

PRESIDENTS Official Tournament Rules 2019 - 20

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

- PZ1** All AGLOA competitors are expected to preserve the integrity of the competition by conducting themselves in a fair and ethical manner. In cases of unfair play, unsportsmanlike conduct, or clear violations of tournament rules, the Penalties Policy in the AGLOA National Tournament Administration Manual should be consulted.
- PZ2** A Presidents Chart listing the number, picture, and name of each president plus date and place of birth, date and place of death, dates in office, and political party is the only reference permitted to be used by each player.
- PZ3** Players play in groups of three or four for purposes of scorekeeping. Running scores of all players in a group are kept on a scoresheet at the table. Each player has an individual answer/wager sheet and may use the approved chart with basic information about each president (birth/death dates, states of birth and death, years as president, party).
- PZ4** **The presidents are divided into three groups for competition purposes.**
Group A: #1-17
Group B: #16-33
Group C: #28-45
Elementary/Middle Divisions will play one group each year. Junior/Senior Divisions will play two groups each year. For 2019-20, the groups are:
Elementary/Middle: Group A - #1-8 first round, #9-17 second round
Junior/Senior: Group A first round, Group B second round
(For the schedule of groups in future years, see PZ8 below.)
- PZ5** A round consists of twelve questions. Each question is read aloud by a central reader. Before reading a question, the reader will tell all Junior/Senior players a range of eleven Presidents (e.g., 7 to 17) within which the correct president falls. In Elementary and Middle Divisions, the range will always be the complete set of presidents for that round. **For Group A, El/Mid plays #1-8 the first round and #9-17 the second round.**
- PZ6** Each question consists of three clues, with each clue being increasingly more 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 clue 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 clue should give more information, perhaps including more history and/or personal facts. The Presidents Chart might be used to help narrow the range but not uniquely identify the President.
For 2019-20, in all divisions, the 4- or 2-point clues may contain something about **Scandals**. In Junior and Senior Divisions, the 4- or 2-point clue may also contain something about **Foreign Affairs**.
- 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.
- PZ7** Questions are not asked about any president first elected or taking office during the current school year.
- PZ8** The chart on the next page lists the rotation of presidents groups and themes for the coming years.

Year	EI/Mid Group	Theme for All Divisions	Jr/Sr Groups	Jr/Sr Theme
2020	1-17	Scandals	1-17, 16-33	Foreign Affairs
2021	16-33	Occupations and Posts	16-33, 28-45	Immigration
2022	28-45	Presidential Firsts	1-17, 28-45	Economics
2023	1-17	Slavery	1-17, 16-33	Wars and Treaties
2024	16-33	Vice Presidents	16-33, 28-45	Pres. Campaigns & Elections
2025	28-45	Early Years	1-17, 28-45	Social Reform Movements
2026	1-17	First Ladies	1-17, 16-33	Domestic Affairs
2027	16-33	Secretaries of State	16-33, 28-45	Cabinet Members

- PZ9** The reader will read each clue and, after a short pause, read it again. Players will then have 30 seconds to mark an answer. A ten-second warning should be given just before telling players to reveal answers.
- PZ10** As players try to determine the identity of a president, they should consider the ENTIRE set of clues rather than one isolated incident or fact.
- PZ11** Using a non-erasable pen only, each player may circle one and only one answer per question. The answer may be marked only AFTER the second reading of any one of the three clues. WHEN a player answers determines how many points that player receives if correct. Players may not change an answer once it has been circled. An erasure or scratch out makes the answer automatically wrong. **No other marks should be made in the answer section of the answer sheet besides the circle around the player's choice for the president for each question.**
- PZ12** To answer, a player circles the number of the president on the answer side of the answer/wager sheet and either 6, 4, or 2 (depending on when the answer was written) on the wager side. The answer/wager sheet is then placed answer side DOWN on the appropriate 6, 4, or 2 space of a marked 8.5 x 11 mat. Other players confirm that a player's 6, 4, or 2 matches the location on the mat and corresponds to the clue that has just been read. Once a player places the answer/wager sheet on the mat, that player may NOT touch it or write on it again during that question.
- PZ13** Thirty seconds after the 2-point clue has been read twice, the reader tells players to reveal their answers, then gives the president's name and number. Answers are checked and verified by the players at each table.
- PZ14** Those players who have a correct answer win the number of points determined by WHEN they answered (6, 4, or 2). Those players who have an incorrect answer score 0 (zero) for that question. If a player has failed to circle the 6, 4, or 2, a correct answer scores two (2) points only.
- PZ15** **Each player will be provided a scratch sheet listing the numbers of the presidents being played in that session for each question, as on the answer sheet. Players may mark the scratch sheet after the second reading of a clue in any way they wish to eliminate presidents or, for Junior/Senior, indicate the range of possible presidents for the question.**

- PZ16** The ultimate winner in each division is the player who has the most points after all questions have been played. Similarly, the winning team in each division is the one with the highest combined scores of its members.
- PZ17** In all divisions, any player who marks 6 as his wager when answering after the 4- or 2-point clue or marks 6 or 4 as the wager when answering after the 2-point clue receives a one-point penalty for that question. The -1 must be approved and initialed by a monitor. In either case, the player, if correct, receives the number of points (minus one) based on when he actually answered, not on his false wager.
- PZ18** Certain forms of behavior interfere with play and annoy or intimidate opponents. If a player is guilty of such conduct, a monitor will warn the player to discontinue the offensive behavior. Thereafter during that round or subsequent rounds, if the player again behaves in an offensive manner, the player may be penalized one point for each violation after the warning. Flagrant misconduct or continued misbehavior may cause the player's disqualification for that round or all subsequent rounds.
- PZ19** Certain infractions that give a player an unfair advantage or completely disrupt the reader may draw a -1 penalty immediately without a warning provided at least two monitors agree on the penalty. Examples include announcing an answer to other players before the correct answer is revealed or consulting notes that were written before the match began. A pair of monitors may also issue a -1 penalty or even expel a player from a match for other egregious actions such as continually making hand signals or other gestures to another player during the reading of a clue, knocking materials off the table, intimidating an opponent verbally or with threatening gestures or body language, refusing to continue play when told to do so by a monitor, and so on.
- PZ20** Rule **PZ19** also applies to the use of any electronic device (smart watch, phone, tablet, etc.), constant talking, tapping on the table, humming or singing, loud or rude language, writing an answer on the wrong line two or more times in a round, and so on. The first time a player marks an answer on the wrong line in a round, there is no penalty although a monitor must initial the correction with a red pen. Any other answers marked on the wrong line by that player the remainder of the round incur a one-point penalty that must be initialed by a monitor with a red pen.
- PZ21** A monitor may be called over at any time if a player is missing materials, feels another player is competing unfairly, or has an emergency that should not wait. During the reading of a question/example, no player may call over a monitor to fix a mistake on an answer sheet or score sheet. Any issues dealing with writing on the wrong line, changing or marking out an answer, or marking a player's score incorrectly must be dealt with after the answer is revealed but before the next question is read.