

Reader's Directions and Script for THEME

A reader, who is in command of the room and the players, is the most important ingredient to the success of the THEME Tournament. The reader MUST keep control; make sure that players are led carefully through the procedures for answering, verifying answers, and scoring. Of course, the reader must read all of the examples in a clear, audible voice.

FOR THEME ROUNDS:

Begin the round by reading aloud the Behavior Rule

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. 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 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.

Part II. Infractions: 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.

This rule 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.

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 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.

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Lightning Round

1. Make sure that all players have non-erasable ink pens and are ready to begin. Confirm with the Division Coordinator that all players are seated properly. Confirm that each group of three has the THEME Lightning Round #1 Scoresheet, and that each player has the correct individual THEME Answer Sheet. The Lightning round consists of 18 questions: questions 1-6 are 2-point questions, 7-12 are 4-point questions, and 13-18 are 6-point questions.

SAY: "Make sure that you print your name and your team name on the THEME Lightning Round #1 Scoresheet in one of the columns. For the National Tournament, be sure to include your three or four digit ID number on the Scoresheet. Also, print your name and team name on your own Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Scoresheet. Write your Table number in the upper right-hand corner of your Scoresheet. 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 on the THEME Lightning Round #1 Scoresheet for your group for this round." <PAUSE>

SAY: "During this round, there will be eighteen questions. Questions 1-6 are 2-point questions, 7-12 are 4-point questions, and 13-18 are 6-point questions. You MAY NOT abstain during this round. You must answer every question. The point value of each question is determined ahead of time and is printed on the left side of your individual Answer Sheet. A correct answer earns that number of points. An incorrect answer simply scores zero (0). Please make sure you keep your answer covered with your hand, etc. to ensure fair play. You may not change an answer once you have marked it.

2. Begin the first question and lead the players through the proper procedures.

SAY: "Questions 1-6 are two-point questions. Please put your pens down while I read the question two times. The category of the first question is _____. Here is the first 2-point question. Read the first question, pause a few seconds, and read it again.

SAY: "You may now pick up your pen. You have thirty seconds to circle your answer. Circle A, B, C, or D. There is no penalty for guessing during the Lightning Round." Pause for 20 seconds.

SAY: "You must answer now." Pause. "Pens down." Look to see that ALL players have pens down.

SAY: "Reveal your answers (e.g. exchange to your right/left.) Make sure you are looking at the answers of the other players and not just your own. The correct answer is (say the letter of the correct answer.)

SAY: "Scorekeepers, if a player got the answer correct, circle the value of the question in the Points column. If a player got the answer wrong, then circle the zero (0) in the Points column. If you need help in scoring, please raise your hand. Monitors, please assist players with scorekeeping."

SAY: "Remember, it is your job to play well, but also to ensure that ALL other players in your group are playing fairly. If you need any help in this regard, please raise your hand." Make sure that monitors are proctoring and assisting.

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3. Read additional questions for the first round. Repeat the process in step 2 for the second question and all subsequent questions. Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play. However, always insist that the players have a definite time to stop answering at the end of each question before you tell them to exchange their Answer Sheets.

4. Prior to reading question #7, SAY: "Question #7 will begin the 4-point questions. The value of questions 7-12 will be 4 points each."

5. Prior to reading question #13, SAY: "Question #13 will begin the 6-point questions. The value of questions 13-18 will be 6 points each."

6. Close out the round.

After the last question has been read and ALL players have answered and recorded the scores for the last question:

SAY: "Your group's official scorekeeper should total up the scores of each of the three players in your group. Monitors please assist where needed in scorekeeping."

SAY: "Make sure that each of you checks the final totals to make sure that they are correct. When you are sure that the scores of ALL three players are correct, initial the Scoresheet at the bottom. Hold your hand in the air with the Lightning Round #1 Scoresheet for THEME and the individual Answer Sheets for a monitor to pick up." Make sure that the monitors are picking up the Scoresheets and the individual Answer Sheets. The monitors should deliver the Scoresheets to the Official Scorekeepers.

Wager Round

1. Make sure that players have non-erasable ink pens and are ready to begin. Confirm from the Division Coordinator that ALL players are seated properly. Confirm that each group of three has the Wager Round #2 Scoresheet for THEME, and that each player has the correct individual Wager/Answer Sheet.

SAY: "Make sure that you print your name and your team name on the THEME Wager Round #2 Scoresheet in one of the columns. For the National Tournament, be sure to include your three or four digit ID number on the Scoresheet. Also, print your name and team name on your own individual Wager/Answer Sheet. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Scoresheet. Write your Table number in the upper right-hand corner of your Scoresheet. At each table make sure that you agree upon which player is the official scorekeeper for your group for this round. It is recommended that a different student keep score in this second round. That player will record all scores THEME Lightning Round #1 Scoresheet for your group for this round." <PAUSE>

SAY: "During this round, there will be twelve questions. You may choose to ABSTAIN from answering on no more than TWO of these questions. You may choose to ABSTAIN even after the question has been read. To ABSTAIN, simply circle the "X" for that question on your individual Wager/Answer Sheet. When you choose to ABSTAIN, your score for that question will be 0 (zero), no matter what you previously

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wagered. Please make sure you keep your answer covered with your hand, etc. to insure fair play. You may not change an answer once you have marked it.

2. Begin the first question and lead the players through the proper procedures.

SAY: "The category of the first question is _____. You may wager 6 or 4 or 2 that you will know the answer to the question. Please circle 6 or 4 or 2 on your individual Wager/Answer Sheet on Line 1 under WAGER." <PAUSE>

SAY: "Now reveal your wager to your scorekeeper and have her/him circle your wager of 6 or 4 or 2 on line 1 of the Scoresheet under your name in the W column. Scorekeepers at each table, make sure that you have ALL three wagers recorded." <PAUSE>

SAY: "Please put your pens down while I read the question two times. Here is the first question." Read the first question, pause a few seconds, and read it again.

SAY: "You may now pick up your pen. You have thirty seconds to circle your answer. Circle A, B, C, D, or X for abstain." Pause for 20 seconds.

SAY: "You must answer now." Pause. "Pens down." "Look to see that ALL players have pens down.

SAY: "Reveal your answers to one another (e.g. exchange answer sheet to LEFT/RIGHT). Make sure you are looking at the answers of the other players. The correct answer is (say the letter of correct answer.)

SAY: "Scorekeepers, if a player got the answer correct, then rewrite his/her wager in the + column on the Scoresheet. If a player selected the wrong answer, write HALF his/her wager in the – column. If the player circled "X" for the answer, write an X in the + column. If you need help in scoring, please raise your hands." Ask the monitors to assist players with scorekeeping.

SAY: "Remember, it is your job to play well, but also to insure that ALL other players in your group are playing fairly. If you need any help in this regard, please raise your hand." Make sure that monitors are proctoring and assisting.

3. Read additional questions for the round. Repeat the process in step 2 for the second question and all subsequent questions. Be somewhat repetitive of directions for the second question and less so for each subsequent question, as the players catch on to how to play. However, always insist that the players have a definite time to stop answering at the end of each question before you tell them to exchange their Wager/Answer Sheets.

4. Close out the round.

After the last question has been read and ALL players have answered and recorded the scores for the last question:

SAY: "Your group's official scorekeeper should total up the scores of each of the three players in your group. To do that, first verify that no player has more than two "X's" in a column. If a player has three or

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more "X's" (abstentions), then that player receives the negative points for the third "X" and any additional abstentions in this round. Total the points in the + column for the first player and write that number in the "SUB-TOT" row under his or her name, then total the points in the – column for that player and write that number in the "SUB-TOT" row under his or her name. To get the TOTAL SCORE (TOT), subtract the smaller score (+ or -) from the larger score. Write the difference in the TOT box with either a + or a – in front of the total score. Repeat for all players. If you need help in doing this, please raise your hand. Monitors please assist where needed in scorekeeping."

SAY: "Make sure that each of you checks the final totals to make sure that they are correct. When you are sure that the scores of ALL three players are correct, initial the Scoresheet at the bottom. Hold your hand in the air with the Lightning Round #1 Scoresheet for THEME and the individual Wager/Answer Sheets for a monitor to pick up." Make sure that monitors pick up the Scoresheets and the individual Wager/Answer Sheets. The monitors should deliver the Scoresheets to the Official Scorekeepers.

5. Final Clean-Up

After the last round of the day, in addition to closing out the round as you did in STEP 4:

SAY: "Make sure that all scrap paper and other debris are picked up around your table and deposited in a wastebasket or recycle container. Pass Table Markers forward toward the podium. As you stand and exit the room, make sure your chairs are pushed in. Thank you." Make other announcements as needed for your particular situation. Do NOT let the players leave until everything is cleaned up and handed in. Dismiss them when you judge all is well.