

**WORLD EVENTS**  
**2009 - 2010 OFFICIAL TOURNAMENT RULES**  
*Changes are in italics*

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

WE1 The following version of WORLD EVENTS is played at all levels.

WE2 Three or four person games are played.

WE3 A total of 45 questions are played as follows:

Round 1 ---	<b>Current Events</b>	<b>10 questions</b>
Round 2 ---	<b>Theme Reference Round</b>	<b>10 questions</b>
Round 3 ---	<b>Current Events</b>	<b>10 questions</b>
Round 4 ---	<b>Theme Lightning Round</b>	<b>15 questions</b>

Questions are multiple-choice with four alternatives marked A,B,C,D. At least one of the four alternatives is correct as determined by reliable resources.

WE4 Each player may have as many **reference books** as he/she wishes. The players may refer to the books at any time during the Theme Reference Round, but may not use references during the Current Events Rounds, nor during the Theme Lightning Round. Reference books may be any available nationally published volume. All printed and pictorial material contained in any bound volume may be reproduced only in its entirety. Onsite verifiable proof from the publisher giving permission to copy is required and must be inserted at the front of the text. No electronic device may be used as a reference material during the World Events competitions. All reference books, including the regional notebook, may be tabbed or highlighted. Students may also bring a regionally constructed notebook on the topic.  
*There are no restrictions on the length or content of such a notebook.*

WE5 **Current Events Questions** refer to the most recent **one year – 2009**.

For the current events questions, reference books are **NOT permitted**. Questions are taken from current atlases, almanacs, published reviews of the year and other major publications. Questions may be about anywhere in the world.

WE6 The **Theme Questions** for **2009-10** refer to the following:

## **American Involvement in World War II 1939-1945**

FOR ALL GRADES

### **The European Theater (including Africa) and The Pacific Theater**

World leaders and their goals- What were they fighting for?

**Forms of Government.** To Include Fascism, Nazism, Communism, Democracy and others.

**PERSONALITIES & LEADERS--**Political, Military, Spies, Heroes, allies of each side:

### **DECISIVE BATTLES**

Locations, officers Involved, tactics and the victor,  
armies, navies, air forces and their weapons

Attacks by enemies on American soil

### **NEW TECHNOLOGY OF WAR:**

Vehicles, Transportation, Weapons of War, Codes, Battlefield Technology, Medical  
Advances, Special Operations, advancement of ships, planes, armored vehicles

### **THE HOME FRONT:**

Minorities and women

Popular culture and the war

Wartime politics, policies, and propaganda

Medals (Medal of honor, silver star, bronze star, distinguished flying cross, air  
medals, WWII victory medal)

FOR HIGH SCHOOL ONLY (in addition to the topics above)

### **AMERICAN INVOLVEMENT IN AND/OR RESPONSE TO HUMAN RIGHTS ABUSES**

War tactics such as the fire bombing of civilian cities

Prisoners of War

Holocaust- limited to American involvement (knowledge, liberation, response to survivors and  
political implications)

Atomic Bomb?

Japanese Internment Camps?

### **CASUALTIES OF WORLD WAR II:**

Total Casualties of Each Nation,

Victims Of The Death Camps.

- WE7 A central reader announces a category. The categories for the Theme Round are the subtopics for that year. For current events, sample categories include:  
Culture, Economy, History, Politics, Science, Sports, and Entertainment.
- WE8 Each player begins each round with 0 points. Before each question is read aloud, each player writes a wager of 2, 4, or 6 on his/her wager/answer sheet. All wagers at a table are revealed simultaneously, then recorded on a common score sheet before the question is read.
- WE9 The central reader reads aloud the question and the four alternative answers. The reader may read the question and alternatives twice and only twice. Players are encouraged to take notes about the alternatives. The reader may wish to write certain words on a central board, especially in the Elementary Division.
- WE10 From the end of the second reading, each player has two minutes to write down the answer and the page number of his/her own reference which substantiates that answer. At the end of 1 minute 40 seconds, the reader gives a 20 second warning by repeating the alternatives once more.
- WE11 A player may **abstain** from answering, but each player may abstain no more than twice per round. If a player abstains on a question a third or more times, the player loses his/her wager for that question.
- WE12 **SCORING for Current Events and the Theme Reference Round** is as follows:
- If a player's answer agrees with the reader's, that player wins his wager. (6 or 4 or 2)
  - If a player's answer disagrees with the reader's, the player loses **HALF** his wager. (**-3 or -2 or -1**)
  - If a player abstains, the player neither gains nor loses points, provided he has not exceeded the abstention limit of two (see WE11).
  - If a player is not at the table to answer a question, the player scores -4 for that question.**
- WE13 In the **Theme Lightning Round**, NO references may be used. Also, no wagering is allowed and NO abstentions are needed. The value of each question (2 or 4 or 6) is announced by the central reader prior to the reading. Time limits are similar to the Current Events round. After answering, players receive the designated point value for a correct answer and zero (0) for a wrong answer.
- WE14 Play proceeds until all questions have been dealt with in a round. The ultimate winner in a Division is determined by the total number of points in all rounds.