

THEME Official Tournament Rules 2018 - 19

[AGLOA THEME playing forms are available on the agloa.org website.]

- TH1** All AGLOA competitors are expected to preserve the integrity of the competition by conducting themselves in a fair and ethical manner. In cases of unfair play, unsportsmanlike conduct, or clear violations of tournament rules, the Penalties Policy in the AGLOA National Tournament Administration Manual should be consulted.
- TH2** The following version of THEME is played at all levels.
- TH3** Three- or four-person games are played.
- TH4** A total of 30 questions are played as follows:
Round 1—THEME Lightning Round 1 (18 questions)
Round 2—THEME Wager Round 2 (12 questions)
Questions are multiple-choice with four alternatives marked A, B, C, and D. At least one of the four alternatives is correct as determined by reliable resources. Participants must use a NON-ERASABLE blue or black ink pen in recording all answers.
- TH5** Resources to be used for the THEME rounds are reference books, i.e., historical reference texts on the chosen topic, RELIABLE internet-based programs, and other basic text references. Reference books are NOT permitted at the table.
- TH6** The THEME topic outline is a separate document from the rules.
- TH7** For the THEME Lightning Round 1, students will be asked 18 questions with assigned values of 2, 4, or 6 points. It will be in a multiple choice format.
- TH8** THEME Wager Round 2 will be a wagering round. The wagering topics are blue and in large print in the outline. A central reader announces a category. Each player begins the 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 based on the topic the central reader announces. All wagers at a table are revealed simultaneously, then recorded on a common score sheet before the question is read.
- TH9** The central reader reads aloud the question and the four alternative answers. The reader may read the question and alternatives twice and only twice. At the end of the second reading, the question and choices are projected to the players via a central screen.
- TH10** From the end of the second reading, each player has about 30 seconds to circle her/his answer on the Answer/Wager Sheet. Marking out or changing an answer must be initiated by a monitor with a red pen or the answer is automatically wrong or can incur a -1 penalty depending on the situation.
- TH11** A player may abstain from answering during the THEME Wager round but each player may abstain no more than twice per round. If a player abstains more times than allowed, the player loses his/her wager for that question and receives the highest negative score (-3).
- TH12** Scoring for the THEME Lightning Round:
NO reference materials may be used. In addition, wagering is not permitted and there are NO abstentions. The value of each question (2 or 4 or 6) is announced by the central reader prior to the reading. If the student's choice is correct, the assigned point value is awarded; if the student's choice is incorrect, no points are awarded. Players cannot lose points in the Lightning Round.

TH13 Scoring for the THEME Wager Round:

- a) If a player's answer agrees with the reader's, that player wins his wager. (6 or 4 or 2)
- b) If a player's answer disagrees with the reader's, the player loses HALF his wager. (-3 or -2 or -1)
- c) If a player abstains, the player neither gains nor loses points, provided he has not exceeded the abstention limit of two (see TH11).
- d) If a player is not at the table to answer a question, they score -4 for that question.

TH14 Play proceeds until all questions have been read and answered in a round. The ultimate winner in a division is determined by the total number of points in both THEME rounds.

TH15 The Tournament Director will appoint a chief monitor for each room to help resolve any issues involving rules, including penalties and behavior. Any **behavior or infraction** penalties must be agreed upon two monitors — one being the chief monitor — to ensure consistency.

*Rules TH15 – TH19
have been updated
as of October 2018.*

TH16 Certain forms of behavior interfere with play and annoy or intimidate opponents. If a player is guilty of such conduct, a monitor can take action — **from a verbal warning to immediate disqualification for that round or all subsequent rounds** — to discontinue the offensive behavior. Thereafter during that round or subsequent rounds, if the player again behaves in an offensive manner, the player may be penalized one point for each violation after the warning.

This rule includes (but is not limited to):

- the use of any electronic device (smartphone, tablet, watch etc.)
- constant talking, tapping on the table, humming or singing, loud or rude language
- intentionally knocking items off the table

TH17 The first time a player marks an answer on the wrong line in a round, there is no penalty, although a monitor must initial the correction with a red pen. Any other answers marked on the wrong line by that player the remainder of the round incur a one-point penalty that must be initialed by a monitor with a red pen.

TH18 Certain infractions that give a player an unfair advantage or completely disrupt the reader may draw an immediate disqualification without a warning, if the chief monitor and another monitor agree.

Examples include:

- announcing an answer to other players before the correct answer is revealed
- consulting notes that were written before the match began
- making signals or other gestures to another player during the reading of a clue
- intimidating an opponent verbally or with threatening gestures or body language
- refusing to continue play when told to do so by a monitor, and so on.

TH19 A monitor may be called over at any time if a player is missing materials, feels another player is competing unfairly, or has an emergency that should not wait. During the reading of a question/example, no player may call over a monitor in an attempt to fix a mistake on an answer sheet or score sheet. Any issues dealing with writing on the wrong line, changing or marking out an answer, or marking a player's score incorrectly must be dealt with after the answer is revealed but before the next clue/question/example is read.