

## MLAG PROPAGANDA Tournament Rules 2019-20

- PG1** The AGLOA publication, *Propaganda: The Definitive Guide*, will be used to determine all definitions.
- PG2** Players will be seated in three-player groupings. A four-player grouping will be used only when a threesome cannot be formed
-  **PG3** Six examples from each section will be read in each division, with twelve questions in two separate rounds. The sections for 2019-20 are **A, B, C, F**
- PG4** A round ends when all examples have been read. The maximum score for a round is 48 points.
- PG5** Each example will be read by a central reader. From the end of the second reading, players will have thirty (30) seconds to select an answer. Players may not answer before the end of the second reading. The penalty for failing to make a decision within the thirty seconds is minus two (-2) points, and that player WILL NOT be allowed to offer an answer for that example.
- PG6** In the Junior and Senior Divisions only:
- a) Some of the examples will be visual, taken from magazines or newspapers or other print material. On the visuals, some words will usually appear. The central reader will read only the words from the visual that should be considered in trying to determine the technique being used. Then, the words will be repeated. If there is no visual, the central reader will simply read the example twice.
  - b) Some examples, visual or oral, may contain more than one technique from the section being played. In these cases, the example will count for two answers which may be put in either order.
  - c) A Junior/Senior example may be read (or shown) in two different rounds because it contains two techniques from different sections.
  - d) The Non Sequitur technique of Section E is expanded to include recognizing four forms of reasoning as listed and explained in the AGLOA publication, *Propaganda: The Definitive Guide*.
- PG7** 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. Players may not change an answer or BOLD/CAUTIOUS once it has been marked. An erasure or scratch out of an answer makes the answer automatically wrong. An erasure or scratch out of BOLD/CAUTIOUS will be treated as not marking either one.
- PG8** After all players have answered and revealed, reader states the “correct” answer and players check each other’s Answer Sheets to determine each player’s score. Answering and scoring on each example is as follows:

	CORRECT	INCORRECT
BOLD	+4	-2
CAUTIOUS	+2	0
NOT CIRCLING BOLD OR CAUTIOUS	+2	-2
NO ANSWER		-2

**PG9** All divisions will play four (4) sections each year. The sections follow a rotation schedule to ensure all are covered:



- 2019-20:** A-B-C-F
- 2020-21:** B-C-D-E
- 2021-22:** A-B-D-F
- 2022-23:** A-B-C-E