

## PROPAGANDA Tournament Rules 2020-21

AGLOA PROPAGANDA Playing Forms are available on the [agloa.org](http://agloa.org) website.

- PT1** 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.
- PT2** *Propaganda: The Definitive Guide* will be used to determine all definitions. The current edition of the *Guide* may be downloaded from the AGLOA website.
- PT3** Players will be seated in three-player groupings. A four-player grouping will be used only when a threesome cannot be formed.
- PT4** Nine examples will be read in each round in each Division. Each round covers one section of Propaganda techniques. The sections for 2020-21 are **B, C, D, E**.
- PT5** The central reader will read each example twice with a slight pause in between. Players may NOT circle their answers until AFTER the reader has completed the second reading of the example.
- PT6** Players must use a non-erasable pen to mark answers and BOLD or CAUTIOUS. Players may not change an answer or BOLD/CAUTIOUS once it has been marked. An erasure or scratch out of an answer makes any answer for that example automatically wrong. An erasure or scratch out of BOLD/CAUTIOUS will be treated as not marking either one. See rule **PT9** below.
- PT7** Players have thirty (30) seconds from the end of the second reading to make their decisions and mark the answer and bold/cautious. The reader should give a ten-second warning before telling players to exchange answer sheets and announcing the answer. The penalty for failing to mark an answer within the time limit is minus two (-2) points, and that player will not be allowed to offer an answer for that example.
- PT8** After all players have answered and revealed, the reader states the panel's answer and players check each other's Answer Sheets to determine each player's score.
- PT9** After hearing the example, each player writes her/his answer in one of two columns:
- |                                    |       |              |                |
|------------------------------------|-------|--------------|----------------|
| BOLD Answer                        | earns | Correct = +4 | Incorrect = -2 |
| CAUTIOUS Answer                    | earns | Correct = +2 | Incorrect = 0  |
| Failure to circle BOLD or CAUTIOUS |       | Correct = +2 | Incorrect = -2 |
- If a player is not at the table to answer an example, the player scores -4.
- PT10** A round ends when all examples have been read.
- PT11** In Junior and Senior Divisions only:
- Some of the examples will be visual, taken from magazines, newspapers, or other print material. On the visuals, some words will usually appear. The central reader will read only the words from the visual that should be considered in trying to determine the technique being used.
  - At most two examples, visual or oral, may contain more than one technique from the section being played. Players may provide both techniques in either order on their answer sheets.
  - A Junior/Senior example may be read (or shown) in two different rounds because it contains two techniques, one from each of the two sections.

- d. The Non Sequitur technique of Section E is expanded to include recognizing four forms of reasoning as listed and explained in *Propaganda: The Definitive Guide*.
- e. **At the National Tournament, one or two examples may be videos.**

**PT12** All Divisions play four sections each year as follows.

<b>2020-21</b>	<b>B C D E</b>	2024-25	A B D E
2021-22	A B D F	2025-26	B C D F
2022-23	A B C E	2026-27	A C D E
2023-24	A C D F	2027-28	A B C F

**PT13** 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.

**PT14** 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. This rule also applies to 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.

**PT15** Any time a player marks an answer on the wrong line in a round, a monitor must renumber the answers on the player's sheet and initial the correction with a red pen. There is no penalty the first time this occurs in the round. However, 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.

**PT16** 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. However, during the reading of an example, no player may call over a monitor in an attempt 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*.

**PT17** If a checker circles YES or NO incorrectly or marks the score wrong, a monitor must initial the correction using a red pen. In like manner, any corrections on the group's scoresheet must be initialed by a monitor.