

World Events Reader's Script

A reader who is in command of the room and the players is the most important ingredient to the success of the WORLD EVENTS 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 CURRENT EVENTS ROUNDS:

1. Make sure that players are ready to begin.

Confirm from the Game Administrator that all players are seated properly. Confirm that each group of three has a Score Sheet, and that each player has the correct Answer Form.

Say: *“Make sure that you print your name and your team name on the Score Sheet in one of the columns. Also, print your name and team name on your own Answer Form. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write your Table number in the upper right-hand corner of your 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.”* **Pause**

“During this round, there will be ten 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 item on your Answer Form. When you choose to Abstain, your score for that question will be 0 (zero), no matter what you previously wagered.”

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

Say: *“The category of the first question is (for example) POLITICS. 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 Answer Form on line 1 under WAGER.”* **Pause**

“Now reveal your wager to your scorekeeper and have her/him write your wager on line 1 of the Score Sheet under your name in the W column. Scorekeepers at each table, make sure that you have all three wagers recorded.” **Pause**

“Here is the first question.”

Read the first question, pause a few seconds, and read it again.

Say: *“You have thirty seconds to circle your answer. You may circle A, B, C, D, or X for abstain.”*
Pause for 20 seconds.

Say: *“You must answer now.”* **Pause** *“Pencils down.”*
Look to see that all players have pencils down.

Say: *“Reveal your answers to one another. Make sure that you are looking at the answers of the other two players. The correct answer is (say the letter of the correct answer).”*

Say: *“Scorekeepers, if a player got the answer right, then rewrite her/his wager in the + column. If a player got the answer wrong, then rewrite HALF her/his wager in the – column. If the player circled “X” for an answer, then 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 yourself, but also to insure that all other players in your group are playing fairly. If you need any help, please raise your hand.”*
Make sure that monitors and proctoring and assisting.

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 turn over their Answer Forms.**

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 a third or more “X”, then that player gets the negative points for the third “X” and all others. Total the points in the + column for the first player, and total the points in the – column for that player. To get the total score, subtract the smaller score (+ or -) from the larger score. Write the difference in the TOTAL space 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.”*

Make sure that monitors are assisting 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 of you 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 Forms.”*

Make sure that monitors are picking up the Score Sheets and (at the end of the second round) the Answer Forms. The monitors should deliver the Score Sheets to Official Scorers.

5. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players will use the same Answer Form (on the back). Give the players a brief break, if time permits, then begin the second 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.**

6. 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. Make sure that 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 as you judge all is well.

FOR THE THEME ROUNDS:

1. Make sure that players are ready to begin.

Confirm from the Game Administrator that all players are seated properly. Confirm that each group of three has a Score Sheet, and that each player has the correct Answer Form.

Say: *“Make sure that you print your name and your team name on the Score Sheet in one of the columns. Also, print your name and team name on your own Answer Form. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write your Table number in the upper right-hand corner of your 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.”*

“During this round, there will be ten 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 item on your Answer Form. When you choose to Abstain, your score for that question will be 0 (zero), no matter what you previously wagered.”

“Each player may have as many reference books as he/she wishes, including one book constructed by the player.”

Make sure that the monitors check the reference books, if asked.

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

Say: *“The category of the first question is (for example) POLITICS. 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 Answer Form on line 1 under WAGER.”* **Pause**

“Now reveal your wager to your scorekeeper and have her/him write your wager on line 1 of the Score Sheet under your name in the W column. Scorekeepers at each table, make sure that you have all three wagers recorded.” **Pause**

“Here is the first question.”

Read the first question, pause a few seconds, and read it again.

Say: *“During this round, you may use as many reference books as you wish to help you find the answers. You may consult the reference books at any time during the round. You have two minutes to use your reference materials and circle your answer.”*

Read the question and answers twice, then pause for one minute and forty seconds.

During this time, do NOT answer questions or repeat alternatives. Remain silent.

Say: *“I will now repeat the four alternatives, so you can be sure to hear the letters correctly.”*

Repeat the four alternative answers, A, B, C, and D.

Say: *“You must answer now.”* **Pause** *“Pencils down.”*

Look to see that all players have pencils down.

Say: *“Reveal your answers to one another. Make sure that you are looking at the answers of the other two players. The correct answer is (say the letter of the correct answer).”*

Say: *“Scorekeepers, if a player got the answer correct, then write the wager in the + column. If a player got the answer wrong, then write HALF the wager in the – column. If a player circled the X for an answer, then write an X in the + column. If you need help in scoring, please raise your hand.”*
Make sure that monitors are helping players who need help.

Say: *“Remember, it is your job to play well yourself, but also to insure that all other players in your group are playing fairly. If you need any help, please raise your hand.”*
Make sure that monitors and proctoring and assisting.

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 turn over their Answer Forms.**

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 a third or more “X”, then that player gets the negative points for the third “X” and all others. Total the points in the + column for the first player, and total the points in the – column for that player. To get the total score, subtract the smaller score (+ or -) from the larger score. Write the difference in the TOTAL space 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.”*

Make sure that monitors are assisting 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 of you 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 Forms.”*

Make sure that monitors are picking up the Score Sheets and (at the end of the second round) the Answer Forms. The monitors should deliver the Score Sheets to Official Scorers.

5. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players will use the same Answer Form (on the back). Give the players a brief break, if time permits, then begin the second 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.**

6. 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. Make sure that 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 as you judge all is well.

FOR LIGHTNING ROUNDS:

1. Make sure that players are ready to begin.

Confirm from the Game Administrator that all players are seated properly. Confirm that each group of three has a Score Sheet, and that each player has the correct Answer Form.

{Note that the Lightning Round Answer Form is different from the Form for Current Events/Theme.}

Say: *“Make sure that you print your name and your team name on the Score Sheet in one of the columns. Also, print your name and team name on your own Answer Form. Print clearly so that the Tournament Scorekeepers can read your names when you hand in your Score Sheet. Write your Table number in the upper right-hand corner of your 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.”*

“During this round, there will be fifteen questions. You may not use any references and 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 of your Wager Form. A correct answer earns that number of points. An incorrect answer simply scores zero (0).”

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

Say: *“The category of the first question is (for example) POLITICS. Pause*

“Here is the first question.”

Read the first question, pause a few seconds, and read it again.

Say: *“You have thirty seconds to circle your answer. You may circle A, B, C, or D.”*

Pause for 20 seconds.

Say: *“You must answer now.” Pause “Pencils down.”*

Look to see that all players have pencils down.

Say: *“Reveal your answers to one another. Make sure that you are looking at the answers of the other two players. The correct answer is (say the letter of the correct answer).”*

Say: *“Scorekeepers, if a player got the answer right, then record the value of the question (2 or 4 or 6) in the Points column. If a player got the answer wrong, then record a zero (0) in the Points 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 yourself, but also to insure that all other players in your group are playing fairly. If you need any help, please raise your hand.”*

Make sure that monitors and proctoring and assisting.

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 turn over their Answer Forms.**

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. Make sure that monitors are assisting 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 of you 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 Forms.”*

Make sure that monitors are picking up the Score Sheets and (at the end of the second round) the Answer Forms. The monitors should deliver the Score Sheets to Official Scorers.

5. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players will use the same Answer Form (on the back). Give the players a brief break, if time permits, then begin the second 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.**

6. 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. Make sure that 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 as you judge all is well.