

# PROPAGANDA Tournament Rules

## 2009 - 2010

[AGLOA PROPAGANDA Playing Forms are available on the [academicgames.org](http://academicgames.org) web site.]

- PT 1      The PROPAGANDA Guidelines Manual will be used to determine all definitions.
- PT 2      Players will be seated in three-player groupings. A four-player grouping will be used only when a threesome cannot be formed.
- PT 3      Nine examples which do not pertain to definitions will be read in each round in each Division.
- PT4      In Junior and Senior Divisions only, some of the examples will be visual, taken from magazines or 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. Then, the words will be repeated. If there is no visual, the central reader will simply read the example twice.

From the end of the second reading, players will have thirty (30) seconds to make their decisions. The penalty for failing to make a decision within the thirty seconds is minus one (-1) point, and that player will not be allowed to offer an answer for that example.

- PT 5      A round ends when all examples have been read. Maximum score in a round is +36.

- PT6      Answering and scoring on each example is as follows:  
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.

After all players have answered and revealed, reader states the “correct” answer and players check each other’s Answer Sheets to determine each player’s score.

- PT 7      All Divisions will play four sections each year.

<b>2009-10</b>	<b>DABF</b>	<b>A B D F</b>
2010-11	BCDE	B C D E
2011-12	ABCF	A B C F
2012-13	DABE	A B D E
2013-14	CDAF	A C D F