

MICHIGAN LEAGUE OF ACADEMIC GAMES

PROPAGANDA RULES 2011-12

- PG1** The PROPAGANDA Game Manual will be used to determine all definitions. No books or notes are allowed.
- PG2** Players will be seated in three-player groupings. A four-player grouping will be used only when a threesome cannot be formed
- PG3** Nine examples that do not pertain to definitions will be read in each round in each division.
- PG4** Each example will be read by a central reader. 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) points, and that player will not be allowed to offer an answer for that example.
- PG5** A round ends when all examples have been read. The maximum score for a round is 18 points.
- PG6** Players must mark a response to the example that is read by circling their answer and either the word BOLD or CAUTIOUS in the appropriate section on the answer sheet.
- PG7** After all the players in the grouping have answered and shown, the reader reveals the correct answer. Players must score each question on the individual answer sheets and the table score sheet and initial that all scores are accurate.

	CORRECT	INCORRECT
BOLD	+2	-1
CAUTIOUS	+1	0
NOT CIRCLING BOLD OR CAUTIOUS	+1	-1
NO ANSWER		-1

- PG7** All divisions will play four (4) sections each year. The sections follow a rotation schedule to ensure all are covered:

2011-12: A-B-C-F

2012-13: A-B-D-E

2013-14: A-C-D-F

2014-14: B-C-D-E

2015-16: A-B-C-F