

PRESIDENTS -- OFFICIAL TOURNAMENT RULES
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[AGLOA PRESIDENTS playing forms are available on the academicgames.org web site.]

- PZ1 The following version of PRESIDENTS is played at all levels.
- PZ2 A 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 Score Sheet at the table. Each player has an individual answer/wager sheet.
- PZ4 Twelve CLUES are read each round.
Each CLUE is read aloud by a central reader.
Before reading a CLUE, the reader will tell all players a range of about eleven Presidents (e.g., 7 to 17) within which the correct President will be. In the Elementary and Middle Divisions, the range will always be the complete 12 Presidents for that round (e.g., 1-12 or 13-24 or ...).
- PZ5 Each CLUE is actually a series of three (3) statements, with each statement being increasingly revealing. Statements will be written in the first person, as if the president were stating the information. Suggested guidelines for these statements are:
- 6-pointer: 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-pointer: This statement should give more information, perhaps including more history and/or personal facts. The President's Chart often might be used to help narrow the range, but not uniquely identify the President. **For 2009-10, in the Elementary and Middle Divisions, the four point or two point statement may contain something about the famous Quotes of the President or a Presidential First. In the Junior and Senior Divisions, the four or two point statement may contain something about the famous Quotes of the President or a Presidential First and/or one of the special U.S. Leaders listed below (1-24 only).**
- 2-pointer: This statement should make the choice obvious. It should include something unique from the President's Chart, or something in the President's era that is obvious, or a very well known fact about the President.
- U. S. Leaders Range of Presidents 1-24 only for Junior/Senior Divisions only**
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|-------------------|--------------------|------------------------|---------------|
| Benjamin Franklin | Alexander Hamilton | John Jay | John Marshall |
| Daniel Webster | Henry Clay | William Lloyd Garrison | |

PZ6 No more than thirty seconds are allowed between statements.

As players consider each Clue in determining the identity of a President, they should consider the ENTIRE Clue (or set of statements) 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.

PZ7 Each player may circle one and only one answer per CLUE. The answer may be written after any one of the three statements. WHEN a player answers determines how many points that player may receive.

PZ8 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 statement which 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 CLUE.

PZ9 Thirty seconds after all three statements are read, the President's name is revealed and answers are checked and verified by the other players at the table.

PZ10 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 CLUE. *IF A PLAYER HAS FAILED TO CIRCLE THE 6, 4, OR 2, A CORRECT ANSWER SCORES TWO (2) POINTS ONLY.*

PZ11 The ultimate winner in each Division is the player who has the most points after all CLUES have been played.

PZ12 Questions are not asked about any President first elected during the current school year.

PZ13 MIDDLE and ELEMENTARY DIVISIONS:

For the 2009-2010 school year, these players are asked questions only about Presidents 1 - 24.

For the 2010-11 school year, these players are asked questions only about Presidents 25 - 44.