

Reader's Directions and Script for the Academic Games PRESIDENTS

A reader who is in command of the room and the players is the most important ingredient to the success of the 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 of the Clues in a clear, audible voice.

Monitors (usually teacher/coaches) are needed to move about the room during the Tournament, proctoring, handing out forms, answering player questions, and collecting score sheets and forms. Such monitors need to be recruited and assigned.

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

Confirm from the Game Administrator that all players are seated properly. Confirm that each group of three has a 6-4-2 Chart and a Score Sheet, and that each PLAYER has a PRESIDENTS Facts Sheet and an Answer/Wager Sheet.

Say: *“Make sure that you print your name and your team name on the Score Sheet in the appropriate columns. 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 are going to read and orchestrate the play.

Say: *“I am going to 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.*

“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: *“During the play of the game, you have the responsibility of making sure that the other two 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 Clue (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.”*

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

{Note that the range in the Elementary and Middle Divisions is always the entire 12 Presidents for that round.}

Say: *“The first Clue today is about a President in the range of (say) 4 – 14. That means you will only have to consider Presidents in the range of 4 through 14. Here is the 6 point Clue.”*

Read the 6 point Clue, pause a few seconds, and read it again.

Say: *“If you think you know who the President is based upon that Clue, then 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.”*

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, if someone is answering now, make sure that he/she is circling a “4” on the wager side and placing his/her 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.”*

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 any player 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: *“Pencils down. No more writing.” **Pause to make sure that all players have pencils down.** “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.} Each of you is now a Checker of your opponent. Please circle Y or N for correct or not, then record the score (6 or 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/Wager 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 two players in your group are playing fairly. If you need help, please raise your hand.”

Make sure that teacher/monitors are proctoring and assisting.

4. Read Additional Clues for the first round.

Repeat the process in steps 2 and 3 for the second Clue and all subsequent Clues in the first round. Be somewhat repetitive of directions for the second Clue and less so for each subsequent Clue, 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 statement before you read the next statement. Give them a reasonable number of seconds to consider the statement and answer, but no more than 30 seconds. Give them a 10-second warning, then tell them to stop answering in preparation for the next (4 point or 2 point) Clue.**

5. Close out the round.

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

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 that the 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. This discourages the temptation to cheat.**

7. Final Clean Up.

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

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

Ask monitors to pick them up.

“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.