISHTIK after playoffs, all of the teams are assigned 4.5 points for that game. The amount of teams tied does not change the points assigned except to add an additional .5 to the team's overall place. In the cube games, the playoff teams are ranked first based on their finishes after playoffs, then all other teams are ranked according to their total scores from the four regular rounds, regardless of section or advancement to playoffs.

Each team's Sweepstakes score is determined by adding together the points from their four best finishes. However, scores are combined from the following four requirements:

- (1) Must be one score from Mathematics: EQUATIONS or ON-SETS,
- (2) Must be one score from Language Arts: LINGUISHTIK or PROPAGANDA,
- (3) Must be one score from Social Studies: PRESIDENTS or THEME, and
- (4) The fourth score may be from any game not already used in the calculation, including CURRENT EVENTS.

In order to have a game count towards the Teams Sweepstakes Championship, at least eight teams must be registered in that game in that division. It is possible for too few teams to be registered in two adjacent divisions and, therefore, were combined to create a conglomerate game. That game's finishes can be counted towards the higher division's Team Sweepstakes Championship but not the lower division's.

For instance, if a team has this record:

EQUATIONS	(1)	ON-SETS	(4)
LINGUISHTIK	5	PROPAGANDA	(3.5)
THEME	(7)	PRESIDENTS	18
		CURRENT EVENTS	10

This team's Sweepstakes score would be $1 + 3.5 + 7 + 4 = 15.5$.

Note that the THEME finish of 7th Place must be used ahead of the LINGUISHTIK finish of 5, because of the requirement of having at least one finish from each of the three subject areas. The ON-SETS score was used over LINGUISHTIK, PRESIDENTS, and CURRENT EVENTS as ON-SETS was the best finish of the five remaining games after using the EQUATIONS, PROPAGANDA, and THEME scores.

Teams with the lowest Sweepstakes scores are ranked before those teams with a higher combined score. Teams with identical combined sweepstakes scores are ranked the same place finish; there are no tiebreakers even for first place finishers. In each division, the teams with the lowest Sweepstakes scores receive awards according to the Award Policies. (See Section XIV.)

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VII. Qualifying Rules for Participation in the AGLOA National Tournament

A. Participation Definition

There are four potential divisions in an AGLOA tournament: Elementary (Grades 6 and below), Middle (Grades 8 and below), Junior (Grades 10 and below), and Senior (Grades 12 and below).

Local leagues can hold their own qualifying tournaments in any number of games and divisions, including divisions beyond the four sanctioned by AGLOA; however, players in a non-sanctioned division are not eligible to attend the national tournament.

The number of participants in a division is determined by the number of players in the average of the top three most populated games in that division during regular league play. For instance, in the Elementary Division, League Alpha has the following numbers:

EQUATIONS — 66; THEME — 50; PRESIDENTS — 66; LINGUISHTIK — 48.

Thus, the number of participants for Elementary Division for League Alpha is $(50+60+66)/3 = 58.\bar{6}$. When the average is not a whole, as in this example, leagues may round up or down as they choose.

B. Nationals Players Allowed from a League

Leagues are encouraged to develop their own qualifying criteria for the AGLOA National Tournament. Some examples from existing local leagues are listed in this document. However, AGLOA has set a maximum number of players that may attend the national tournament from each division in a league.

For the **Elementary and Middle Divisions**, use the following table.

# of participants in the division (See VI-A above.)	Maximum players allowed at Nationals
5 - 25	5
26 - 50	10
51 - 75	15
76 - 125	20
126 - 175	25
176 - 225	30
226 - 275 (and so on for more participants)	35

For the **Junior and Senior Divisions**, follow the table below.

# of participants in the division (See VI-A above.)	Maximum players allowed at Nationals
5-14	5
15-25	10
26-50	15
51-75	20
76-100	25
101-125 (and so on for more participants)	30

C. Games Participation Rule

In order to play a particular game at the AGLOA National Tournament, a player must have: (a) played that game in local competition and/or at the state/regional tournament that year using the official Tournament Rules, (b) for the cube games, finished in the top 70% of the players in the division in that game, AND (c) for EQUATIONS and ON-SETS, Adventurous versions must be played locally by qualifiers as they will be played at the national tournament.

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D. More Restrictive Rule and Exceptions

Leagues may establish qualification criteria beyond VI-B and VI-C that qualify fewer players.

Leagues may seek exceptions to the rules stated above by submitting a written request to the AGLOA Board of Directors by no later than March 1.

E. Sample League Qualifying Criteria

Leagues usually have a "strategy" in setting qualifying criteria, within the AGLOA National Tournament's guidelines. Many leagues seek to develop strong Sweepstakes teams (players good in all games combined). Other leagues choose to identify the best players in each individual game. The individuals listed below can be contacted for questions and to consult with you on the pros and cons of setting your own qualifying criteria.

1. Accumulation Model (Br. Neal Golden, New Orleans)

The league seeks to qualify a set number of players (near the maximum allowed by AGLOA) in each division and to make that number evenly divisible by 5, so as to have complete teams. Players accumulate points in all games played. The 15 players (or 20, 25, ... depending upon division) with the greatest number of accumulated points in all four games are the ones who qualify for Nationals. The league (by its own choice) can "weight" certain games over others, e.g., EQUATIONS & ON-SETS scores carry more weight when determining teams than do PROPAGANDA & PRESIDENTS.

(Note: Several other leagues use a similar method of accumulating points over several games and then picking the top X number of players. Different leagues play different games and "weight" them differently.)

2. Game All-Star Model (Nancy Kinard, Palm Beach)

A league seeks to identify the "best" players in each individual game. Qualification numbers are aimed at a "reasonable" number for the league to afford (transport and house) and manage at the national tournament. Players qualify by being in the top 5 in a game in a division (ties for fifth also qualify). Players who qualify by being in the top 5 in a particular game must ALSO play at least two other games and finish in the top 70% in those games. These criteria generally result in about 13-15 qualified players in each division. These criteria often make it difficult to select a Sweepstakes team, because the Social Studies qualifiers are frequently not good cube game players. However, these criteria often make for stronger teams in each individual game.

(Note: Several other leagues use a similar method of selecting "all-stars." Some leagues require a player to "qualify" in more than one game; that is, finish in the top 5 in more than one.)

3. Combination Models (Sue Mellon, WPAGL)

The league runs different tournaments for each game. In the cube games, players qualify by obtaining a minimum score (e.g., 16 out of 18 max). In the reading games, players qualify by finishing in the top 10% of the players in the division in the game. The league stipulates that a player must qualify in more than one game in order to attend Nationals.

4. Minimum Score Model

League sets a minimum score that a player must have in a particular game in order to qualify for the national tournament. Often, the league will stipulate that a player must obtain two or three such minimum scores in order to qualify. The league attempts to set the qualifying

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standards in such a way as to "qualify" the number that it feels it can reasonably handle (transportation and cost-wise) at Nationals.

F. Forming Teams for the National Tournament after Qualifying

Once all players qualify, leagues form teams for the national tournament in a variety of ways:

1. the league attempts to form "all-star" teams for Sweepstakes, and/or
2. teams of the "best" five players are picked for each game, and/or
3. each school or district within the league takes its own qualifying players and attempts to form conglomerate teams from among those players.
4. when there are not enough players from one district or league, then those players are combined with students from another district/league to form conglomerate teams of five.

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VIII. Assignment of and Responsibility for Personnel

A. Tournament Manager & Tournament Director (choose those listed below)

1. Tournament Assistant(s)
2. Division Coordinators & Assistants
3. Head Scorekeepers & Assistants
4. Games Chairpersons - EQUATIONS, ON-SETS, LINGUISHTIK, PROPAGANDA, PRESIDENTS, THEME, and CURRENT EVENTS
5. Readers for Reading Games - PROPAGANDA, PRESIDENTS, THEME, and CURRENT EVENTS
6. Awards Coordinator & Medals Coordinator
7. Registrars
8. Social Committee Members
9. Social Media Coordinators & Assistants
10. Photographers
11. Meal Monitors
12. T-Shirt & On-Site Apparel Coordinator

B. Division Coordinator (reports up to Tournament Director)

1. Assistant Division Coordinator
2. Readers from Game Chairpersons
3. Assigned Monitors chosen from Game Chairpersons
4. Assigned Cube Game Judges from Game Chairpersons
5. Assigned Cube Game Appeals Panel from Game Chairpersons

C. Awards Coordinator (reports up to Tournament Manager)

1. Awards Assistant(s)
2. Volunteers for setup of Awards Presentation

D. Awards Coordinator (reports up to Tournament Manager)

1. Awards Assistant(s)
2. Volunteers for setup of Awards Presentation

E. Certified Cube Game Judge (reports up to Division Coordinator)

1. To be certified as a judge for a cube game, a person must:
 - a) Have judged that game at the local and/or regional level,
 - b) Passed a certification administered by the Game Chairperson,
 - c) Be nominated by her/his league for a particular game,
 - d) Attend the scheduled Judges Meeting prior to officiating a round of play.
 - e) Recertify for a game every 5 years.
2. A list of certified judges can be found on the AGLOA website:
www.agloa.org/certified-judges/

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IX. National Tournament Job Descriptions

A. Tournament Director

Most likely the Executive Director of AGLOA.

1. Supervises the operation of the entire tournament.
2. Supervises the Opening and Awards Ceremonies, including soliciting emcees.
3. Communicates with media.
4. Performs any functions below that are needed or finds the necessary volunteers.

B. Tournament Manager

Most likely the person who has had responsibility for all aspects of the tournament preparation up to the start of the tournament.

1. Secures rooming for leagues with the tournament hotels.
2. Supervises the registration process.
3. Supervises the scheduling of the tournament.
4. Ensures the proper amount of each award are ordered and available for the Awards Coordinator.
5. Works with tournament staff to ensure all online systems are functioning properly.
6. Communicates with all leagues information pertaining to the national tournament.
7. Performs any functions below that are needed or finds the necessary volunteers.

C. Tournament Assistant(s)

Experienced Academic Gamer with administrative talents.

1. Works with the hotel/location staff and tournament staff to ensure proper setups.
2. Coordinates with scorekeepers to set up the scoring room and computers.
3. Works with Awards Coordinator to ensure the rooms are set up for the Awards Ceremony.
4. Assists with all other administrative duties associated with the tournament.

D. Division Coordinator (one for Elementary, Middle, and Junior/Senior Divisions)

Experienced Academic Gamer with energy, responsibility, and organizational skills.

1. Receives all section information, scheduling information, and playing forms.
2. Manages the physical aspects of the division—tables, sections, timing, etc.—and collection of playing forms, and interfaces with scorekeepers.
3. Manages the assignment of players to correct tables for all games.
4. Handles procedural appeals in the cube games for the division.

E. Assistant Division Coordinator (one for Elementary, Middle, and Junior/Senior Divisions)

Experienced Academic Gamer with energy, responsibility, and organizational skills.

1. Assists the Division Coordinator with all functions.

F. Head Scorekeeper

Responsible, organized Academic Gamer, who has previously scored at Nationals.

1. Manages the scorekeeping process for a division with the help of assistants.
2. Makes any important on-site changes to player/team registration.
3. Cooperates with the Division Coordinator and Assistant Division Coordinator to receive all scoresheets.
4. Enters all scores for all rounds of all competitions.
5. Prints and posts all standings for all competitions.
6. Calculates team Sweepstakes winners.
7. Prepares final results summaries for the Awards Ceremony.

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G. Assistant Scorekeeper

Responsible, detail-oriented, interested Academic Gamer.

1. Assists the Head Scorekeeper.
2. Enters scores for games, prints reports, and other scorekeeping duties.

H. Games Chairperson (one for each game played at the national tournament)

Experienced official with supervisory and organizational talents.

1. Handles the oversight of the rules in the assigned game from year to year.
2. Accepts and assigns all nominations for judging, reading, and monitoring.
3. In the cube games
 - a) Develops and manages the judge certification process.
 - b) Assigns judges for the Appeals Panel in each division.
 - c) Monitors the progress of judges and handle any concerns.
 - d) Handles game rules appeals that may escalate beyond the Appeals Panel.
4. In the reading games
 - a) Develops the question sets for all tournaments in the reading games.
 - b) Coordinates with the Review Panel before each session.
 - c) Reviews the progress of room monitors and handle any concerns.
 - d) Handles game rules appeals that may escalate.

I. Division Coordinator for Cube Games (one for each game in Elementary, Middle, and Junior/Senior Divisions)

Experienced, certified official for the game. Named by the Game Chairperson.

1. Cooperates with the Division Coordinator in administering the competition.
2. Serves as a judge during the regular and playoff rounds of that game.
3. Works with all judges in the division(s) for that game and ensures that all player questions are answered.
4. Terminates each round officially.
5. Serves on the Appeals Panel with two other certified judges named by the Game Chairperson.
6. Resolves game rules issues with the Game Chairperson.

J. Judge for the Cube Games (several for each game in Elementary, Middle, and Junior/Senior Divisions)

Certified official for the game. Named by the of Game Chairperson.

1. Serves as a judge in one or more sections of the division without any players from her/his own teams, and, where possible, without any players from her/his own league.
2. Proctors one ore more sections of players to ensure that players play within the rules.
3. Answers questions from players (not their own) and rules on correctness.
4. Escalates content questions to the Division Coordinator for Cube Games in cases of disputes.
5. Assists with the distribution and collection of all forms.

(Note: In each division in each game, the Game Chairperson will name three judges from three different areas to form the Appeals Panel, which includes the Division Coordinator for Cube Games.)

K. Readers for the Reading Games (at least one for each game in Elementary, Middle, and Junior/Senior Divisions)

Experienced reader at the local, regional, and/or national level. Good oral command. Knowledge of the reading game procedures and rules for the game.

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1. Receives the questions/examples/clues from the Division Coordinator after the official review and ensures that all of them are understandable and readable.
2. Manages the running of the game tournament once all players are initially seated.
3. Reads all of the questions/examples/clues, using the scripted format for that game.
4. Leads players through careful checking of answers.
5. Manages the game monitors and resolves procedural questions.
6. Terminates each round officially.
7. Resolves content questions with the Game Chairperson.

L. Monitors for the Reading Games (several for each game in Elementary, Middle, and Junior/Senior Divisions)

Experienced monitor at the local, regional, and/or national level. Knowledge of the reading game procedures and rules for the game.

1. Proctors in one or more sections of the division without any players from her/his own teams, and, where possible, without any players from her/his own league.
2. Ensure that players play within the rules.
3. Answers questions from players (not their own) and rules on correctness.
4. Escalates content questions to the Head Judge in cases of disputes.
5. Assists with the distribution and collection of all forms.

M. Awards Coordinator (can be two if there are separate ceremonies at a national tournament)

Responsible, organized, interested Academic Gamer.

1. With the Tournament Manager, ensures all awards needed for the tournament, including plates, following guidelines, have been ordered.
2. Seeks alternate sources and best prices for producing awards.
3. Supervises the receiving of shipped awards at the tournament site.
4. Supervises the unpacking and set up of all awards using volunteers.
5. Manages the Awards Ceremony setup and distribution of awards during the ceremony.

N. Awards Assistants (several for each ceremony)

Responsible, organized, interested Academic Gamer.

1. Assists the Awards Coordinator and volunteers with unpacking and set up.
2. Manages the Awards Ceremony with the Awards Coordinator.

O. T-Shirt Coordinator (1)

Responsible, organized, creative, interested Academic Gamer.

1. Facilitates the design of the official national tournament t-shirt and VIP gifts.
2. Receives the shirt orders from the Tournament Manager.
3. Facilitates the purchase and screenprinting of the shirts.
4. Supervises the packing of the correct sizes, by district.
5. Facilitates delivery of the shirts to the tournament site.

P. Registrars (at least two individuals)

Responsible, organized, trustworthy Academic Gamer.

1. Assists in the registration process on the opening day.
2. Verifies all registration information and collect balances due.
3. Distributes information packets prepared by the Tournament Manager.
4. Handles the distribution of t-shirts, name badges, and other information.

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Q. Social Committee (3 or more)

People who can manage volunteers to run the social aspects of the tournament.

1. Manage the social activities (e.g., events, excursions, etc.) of the tournament.
2. Coordinates volunteers to assist with tasks.

R. Volunteers

1. Assists in facilitating social activities, unpacking awards, monitoring meals, sending out social media reminders, and other events.

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X. Cube Game Appeals Process (Adopted September 1997; revised April 2018)

A. Before the Tournament Begins

Before the start of the national tournament, a three-judge Appeals Panel is named by the Game Chairperson for each cube game in each division. For these purposes, Junior and Senior Divisions are considered one division. If possible, the three appeals judges are from different regions.

B. At the Table

If a player disagrees with a ruling by a judge, that player may solicit the opinion of a second judge.

If the two judges agree, the decision stands; the player may seek no other judges during the round, but still has the opportunity to appeal the decision in writing following the round (see below).

If the two judges disagree, they should seek a ruling from a third judge. After hearing from three judges, the player may still make a formal appeal. The player who wishes to appeal must be careful to preserve all materials and other papers on which facts pertinent to the disagreement are recorded.

C. Appeals Procedure

Appeals are the preferred method of objection and must be filed before the end of a cube-game session (two rounds).

1. In the cube games, a player may appeal only if two judges agree (or if a third judge disagrees) on a ruling and the player disagrees.
2. If a player wishes to appeal, he or she must inform one of the judges or the Division Coordinator of their intention to appeal the ruling and must not sign the scoresheet.
3. The player must complete an Appeals Packet (available from the Division Coordinator).
 - a) The Appeals Packet includes an Appeals Form, the scoresheet (and a Demand Sheet for LINGUISHTIK), as well as any original papers from the shake in question. Photos of the original Solution and/or playing mat taken by the Division Coordinator, but not rewritten versions, are acceptable.
 - b) The Appeals Packet must be completed **before leaving the room for that session** (the second regular round of the day). A judge or coach can help the appealing player to complete the packet.
 - c) If a player initials the scoresheet or leaves the room after the second round of the session, he or she can no longer appeal, but may file a protest.
4. After receiving an Appeals Packet, the Division Coordinator will convene the three-person Appeals Panel for that game.
 - a) If one of the Appeals Panel judges has a player involved in the appeal, the Division Coordinator must replace him or her with one of the Appeals Panel alternates.
 - b) The three-person panel will review the appeal based on the information in the Appeals Packet, along with the players involved, plus consulting any judges who ruled on the question previously.
 - c) The Appeals Panel also may consult with additional judges, the appropriate Game Chairperson (EQUATIONS, ON-SETS, or LINGUISHTIK) or the Tournament Director.
5. In playoff rounds, all appeals must be filed and completed before the next round of play begins.
6. The Appeals Panel's decision is binding. In extreme cases, the Tournament Director may also review the ruling and offer a final decision.

D. Protest Procedure

Protests are requests after a session to overturn a verifiable judging error.

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1. Because protests occur after a completed session, the protesting player or coach has a larger responsibility to recreate the shake in question, including an original Solution OR a photo of the Solution and playing mat taken by the Division Coordinator. All players and judges must be able to recall the situation accurately to consider overruling the original judgment.
2. A player must complete the Protest Packet, including any relevant documents or information, and return it to the Division Coordinator within the time limit.
 - a) If the protest is from Session 1 (first two rounds), it must be filed by **8 a.m. the following morning**. If the protest is from Session 2, it must be filed **within an hour** after the end of the fourth round. In playoff rounds, all protests must be filed and completed before the next round of play begins.
3. The Division Coordinator will convene the three-person Appeals Panel for that game.
 - a) The Appeals Panel, along with the Game Chairperson, reviews the protest to determine if the original ruling is reversible.
 - b) If one of the Appeals Panel judges has a player involved in the appeal, the Division Coordinator must replace him or her with one of the Appeals Panel alternates.
 - c) The three-person panel will review the protest based on the information in the Protest Packet, along with the players involved, plus consulting any judges who ruled on the question previously.
 - d) The Appeals Panel also may consult with additional judges, the appropriate Chairperson (EQUATIONS, ON-SETS, or LINGUISHTIK) or the Tournament Director.
4. The Appeals Panel's decision is binding. In extreme cases, the Tournament Director may also review the ruling and offer a final decision.

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XI. Appeals / Protest Form

Date: _____

Division: EL MID JUN SEN

Game: EQ OS LING

Round: _____

Protesting Player Name & Team: _____

Protesting Player's Coach: _____

Other Players' Names/Teams at the Table: _____

Judges Who Ruled on the Solution/Equation: _____

Explanation of Protest (attach all pertinent documents to this form; write on the back, if needed):

Signature of Protesting Player: _____

Place this form, the scoresheet, and all pertinent documents (Solution papers) in the ziploc bag. Give it to the division coordinator before leaving the playing room.

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XII. Penalties Policy: Violation of Procedures (Adopted September 1997; revised April 2016)

A. Simple Mistakes

If players have made simple addition mistakes—where there is no evidence of an intent to deceive—in totaling any player's points on a scoresheet in any game or have incorrectly determined the team scores (6-4-2) in a cube game, a judge or a scorekeeper can correct the mistake to get the correct final score, even if the scoresheet has been signed and turned in. No penalty is assessed for any of the players in the match unless there is evidence of intent to deceive, in which case the remainder of this policy should be consulted.

B. Tournament Arbitration Panels

A panel will be formed for each division, including the Division Coordinator, Chairperson for the game involved, Game Coordinator for the game involved, Tournament Director, and one other person.

A player alleged to have played unfairly or violated procedural rules of the game will have the opportunity, with his or her coach present, to explain before the Arbitration Panel. The accusing players or judges also will have the opportunity to explain their position(s).

C. Penalties

If a player is found to have played unfairly in the game, the Arbitration Panel will reduce the player's score to zero (0) for that round (regular or playoff). If a player has simply broken procedural rules for the game after being warned, the Arbitration Panel may choose to reduce that player's score to zero (0) (or the lowest score possible) for that question or action only.

(Note: Reducing the player's score to zero (0) for the round also means the team receives a zero (0) from that player for the round as well.)

Depending on the severity of the violation, the Arbitration Panel may do any or all of the following:

1. Disqualify that player from further play in that game
2. Prohibit the player from receiving an award in the game in which the infraction occurred as an individual or a member of a team
3. Remove the player from Individual Sweepstakes competition

The "severity of the violation" includes whether it is a repeat violation from earlier in the same tournament or from an incident in local play or at a previous national tournament.

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XIII. Question Writers

At its meeting of July 11-13, 1997, the Executive Committee of the AGLOA Board of Directors recommended that questions be written each summer for the following year's local tournaments and the AGLOA National Tournament. These questions will be written by various individuals from around the country selected by national Game Chairperson for each of the reading games and approved by the AGLOA Board of Directors. Writers can be past or present players and/or coaches. The questions will be written following a standard format (see **Section XIII**) when submitted to AGLOA.

One chairperson selected by the AGLOA Tournament Council will serve for each of four categories: PROPAGANDA, PRESIDENTS, THEME, and CURRENT EVENTS. The tasks of the Game Chairpersons are:

1. Review all questions submitted.
2. Choose the questions to be included in the "official" list. Some questions will be challenging for high school divisions; some easier for Elementary and Middle Divisions.
3. Edit some questions, if required.
4. Organize the questions into a standard format (see **Section XIII**).
5. Make a list of how many final questions came from each contributor.
6. Send the final list of questions and contributors to AGLOA.

The AGLOA office will distribute the lists of questions to all interested affiliated league directors. The intention is to have the lists of questions ready for distribution each year by the dates listed below. Leagues may wish to set their playing schedules to conform to the distribution schedule. Also listed in the table below is the numbers of questions/examples/clues each league director will receive and the costs for each game's question/example/clue sets.

Game	Date	# Questions per Set	Cost for Leagues
PROPAGANDA	September 15	80	\$60
PRESIDENTS	October 15	52	\$80
THEME	November 15	64	\$40
CURRENT EVENTS	January 1*	64	\$40

*If Current Events is played in a local league prior to January 1, then league officials need to communicate that information to the Chairperson for CURRENT EVENTS.

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XIV. Guidelines for Preparing Questions/Examples/Clues

All submitted questions/examples/clues must be prepared in a current version of Microsoft Word. The file should be transmitted as an attachment to an e-mail message to the current year's Game Chairperson.

A. PROPAGANDA Examples Format

Examples from different Propaganda Sections should be on separate pages in a typed document. In Junior and Senior Divisions only, some of the examples can be visual, taken from magazines, newspapers, or other print material.

Section A

I know that the guidelines for these examples should have been developed many years ago, but we have been busy doing other more important matters, and, besides, we have real lives to live.

Panels' Answer: #6 Rationalization

Section C

Let's go to Rooms to Go for our living room furniture. All of their furniture is designed by Cindy Crawford.

Panels' Answer: #5 Status

B. PRESIDENTS Clues Format

From the Presidents official Tournament Rules:

PZ5 Each question consists of three clues, with each clue being increasingly revealing. Each clue consists of one or more sentences written in the first person, as if the president were stating the information. Suggested guidelines for these statements are:

- | | |
|--------------|--|
| 6-point clue | This statement should be relatively obscure, yet specific enough to limit the answer to just one possible president. It should require intensive knowledge of American History and/or personal facts about the president. |
| 4-point clue | This statement should give more information, perhaps including more history and/or personal facts. The Presidents Chart often might be used to help narrow the range but not uniquely identify the President. Each year, in Elementary and Middle Divisions, the four point or two point clues may contain something about a particular theme. In the Junior and Senior Divisions, the four or two point statement may contain something about the Elementary/Middle Divisions' theme and/or a second theme and/or one of the special U.S. Leaders listed. |
| 2-point clue | This statement should make the choice obvious. It should include something unique from the Presidents Chart or something in the president's era that is obvious or a very well-known fact about the president. |

Range 13-24

(6 points)

I was expelled from college for breaking rules but later returned to achieve scholastic honors. During my time in the White House, John Brown raided Harper's Ferry.

(4 points)

I served only one term as president. I was born, died, and went to college in the same state. My vice president was the youngest man to hold that position.

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(2 points)

During my term, first South Carolina and then six other Southern states seceded from the Union.

Answer: #15 James Buchanan

Range 4-14

(6 points)

When I was criticized by the government for capturing Pensacola, John Quincy Adams defended my actions in helping the U.S. obtain a neglected southern territory from the Spanish. Eventually, I was appointed governor of this new American Territory.

(4 points)

As president, I proposed a further opening of our country's Indian lands in the southeastern part of our country to white settlement. When the Cherokee Nation protested and their rights were upheld by the Supreme Court, I refused to recognize their decision and said, "John Marshall has made his decision, now let him enforce it."

(2 points)

I smoked a corn cob pipe as did my wife, Rachel. I was the first president to marry a divorced woman and the first to ride on a train.

Answer: #7 Andrew Jackson

(Note: John Marshall was one of the American Leaders featured the year this clue was used.)

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C. THEME Questions Format

The questions must be related to one of the topics and subtopics agreed upon for THEME for that year.

Exploration & Geography

In 1805, these two explorers carved a new trail into the Pacific Northwest, opening that area for expansion and settlement. Who were these two explorers?

- A. Lewis & Clark
- B. Abbott & Costello
- C. Laurel & Hardy
- D. Captain & Tennile

Answer: A

(*Note:* Always conclude the question with a clear summary of what the question really is. The writer must show some imagination in composing “good distractors”—wrong answers. These distractors give away the right answer.)

D. CURRENT EVENTS Questions Format

Questions should all be from the same year and related to the published list topics for the year.

Political

During the early part of this year, the political leader of a Middle East Arab country apologized personally to each of the parents of several Israeli children who were killed by an irrational soldier of this Arab country. Who is this political leader and what is the Arab country?

- A. Yassar Arafat of Palestine
- B. Sadaam Hussein of Iraq
- C. King Hussein of Jordan
- D. Muamar Quadafi of Libya

Answer: C

(*Note:* Always conclude the question with a clear summary of what the question really is. These wrong answers really are distracting. They are believable and might be chosen by a player who is just guessing.)

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XV. Awards Policies

In order to reward those teams and individuals with outstanding performances at the national tournament, AGLOA gives out Thinkers and medals to top finishers. All Thinkers will be distributed at the Awards Ceremony on the closing night of the tournament. Medals Distribution Ceremonies will take place at scheduled times throughout the tournament. Thinkers and medals are awarded according to the following guidelines for each game and Sweepstakes competition in each of the divisions.

(Note: If there are more than two players or teams tied at any place, below first place where no ties are broken, then those competitors tie at that finish. No awards are given for the places immediately after the tied players/teams. For instance, if there is a tie for second place between two competitors, then no third place award is presented. If there is a tie for fourth place among three competitors, then no fifth or sixth place awards are presented, etc.)

A. INDIVIDUALS — Top 3

The first, second, and third place individuals in any game competition and Sweepstakes competition receive a large Thinker. The first place Thinker is gold, second is silver, and third is bronze. If there are multiple players tied for third place after the regular rounds and/or playoffs, then all third place finishers receive a Thinker. When two or more players are tied for 2nd place, then they all receive Thinkers and no third place winners are awarded. (For Elementary Division cube games, see **Section XIV-C.**)

B. TEAMS — Top 3

The first, second, and third place teams in any game competition and Sweepstakes competition receive a large Thinker. The first place Thinker is gold, second is silver, and third is bronze. If there are multiple teams tied for third place after the regular rounds and/or playoffs, then all third place finishers receive a Thinker. When two or more teams are tied for 2nd place, then they all receive Thinkers and no third place winners are awarded.

The five members of the Top 3 teams individually receive small Thinkers in the corresponding colors of the team Thinker. In Sweepstakes competition, the team members receive a large Thinker.

C. INDIVIDUALS — Cube Games, Beyond the Top 3

Undefeated players, except those that earn a Thinker for first, second, or third place, receive large medals. In Elementary Division, since there are no playoffs to determine a single winner, all students who score a 24 are considered undefeated players. In Middle, Junior, and Senior Divisions, when a student does not make it into the Top 3 but finishes regular play with a 24, they are considered to be undefeated.

D. TEAMS — Cube Games, Beyond the Top 3

A team that advances to the playoffs in any cube game, but does not make it to the final match receives one large Thinker for the team and five small Thinkers for each of the members on the team in a fourth color determined by the tournament administration. (See **Section XIV-I.**) If there are less than three sections scheduled for a cube game, then there should be no team in playoffs that does not make the finals. (See Appendix A: Cube Game Sections Scheduling for a full breakdown of awards.)

Players whose teams finish second in their scheduled section or compete in a one-shake wildcard match, but do not advance to the playoffs, receive small medals.

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E. INDIVIDUALS — Reading Games, Beyond the Top 3

Any players who finish fourth through tenth place will receive large medals. If there are multiple players tied for tenth place after the regular rounds, then all tenth place finishers receive an award.

F. TEAMS — Reading Games, Beyond the Top 3

Based on the number of teams registered for an individual reading game in a single division, a number of other awards (beyond first, second, and third) will be given to “extra teams” using the following chart:

Teams Registered	Extra Teams	Extra Team Awards
Up to 12	0	None
13 - 23	1	4th place team gets 5 small medals
24 - 31	3	4th-6th place teams get 5 small medals each
32 - 39	5	4th-6th place teams get 1 large and 5 small Thinkers each 7th-8th place teams get 5 small medals each
40 - 47	7	4th-6th place teams get 1 large and 5 small Thinkers each 7th-10th place teams get 5 small medals each
48 - 60	9	4th-6th place teams get 1 large and 5 small Thinkers each 7th-12th place teams get 5 small medals each

(See **Section XIV-I** for the color of Thinkers given to extra teams.)

G. INDIVIDUALS — Sweepstakes Championship, Beyond the Top 3

Any players who finish fourth through tenth place will receive small Thinkers. If there are multiple players tied for tenth place, then all tenth place finishers receive an award. (See **Section XIV-I**.)

H. TEAMS — Sweepstakes Championship, Beyond the Top 3

In all divisions, those teams whose Sweepstakes scores rank them as the fourth place overall team should receive one large Thinker for the team and five small Thinkers for the team members. In Elementary and Middle Divisions only, the fifth place Sweepstakes teams and their members also receive a large Thinker and five small Thinkers. (See **Section XIV-I**.)

I. Thinkers — 4th Color

In cases where teams or individuals not in first, second, or third are awarded a Thinker, whether large or small, that Thinker should be blue.

J. Outstanding Educator(s)

Outstanding teachers/coaches are recognized each year by their peers at the AGLOA National Tournament. These individuals have contributed over an extended period of time in a quality manner to their own programs and have also made significant contributions at the national tournament. They are revered by their students and colleagues.

K. Outstanding Senior(s)

The Outstanding Senior Award is a recognition given by the Academic Games Leagues of America at its annual National Tournament. Outstanding Senior Awards are given to those academic gamers who have enviable competitive records and have given of themselves to promote the spirit of Academic Games in their own schools and leagues. These individuals exhibit the highest qualities of character and sportsmanship.

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XVI. AGLOA Tournament Council

The AGLOA Tournament Council consists of representatives from the various leagues and works directly with the AGLOA Board of Directors to plan and run the annual national tournament. Tournament Council members serve as the voice of their league’s Academic Games constituents, by whom they are elected to serve a three-year term, in all aspects of the tournament and the game competitions. Tournament Council members may also work on different committees that deal with the different facets of the tournament.

The Tournament Council meets twice per year (once at the national tournament and once at the site of the upcoming national tournament during the summer) and conducts regular conference calls. Newly elected members’ terms begin at the Tournament Council meeting held during the national tournament in the same year which they were elected. Members whose terms runs out serve up to the national tournament at the end of their three-year term. Any member may be re-elected an indefinite number of times.

2018-19 Tournament Council			
Member	Area Represented	Term Ends	Email
Rod Beard, Director			rod.beard@agloa.org
Krista Braymer	Beaver County, PA	2021	kristabraymer@agloa.org
Ellen Bredeweg	Palm Beach County, FL	2021	ellenbredeweg@agloa.org
Pam Champagne	Detroit, MI	2020	pamchampagne@agloa.org
Heather Fry	Grove City, PA	2020	heatherfry@agloa.org
Ellie Gamble	Jefferson Parish, LA	2021	elliegamble@agloa.org
Melinda Hall	St. Bernard Parish, LA	2019	melindahall@agloa.org
Antonio Johnson	Detroit, MI	2021	antoniojohnson@agloa.org
Sallie Johnson	Detroit, MI	2019	salliejohnson@agloa.org
Alicia Mullins	RESA II, WV	2019	aliciamullins@agloa.org
Michael Phillips	Montour, PA	2021	michaelphillips@agloa.org
Adrian Prather	At-Large	2019	adrianprather@agloa.org
Lorrie Scott	Indian River, FL	2020	LorrieScott@agloa.org
Craig Zeller	New Orleans, LA	2020	craigzeller@agloa.org

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Appendix A: Cube Game Sections Scheduling

There are three official Division Schedulers (one for Elementary, one for Middle, and one for Junior and Senior Divisions) for all cube game competitions in their assigned division(s). These Division Schedulers must not have teams or players registered for the national tournament in the division for which they are determining schedules.

All districts or leagues register their teams for each cube game in each division before the start of each national tournament. If a district or league has more than one team in a cube game in any single division, the district or league must submit a Cube Game Team Seeding Form for those games in those divisions, indicating how their teams should be seeded in the cube games, so that the Division Schedulers have the proper information to ensure that all sections are as equally distributed as possible.

The Division Scheduler must ensure that each cube game has at least eight teams registered. If a game does not have eight teams entered in a division, then that cube game will not be played in that division. (See **Section I-B.**) An exception can be made, for example, in the Junior and Senior Divisions, by combining the Junior and Senior teams into one section. For that circumstance, all teams are considered to be in the Senior Division. There will be no Junior Division competition in that game.

For each cube game, the Division Scheduler counts the number of teams entered for that game and consults the Cube Game Section Assignment Matrix (see below) to determine the number of and the types of sections that will be formed.

The Division Scheduler examines the Cube Game Team Seeding Forms from all Districts and Leagues and the final results from the previous year's national tournament, or two, in each cube game for that division to make decisions about the formation of sections and how teams are divided into sections. For instance, if there are to be three sections for a game according to the Cube Game Section Assignment Matrix, the scheduler is charged with trying to identify the likely top nine teams, and then placing three of those top nine teams in each section. Other teams in that game in that division are then placed in those three sections. Obvious decisions, such as not playing three teams from the same district or league in the same section but keeping them in separate sections, will be considered.

If a section is composed of only six or seven teams, the Division Scheduler will examine the Team Seeding Forms and assign a number to each of the six teams. The top teams will be called 1, 2, or 3; the other teams will be assigned 4, 5, 6, or 7. Then, teams will play against teams in each round according to the guidelines found in **Section III-E** of this manual.

The preliminary section assignments are sent to all coaches whose teams are playing those games, so that any irregularities, such as two teams from the same school in the same section or the top two teams from a league in the same section, can be corrected.

Division Schedulers then use the AGAMES scheduling software to manually enter the section assignments (A, B, C, etc.) for each team in each cube game. Afterwards, the Division Scorekeepers are sent all cube game section assignments. The scorekeepers print the Section and Player ID Assignments for all teams to be posted before the start of all games for players and coaches to see. These reports list each team in each section, including the players on each team and player's table number and ID for seating assignments.

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Cube Game Section Assignment Matrix

If the number of teams to be scheduled is NOT listed below then special hand scheduling is required and should be divided in the same structure as the table below.

# Teams	# Sections	Size of Sections	# Playoff Teams	# Thinkers	# Medals
1-7	---	None, no tournament	0	0	0
8 or 9	1	1 8-team or 1 9-team	0	3	0
10	1	1 10-team	3	3	0
11 or 12	1	1 11-team or 1 12-team	3	3	0
13	2	1 6-team and 1 7-team	3	3	1
14	2	1 6-team and 1 8-team	3	3	1
15	2	1 6-team and 1 9-team	3	3	1
16	2	2 8-team	3	3	1
17	2	1 8-team and 1 9-team	3	3	1
18	2	2 9-team	3	3	1
19	2	1 8-team and 1 11-team	3	3	1
20	2	1 9-team and 1 11-team	3	3	1
21	2	1 9-team and 1 12-team	3	3	1
22	2	2 11-team	3	3	1
23	2	1 11-team and 1 12-team	3	3	1
24	3	3 8-team	3	3	3
25	3	2 8-team and 1 9-team	3	3	3
26	3	1 8-team and 2 9-team	3	3	3
27	3	3 9-team	3	3	3
28	3	1 8-team, 1 9-team and 1 11-team	3	3	3
29	3	2 9-team and 1 11-team	3	3	3
30	3	2 9-team and 1 12-team	3	3	3
31	3	1 9-team and 2 11-team	3	3	3
32	4	4 8-team	6	6	2
33	4	3 8-team and 1 9-team	6	6	2
34	4	2 8-team and 2 9-team	6	6	2
35	4	1 8-team and 3 9-team	6	6	2
36	4	4 9-team	6	6	2
37	4	1 8-team, 2 9-team and 1 11-team	6	6	2
38	4	1 8-team, 2 9-team and 1 12-team	6	6	2
39	4	3 9-team and 1 12-team	6	6	2
40	5	5 8-team	6	6	4

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41	5	4 8-team and 1 9-team	6	6	4
42	5	3 8-team and 2 9-team	6	6	4
43	5	2 8-team and 3 9-team	6	6	4
44	5	1 8-team and 4 9-team	6	6	4
45	5	5 9-team	6	6	4
46	5	1 8-team, 3 9-team and 1 11-team	6	6	4
47	5	4 9-team and 1 11-team	6	6	4
48	6	6 8-team	6	6	6
49	6	5 8-team and 1 9-team	6	6	6
50	6	4 8-team and 2 9-team	6	6	6
51	6	3 8-team and 3 9-team	6	6	6
52	6	2 8-team and 4 9-team	6	6	6
53	6	1 8-team and 5 9-team	6	6	6
54	6	6 9-team	6	6	6
55	6	1 8-team, 4 9-team and 1 11-team	6	6	6
56	7	7 8-team	6	6	6
57	7	6 8-team and 1 9-team	6	6	6
58	7	5 8-team and 2 9-team	6	6	6
59	7	4 8-team and 3 9-team	6	6	6
60	7	3 8-team and 4 9-team	6	6	6

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AGLOA NATIONAL TOURNAMENT PLAYOFF BRACKET

Division: Elementary Middle Junior Senior
(Circle one)

Game: EQUATIONS ON-SETS LINGUISHTIK WFF 'N PROOF
(Circle one)

Round: Quarter Final Semifinal
(Circle one)

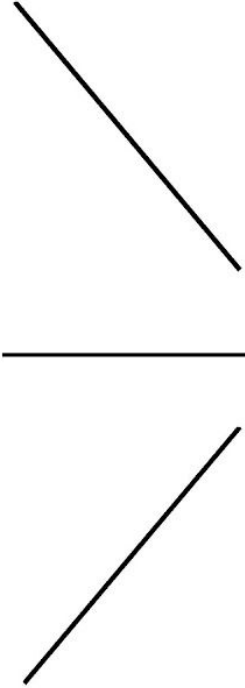
Name (District)	Score
_____	<input type="text"/>
_____	<input type="text"/>
_____	<input type="text"/>

Name (District)	Score
_____	<input type="text"/>
_____	<input type="text"/>
_____	<input type="text"/>

Name (District)	Score
_____	<input type="text"/>
_____	<input type="text"/>
_____	<input type="text"/>

Round: Semifinal Final
(Circle one)

Name (District)	Score
_____	<input type="text"/>
_____	<input type="text"/>
_____	<input type="text"/>



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AGLOA NATIONAL TOURNAMENT TEAM PLAYOFF MATCH REPORT

Division: Elementary Middle Junior Senior
(Circle one)

Game: EQUATIONS ON-SETS LINGUISHTIK WFF 'N PROOF
(Circle one)

Round: Sudden-Death Wildcard Quarter Final Semifinal Final
(Circle one)

	Team Name (District)	Team Name (District)	Team Name (District)
<small>Table</small>			
1			
2			
3			
4			
5			
TOTAL			