

PRESIDENTS Reader's Directions and Script

All Divisions

A reader who is in command of the room and the players is the most important ingredient to the success of any PRESIDENTS Tournament. The reader must keep control, make sure that players are led carefully through the procedures for wagering, answering, and scoring, and, of course, read all Clues in a clear, audible voice.

Monitors are needed to move about the room during the Tournament, proctoring, handing out forms, answering player questions, and collecting score sheets and forms. They should also diligently watch that all players keep their eyes on their own papers, and that they are not referring to any notes or books.

Begin the round by reading aloud the Behavior Rule:

Say: *“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.*

Part I. Wrong Line: *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 for the rest of the round incur a one-point penalty that must be initialed by a monitor with a red pen.*

Part II. Behaviors: *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 stop behaving in such a manner. If the same player again behaves in an offensive manner, the player may be penalized one point for each violation after the warning. A player can be disqualified for flagrant misconduct or continued misbehavior.*

Part III. Infractions: *Infractions that give a player an unfair advantage or completely disrupt the reader may draw a one-point penalty immediately without a warning so long as two monitors agree on the penalty. Examples include announcing an answer before the correct answer is revealed or consulting notes written before the match began. A pair of monitors may also issue a one point penalty or expel a player from a match for other egregious actions such as continually making hand signals or other gestures to another player while a clue is read, 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, using any electronic device (smart watch, phone, tablet, smart glasses / eyewear like Google Glass or Rayban Meta, earbuds or earphones, etc.), constant talking, tapping on the table, humming or singing, loud or rude language, etc.

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 clue/question/example is read."

1. Make sure that the players are ready to begin.

- Confirm that all players are seated properly with three or four players at each table.
- Confirm that each group of three or four has a 6-4-2 Chart and a Score Sheet.
- Confirm that each player has a PRESIDENTS Facts Sheet and an Answer/Wager Sheet.
- **Confirm that each player has a non-erasable black or blue pen for circling answers and marking the wager.**

Say: *"Make sure you print your name and your team name on the Score Sheet in the appropriate columns. [If you are using ID numbers, also remind players to write their ID numbers on the Answer Sheet.] Also, print your name and team name on your own Answer/Wager Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write the Table Number in the upper right-hand corner of the Score Sheet. At each table, make sure that you agree upon which player is the official scorekeeper for your group for this round. That player will record all scores for your group for this round."*

2. Explain how you will orchestrate the play.

Say: *"I will read three Clues to the identity of each President. After I have read the 6-point Clue twice, I will give you an opportunity to answer by circling the number of the President on the Answer side of your Answer/Wager Sheet. If you answer after the 6-point Clue, you must mark your Sheet on the Wager side with a '6' and place your Sheet on the '6' of the 6-4-2 Chart, with the Answer side down. You may not change your answer once you have marked it. Do not call a monitor to approve an answer change. Any answer with an erasure or scratch out is automatically wrong."*

"If you answer on the wrong line, you must call a monitor over to initial the correction with a red pen. Any additional answers marked on the wrong line after the first mistake will incur a one-point penalty that must be initialed by a monitor with a red pen."

"I will then proceed to read the 4-point Clue, give you a chance to answer and place your Sheet on the '4' of the Chart.

"Finally, I will read the 2-point Clue and give you a final opportunity to answer and place your Sheet on the '2.' Remember, you may answer only ONCE. After you answer and place your Sheet on the 6-4-2 Chart, you may not touch your Answer/Wager Sheet again for that President. If you fail to circle the 6 or 4 or 2, your correct answer will score only two points."

Say: *"For each clue, you may not pick up your pen and mark your answer until after the second reading. During the game, you have the responsibility of making sure that the other players in your group are playing within the rules. If you have a question about this, please hold up your hand and a monitor will help you."*

Say: *"As you consider each statement in determining the identity of a President, you should consider the ENTIRE set of Clues rather than one isolated incident or fact. In reviewing an appeal, the Official Judges Panel will consider the totality of the statements in determining the validity of an appeal."*

3. Begin the first Clue and lead the players through the proper procedures.

For Elementary/Middle Divisions, say:

*"For this round, all answers will be from Presidents 1-8 [or 9-17; 16-24 or 25-33; 28-37 or 38-47]. Here is the 6-point Clue. **Pens down.**"*

For Junior/Senior Divisions, say:

*"The first Clue today is about a President in the range of [substitute actual range]. That means you will only have to consider Presidents in that range. Here is the 6-point Clue. **Pens down.**"*

- **Read the 6-point Clue, pause a few seconds, and read it again. If clues are being projected, the clue should appear as you start to read it.**

Say: *"If you think you know who the President is based upon that Clue, circle the number of the President in Box 1 on your Answer Sheet, then turn over your Answer Sheet and circle the '6' in Box 1 on your Wager Sheet. If you choose to do that, you **MUST** place your Answer/Wager Sheet, **with the Answer side down**, in the middle of your table on the '6' of the 6-4-2 Chart AND you may not touch your Answer/Wager Sheet again for this President. If you are going to answer, you must do so within the next 10 seconds. **PAUSE** Stop, no more answering. Here is the 4-point Clue. Pens down."*

- **Read the 4-point Clue, pause, and read it again.**

Say: *“If you did not answer before, you may circle your answer now, but if you do, you must circle a ‘4’ in Box 1 of the Wager Sheet and place your Answer/Wager Sheet on the ‘4’ in the middle of your table. Players, make sure that anyone answering now is circling a ‘4’ on the wager side and placing the Answer/Wager Sheet on the ‘4’, NOT the ‘6’. This is the 10-second warning for answering on the 4-point Clue. Pause Stop, no more answering. Here is the 2-point Clue. Pens down.”*

- **Read the 2-point Clue, pause, and read it again.**

Say: *“If you have not answered before, you MUST answer now, but you must now circle a ‘2’ in Box 1 of your Wager Sheet and you must place your Answer/Wager Sheet on the ‘2’ in the middle of your table. Players, make sure that anyone answering now circles a ‘2’ on the Answer/Wager Sheet and places the Sheet on the ‘2’. This is the 10-second warning for the 2-point Clue. **Pause** Everyone please answer now.”*

Say: *“Pens down. No more writing.”*

Pause to make sure that all players have pens down.

Say: *“Turn over your Answer/Wager Sheets but leave them on the 6-4-2 Chart for everyone to see. The correct President is (read the correct answer).”*

Say: *“Pass your Answer/Wager Sheets to the player on your right. **[Note: Mix this up, sometimes asking them to pass to the left or at least change each round.]** Each of you is now a Checker of your opponent. Circle Y or N for correct or not, then record the score (6, 4, or 2) and initial the line. Then tell the scorekeeper at your table what score to record for your opponent. Finally, return the Answer Sheet to your opponent.”*

Say: *“Make sure that you check all players’ scores at your table. Your scorekeeper should write the number from each correct player’s Wager Sheet (6 or 4 or 2) on the Score Sheet under the correct players’ names on Line 1. For each player that answered incorrectly, write ‘0’ (zero) on the Score Sheet under her/his name on Line 1. Make sure that each player has a score written on Line 1 of the Score Sheet and that it is the correct score.”*

“Remember, it is your job to play well yourself, and to insure that the other players in your group are playing fairly. If you need help, please raise your hand.”

- **Make sure that monitors are proctoring and assisting.**

4. Read additional questions for the round.

- Repeat the process in steps 3 for the second question and all subsequent questions in the first round.
- Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play.
- However, **always give players a definite time to stop answering at the end of each clue before you read the next clue. Give them a reasonable number of seconds to answer but no more than 30 seconds after the second reading. Give them a 10-second warning, then tell them to stop answering in preparation for the next (4- or 2-point) Clue.**
- **Frequently remind players (a) to mark each answer on the appropriate line and (b) that they may not change an answer once it is marked.**

5. Close out the round.

- After the last question has been read and all players have answered and recorded the score of the last question:

Say: *“Each of you should keep the Answer Sheet for one of your opponents. Please total up the score for your opponent on the Answer Sheet. In the meantime, your group’s official scorekeeper should total up the scores on the Score Sheet for each of the three players in your group and write that total score in the TOT box at the bottom under each player’s name. Then, make sure that each of you checks the totals on the Score Sheet to make sure that they are correct. When you are sure that the scores of all three players are correct, then initial the Score Sheet at the bottom. Hold it up in the air for a monitor to pick up. Also, hold up your Answer/Wager Sheets.”*

- **Make sure monitors are picking up the Score Sheets and Answer/Wager Sheets.**
- **Both should be kept together and delivered to the scorekeepers.**
- **The Table Numbers in the upper right-hand corner should help the monitors know that they have all Score Sheets.**

6. Prepare for the next round.

- If you are playing another round on this day, ask the monitors to hand out fresh Answer/Wager Sheets and Score Sheets for the second round. Give the players a brief break, if time permits, then begin the next round. **Make sure that each group of three selects a DIFFERENT player to keep score for the second round.**

7. Final Clean Up.

- After the last round for the day, in addition to closing out the round, you should:

Say: *“Hand in your Presidents Charts and the 6-4-2 Charts.”*

- Ask monitors to pick them up.

Say: *“Make sure that all scrap paper and other debris are picked up around your table and deposited in a wastebasket. Make sure that your chairs are pushed in. Thank you.”*

- **Make other announcements as needed for your particular situation.**
- **Do not let the students leave until everything is cleaned up and handed in.**
- **In particular, make sure that all scoresheets are accounted for before dismissing students.**