

## MLAG THEME Tournament Rules 2017-18

- TH1** The following version of THEME is played at all levels.
- TH2** Players play in groups of three or four for purposes of scorekeeping. Scores of all players in a group are kept on a Score Sheet at the table. Each player has an individual answer/wager sheet.
- TH3** A total of 25-30 questions are played as follows:
- |           |                        |                        |
|-----------|------------------------|------------------------|
| Round 1 — | <b>Lightning Round</b> | <b>15-18 questions</b> |
| Round 2 — | <b>Wager Round</b>     | <b>10-12 questions</b> |
- Questions are multiple-choice with four alternatives marked A,B,C or D. Only one of the four alternatives is correct as determined by reliable resources. Participants must use a non-erasable ink pen in recording all answers.
- TH4** Reference books are **NOT** permitted at the table. Questions are taken from reference books, i.e. historical reference texts on the chosen topic, *reliable* Internet-based sources, and other basic text references.
- TH5** The Theme for 2016-17 is **The American Civil War**. See TH14 for full listing of subtopics and scope.
- TH6** During the Lightning Round, students will be asked questions with assigned values of 2,4, or 6 points.
- TH7** During the Wager Round, a central reader announces one of the following categories before reading the question: Catalysts for the Civil War, Famous People of the North and South, Soldiers and Technology, Beginning of the War, Turning Point, End of the War, Aftermath. 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 category the central reader announces. All wagers at a table are revealed simultaneously, then recorded on a common score sheet before the question is read.
- TH8** For both rounds of THEME, 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.
- TH9** From the end of the second reading, each player has about 30 seconds to circle her/his answer on the wager/answer sheet.
- TH10** If a player is unsure of an answer or wishes not to answer on a question, he/she may **abstain** from answering during the Wager Round. To abstain, a player must NOT circle an answer choice (A-B-C-D), but circle ABS on the wager/answer sheet before the correct answer is revealed. 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 and receives the highest negative score (-3)
- TH11** Scoring for the Lightning Round:  
Wagering is not permitted and there are NO abstentions during this round. The value of each questions (2,4 or 6 points) is announced by the central reader prior to the reading of the questions. If the player's choice is correct, the assigned point value is awarded. If the player's choice is incorrect, then no points are awarded. Players cannot lose points for incorrect answers in the Lightning Round
- TH12** Scoring for the Wager Round:

- a) If a player's answer agrees with the reader's, that player wins his/her wager (6,4, or 2)
- b) If a player's answer disagrees with the reader's, he loses HALF his wager. (-3,-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 CE10).
- d) If a player is not at the table to answer a question, the player scores -4 for that question.

**TH13** 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 both THEME rounds.

**TH14** The Theme Questions for 2016-17 refer to the following: **The Civil War**

### **I. Catalysts for the Civil War**

- A. Missouri Compromise of 1820
- B. The Compromise of 1850
  - 1. Fugitive Slave Law
  - 2. Dred Scott Decision
- C. Abolitionist Movement
  - 1. Underground Railroad
  - 2. The Publication of Uncle Tom's Cabin
- D. Kansas-Nebraska Act of 1854 and Aftermath (Bleeding Kansas)
- F. Lincoln-Douglas Debates
- G. The Final Straw – The Election of 1860

### **II. Famous People of the North and the South; Soldiers and Technology**

- A. Significant people tied to a social or political event or military battle identified in this outline (Focus on each person's significance or contribution, not his or her full biography)
- B. War Technology – weapons, transportation, communication, inventions, photography
- C. Prison Camps, Hospitals, Medicine
- D. Spies, both North and South

### **III. Beginning of the War**

- A. Advantages/Disadvantages in the North and the South
- B. War Strategies and Tactics
 

*Questions will focus on the following battles: Gettysburg, Vicksburg, Petersburg, the Atlanta Campaign, including Sherman's March to the Sea and Appomattox.*

### **IV. Turning Point**

- A. Emancipation Proclamation
  - 1. Content
  - 2. Purpose / Timing
- B. The Gettysburg Address
  - 1. Content
  - 2. Purpose / Timing
- C. Radical Republican / Copperhead Activities

### **VI. End of the War**

- A. The Election of 1864
- B. Lincoln's Second Inaugural Address
- C. Hampton Road Conference
- D. The Surrender at Appomattox Courthouse
  - 1. Attendees

## 2. Conditions of the Surrender

### VII. **Aftermath**

A. Lincoln's Assassination

B. The "Civil War Amendments" – 13, 14, and 15