

## Michigan League of Academic Games

### Official Tournament Rules WORLD CARD 2011-2012

WC 1 The following tournament version of the Sub-Game MANAGE IT of World Card will be played at all levels.

WC 2 Three or four person games will be played.

WC 3 A total of twenty (20) current event questions will be used in two 10-question rounds

Questions will be multiple-choice with four appropriate alternatives marked A, B, C, D. One of the four alternatives will be correct as determined by the questions authors use of reliable resources.

WC 4 Current Events questions will be asked for only the one most recent year, 2011. For the current event questions, reference books are not permitted. Questions should refer to national or international news events.

WC 5 A central reader announces a category. Sample categories for current events, include (but are not limited to): Culture, Economics, History, Politics, Science/Technology, Sports and Entertainment.

WC 4 Each player begins each round with 0 points. Before each question is read aloud, each person 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.

WC 5 The central reader reads aloud the question and four alternative answers. The reader may read the questions and alternatives twice and only twice. The 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.

WC 6 From the end of the second reading, each player has one minute to select an answer. At the end of 40 seconds, the reader gives a 20 second warning by repeating the alternatives once more. The player will not write the answer until they hear "You may answer the question now". A failure to follow this procedure may result in a first time warning. The second time the player answers before the command, he/she would lose his/her wager.

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- WC 7            Scoring in all divisions is as follows:
- a) If a player's answer agrees with the reader's, then that player wins his/her wager.
  - b) If a player's answer does not agree with the reader's, the player loses his/her wager.
  - c) If the player does not answer, he/'she neither gains nor loses points unless the abstention limit is exceeded. (see WC8)
- WC 8            A player may abstain from answering, but each player may abstain no more than twice per round. If a player abstains on a question after having exceeded the abstention limit, the player loses his/her wager for that question.
- WC 9            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.
- WC 10           Questions should not be of such a level of minutiae as to make them irrelevant.
- WC 11           All answers and wagers must be written in pen. No changing of wagers or answers will be accepted.
- WC 12           Players not entering a wager will receive a six (6) point penalty regardless of their answer.