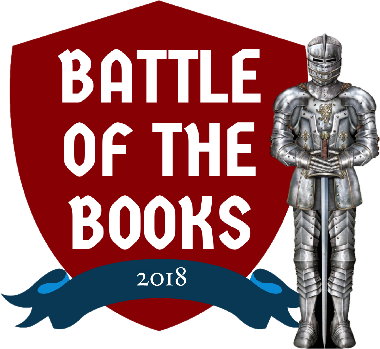
** RULES OF PLAY**

Team members read from a list of ten books chosen by librarians to encompass a variety of interests and to introduce children to a wide range of literature. During the battle season, participants meet with their teammates to discuss the books and compete against other teams. Reading becomes a shared activity that culminates in the Battle of the Books 2018 Championship. The emphasis is on the fun of participation and the joy of voluntary reading.

All participants will . . .

* Read from the selected book list
* Become experts on the books they read
* Practice answering questions as a team
* Compete against local and area teams

# Criteria for Participation

1. Be a 4th, 5th, or 6th grader.
2. Attend battles:

McBain Community Library

* 1. Jan. 13th @10am - Kickoff! Meet coaches, form teams, get books, create team logos.
  2. Feb. 24th @11 am - Mock battle using all ten books
  3. March 10th @11 am - Local Elimination Battle
  4. March 17th @1pm - Battle of the Books 2018 Championship!

1. Attend regular meetings scheduled by their team coach (usually once per week) to discuss the books and practice questions based on the books read.
2. Read from the BOB list of ten books. Not every team member has to read every book, but each member should become an expert on 3 or 4 books.

**REGISTRATION**

1. Teams must have 4 or 5 members. There will be no alternates. If a member(s) cannot attend a battle, teams may compete with as few as 3 members.
2. Each team member must have a signed parental permission slip. The permission slip/ registration form may be picked up at the Houghton Lake Public Library, Ardis Missaukee District Library, McBain Community Library, Roscommon Area District Library or at the Otsego County Library and must be returned by Jan. 13th @5pm. No team will be registered after this date.

**Team Attire**

1. Teams will create their own team name and logo at the kick off meeting. The logo design will be transferred to a t-shirt provided by the library.
2. T-Shirts will be worn to battles.
3. Shirts may not contain any book titles, authors’ names, or character names.

**COACHES**

1. Coaches receive BOB books and will be assigned to teams at kick-off event.
2. More detailed information about coaching responsibilities is in the Coaches Packet.

**TEAM CAPTAINS**

1. The coach will select the team captain (one per team).
2. If a team captain is unable to attend a battle, another team member may be chosen by the coach to act as team captain for that day’s battles.
3. Team captains are responsible for writing the team’s answer during the battles.
4. Only the team captain may request the moderator to repeat a question.
5. Only the team captain can declare a challenge.

**OFFICIALS**

1. The moderator will:

* Read the questions.
* Have one set of the BOB books ready for use during a challenge.
* Provide the teams with working pens and whiteboards.

1. The timekeeper will:

* Give the “Go” and “Stop” signals for the 60-second answer period.
* Give the “Go” and “Stop” signals for the 60-second challenge period.
* Give a verbal warning at 30 seconds and 10 seconds.

1. The judges will:

* Award points for correct answers and keep the official score.
* Determine the validity of challenges.
* Have one set of the BOB books ready for use during a challenge.
* Determine and declare disqualifications.

**QUESTIONS**

1. All questions will be in the form of “In which book . . . ?”

* In which book does an 11 year-old boy attend wizarding school?
* In which book do you learn about the U.S. presidents?

1. All answers must be “Title” or “Title, Last Name of Author”

* Harry Potter And The Sorcerer’s Stone, Rowling
* So You Want To Be President?, St. George

1. Questions in each round are written to cover a variety of titles.
2. Questions are written to minimize the possibility of more than one title on the BOB list being a correct response. That is, questions are designed to minimize the need for challenges. Therefore, challenges should only be made by a team captain who has significant cause to do so.
3. Incorrectly spelled or unreadable answers will be considered wrong and will not be awarded points.

* Titles and authors names should be written exactly as they appear on the memory cards enclosed in the coach’s packets.
* To avoid confusion, the memory cards are written in “Title Case”, with every word capitalized, despite how the title may appear on the book cover. Your responses should follow this format.

1. A correct title will be awarded 10 points. An additional 5 points will be awarded if the author’s last name is also given. The team will not be awarded the points for the author’s name if the correct book title was not given.

**PROCEDURES**

1. No books or personal lists will be allowed during competitions.
2. Cell phones or similar electronic devices are strictly prohibited during all competitions. Discovery of electronic devices on BOB participates may result in disqualification.
3. A battle round will consist of 10 BOB book-based questions, with 3 rounds in each battle (30 questions).
4. Battles will be waged between all teams. After a predetermined number of rounds, the 1st, 2nd, and 3rdplace winners will be determined by the total number of points earned during all of the battle rounds.
5. The moderator will read each question one time. Questions will also appear on the screen.
6. All teams will have 60 seconds to confer and answer the question. The team captain will write the answer on the individual white board provided to them.
7. The 60-second answer period will begin at the end of the question when the timekeeper gives the “Go” signal. If a team captain requests a rereading of the question the clock will continue to run.
8. The team captain may not begin writing an answer until the question has been finished and the timekeeper has given the “Go” signal. If the team captain picks up the pen before the “Go” signal is given, his/her team will be disqualified for that question.
9. After 30 seconds have passed, the timekeeper will announce “30 seconds remain.” After 50 seconds have passed, the timekeeper will announce “10 seconds remain.”
10. At the end of 60 seconds, team captains must put their pens down when given the “Stop” signal. If the team captain does not put the pen down at the “Stop” signal, his/her team will be disqualified for that question.
11. Following the “Stop” signal, the moderator will say, “Teams, display your answers.” At this time, the team captain should raise the whiteboard for the judges to see.
12. The moderator will announce the correct answer, including title and author, as shown on the screen.
13. Teams must keep their whiteboards displayed until the judges announce the points awarded to each team.
14. Once the judges have announced the points awarded to each team, the moderator will say, “Teams, erase your answers.” At this time the team captain should erase the whiteboard.
15. The next question will begin promptly after team points are announced, allowing just enough time for the team captains to request a challenge, if necessary.
16. Teams should not erase their answers until the moderator has said, “Teams, erase your answers.”
17. All answers will be in the form of “Title” or “Title, Last Name of Author”. All titles and author’s names must be correctly spelled or points will not be awarded. Correct spelling of the title and author will be according to the printed memory cards provided in the team packets. Capitalization and punctuation should also follow the memory cards.
18. The winner will be the team that has the most points after all battle rounds for the competition are completed. If necessary for the top three placements, a tiebreaker question(s) will be asked.
19. The judges’ decision is **FINAL**.

**CHALLENGES**

1. **Only** a team captain may call a challenge. Challenges made by other team members, coaches, or audience members will not be recognized.
2. To declare a challenge, the team captain states “Challenge” within the 5-second pause between the time the judges announce the team points and the moderator reads the next question.
3. A team captain may only issue a challenge with cause. That is to say, a team captain must be prepared to immediately and clearly explain why the team’s answer is correct.
4. When a challenge is declared, the moderator will ask the team captain which book they will need. The team and each judge will be given the required book by the moderator.
5. When the team is given the “Go” signal by the timekeeper, they may open the book. The team has 60 seconds to find a place in the book which they believe shows they had a correct answer.
6. At the end of 60 seconds, the timekeeper will give the “Stop” signal. At this time, the team captain **must provide a page number and a brief explanation** why his/her team feels their answer is correct.
7. The moderator will retrieve the book from the team captain.
8. The judges will determine if the challenge has merit. Play will stop while the judges deliberate. No discussion is permitted in the room by anyone except the judges.
9. The judges’ decision is final. The judges will declare whether the team will be awarded points. If points are awarded for the challenged answer, then all teams with that answer, as well as the teams with the intended correct answer, will be awarded points, according to regular rules of play. (See scoring section below.)
10. If a team wins a challenge, they may challenge again.
11. **If a team loses a challenge, they may not challenge again during that round**. Teams are allowed one challenge per round

**SCORING**

1. 10 points are awarded for the correct title. 5 points are awarded for the correct author. Misspelled or unreadable answers will not be awarded points. Teams will not be awarded points for the author’s name without correct book title
2. Battle round winners are determined by which team has the most points at the end of 30 questions. If necessary, a tiebreaker question(s) will be asked. The winning team will move on to the next round of play.

# TIE-BREAKERS

1. If a tie-breaker is necessary, the involved teams will be called to their places on the stage.
2. Tie-breaker questions will be read by the moderator twice. Tie-breaker questions WILL NOT appear on the screen, so it is important that teams listen carefully.
3. After the tie-breaker question is read twice, the timekeeper will give the “Go” signal and teams will be allowed 30 seconds to write their response on their whiteboards. Battle play will then proceed according to the BOB Rules of Play. (In sum, all regular rules of play remain in place for tiebreakers- however; teams will be allowed just 30 seconds to provide the correct answer on their whiteboard.)
4. Tie-breaker questions will be judged only “Correct” or “Incorrect.” An answer will be considered “Correct” if ALL of the following criteria are met:

The title is correct and spelled correctly and the author’s name is correct and spelled correctly.

1. If more than one team is involved in the tie-breaker (as may be possible after the first three rounds of battles), the tie-breaker will continue until the necessary number of teams to break the tie are eliminated.
2. The procedure for challenges made during tie-breaker questions is the same as during regular play.

## ARRIVING

1. Team must arrive 15 minutes before any battle begins. **Battlers who arrive late may not join their team until the round in progress is finished.**
2. Battlers should use the restroom, drop off any personal items (coats, books, pencils, paper, etc.) with their coach, and report directly to their team’s area. Team coaches should account for all of the team’s books at each meeting.
3. Coaches are allowed contact with the team only between battle rounds.

**AUDIENCE**

1. Audience members, including coaches, must remain quiet during the entire battle. If an audience member is disruptive the judge may ask them to leave. Audience members are NOT allowed team contact at any time.
2. Should an audience member disclose an answer, the question will be eliminated and another question substituted. The audience member will be excused from the battle. Everyone is expected to show good sportsmanship!

Questions or Comments?

Contact Christiana Camaore, Youth Services Librarian at the Houghton Lake Public Library at 989.366.9230 or ccamaiore@hlpl.org.