

6th Annual Ko‘olauloa Battle of the Books

Final Competition

General Information and Official Rules

Saturday, April 6th, 2024 – 12:45pm to 5:45pm

Turtle Bay Resorts – Kahuku Ballrooms I and II

Brought to you by the Kahuku Public & School Library



<u>General Information and Agenda</u>	2-3
<u>Four Competition Styles</u>	3-4
<u>Team and Setup Details</u>	3-4
<u>Scoring, Penalties, and Challenges</u>	5-6
<u>Types of Competition Explained</u>	6-15
<u>Official Competition Rules</u>	15-27
<u>Acceptable Titles and Author List</u>	28-29

Please tag us in your photos @Friendsofthelibrarykahuku



Welcome to the 6th Annual Ko'olauloa Battle of the Books reading competition. We are happy you are participating this year. We have incorporated many suggestions from parents, students, coaches, school staff, and volunteers into this year's competition and hope you like the new changes. This program is a collaborative effort between public schools, parents, students, and the Hawaii State Public Library System. It has been an honor to work side by side with so many people to organize the Battle of the Books. It is clear that Ko'olauloa/North Shore O'ahu has a deep love of reading and working together. Best of luck to all the teams!

GENERAL INFORMATION

We have a packed agenda and will aim to **start at 12:45pm**. Therefore, coaches and teams should arrive to the venue **no later than 12 noon** to park, walk to the ballrooms, visit the restroom, register their teams, and be seated in the correct area with their teammates.

Earlier rounds will be limited to teams, coaches, and public library volunteers to maintain an optimally competitive environment. Each school is allowed **six coaches maximum**, two for each division.

Lunch is not included. Parents and/or schools are responsible for providing lunch for their teams.

The **competition may be filmed unofficially** by library staff, parents, and volunteers for promotional or educational purposes. Parents and caregivers will need to sign a media release form prior to or on the day of the event for students participating in the competition.

There will **NOT** be a way to opt out of filming.

AGENDA

- **12:00pm–12:45pm** - Registration Desk = **Coaches check-in teams**
- 12:45pm-1:00pm – Teams and coaches welcome
- 1:00pm – 1:45pm - ROUNDS 1 - 2 = Group Questioning Rounds (done as a team)
- 1:45pm – 2:00pm - ROUND 3 = Identifications (worksheet done individually)
- 2:00pm – 2:30pm - ROUND 4 = Double Book Challenge (worksheet done as a team)
- **2:30pm – 3:15pm -----45-Minute Break Before Buzzer Rounds-----**

- 3:15pm – 3:30pm – General audience welcome
- 3:30pm – 4:45pm - ROUNDS 5 and 6 = Buzzer Rounds
- **4:45pm – 5:00pm -----15-Minute Break After Buzzer Rounds-----**
- 5:00pm – 5:45pm – Award Ceremony and Refreshments

FOUR COMPETITION STYLES

- Round 1 – Group Questioning**
- Round 2 – Group Questioning**
- Round 3 – Identification/Matching**
- Round 4 – Double Book Challenge**
- Round 5 – Buzzer Round**
- Round 6 – Buzzer Round**
- Round 7 – Tie Breakers (if necessary)**

We are planning 4 types of competition over the course of approximately 2 hours and 45 minutes between 1:00pm to 2:30pm and 3:30pm to 4:45pm (with a 45-minute break).

This year, the competition volunteers will also vote on a Good Sportsmanship award. Teams will be observed throughout the competition to see if they are: SUPPORTIVE, PATIENT, OPTIMISTIC, RESPECTFUL, and TEAMPLAYERS (“SPORT”).

TEAM DETAILS

Ideal teams have 3 members.

If schools cannot create two teams of 3 students, then each team can have 2 members or 4 members with 1 serving as an alternate. In the event that a team member doesn’t show up, the alternate will take the place of the third teammate. If all team members show up, teams of 4 can rotate their alternate player into the rounds as long as they only have 3 members maximum participating per round.

This year, the following schools competing are:

- Sunset Beach Elementary
- Kahuku Elementary
- La’ie Elementary
- Hau’ula Elementary
- Asia Pacific International School

- Division I – 1st and 2nd grades**
- Division II – 3rd and 4th grades**
- Division III – 5th and 6th grades**

Each school is allowed up to 2 teams per division.

SETUP DETAILS

The competition will begin with the three divisions competing simultaneously in two group questioning rounds.

To provide adequate space for the three divisions, the competition area will be sectioned into three areas. Volunteers will direct teams to their respective division area.

Teams should have a unique name, such as the *Sunset Beach DragonMasters* or the *Hau'ula Thunderbolts*.

Each division will have at least one of each of the following: Questioner, Scorekeeper, Referee, Timekeeper, and Judge. Each team will also have a table with a privacy shield to maintain privacy for deliberation time.

All teams will be seated at small, round top tables forming a wide semi-circle around their division Questioner. Meanwhile, Scorekeepers, Referees, Timekeepers, and their Division Judge can arrange themselves around the division teams as they see fit.

Before beginning the competition, each team in Division II and III should designate one team member to be the captain or the "scribe" who will write down the correct title and author.

In Division I, one team member can be selected to choose the correct laminated title and author card.

Coaches should bring a complete set of books for their teams to reference in the event of a challenge. There will **not** be an extra set for the teams without books. For coaches who borrowed a Book Bundle from the Kahuku Library, complete sets can be returned to library staff during the event.

PLEASE NOTE: Teams should have a unique name, such as the *Sunset Beach DragonMasters* or the *Hau'ula Thunderbolts*. Having unique team names makes it easier for Scorekeepers.

PLEASE NOTE: During the first part of the competition, access to the room will be restricted. This is to reduce distractions for the Questioners and for the teams. It will also help us stay on schedule.

SCORING, PENALTIES AND CHALLENGES

Each division will have a Scorekeeper. If there are more than 5 teams in one Division, then a second Scorekeeper will be designated.

Scorekeepers will record scores immediately after each question except for Round 3 – Identifications, as it is a written quiz. The Identification round will be scored during the break.

Scorekeepers will post scores on scoreboards if and after challenges are resolved.

The Questioner will post answers to the Round 3 - Identification Quizzes and the Round 4 - Double Book Challenge Worksheets after all worksheets have been collected, so students can check their answers.

The emcee will announce scores twice throughout the competition: **after** the 45-minute break and **after** the 15-minute break. A tiebreaker round may be necessary in the event of a tie.

Judges will review challenges. Teams will need to challenge wisely as they will only be allowed **3 challenges** throughout the entire competition. Each team will receive 3 challenge cards at the beginning of the competition. Teams will need to decide which questions they will challenge. Once the 3 challenges are used up, teams will not be able to challenge any more questions.

Challenge cards will be noted on the scoreboards. Referees and Scorekeepers will monitor challenge cards together.

PLEASE NOTE: Teams receive **only 3 challenge cards** throughout ***the entire*** competition. Challenges will be noted on the scoreboards.

Judges may request further text evidence from the challenging team(s) during the breaks between rounds. Depending on the validity of the challenge, the Judges will either grant or deny points to the team.

During the opening rounds, students who challenge a question and are later proven incorrect **will not** have a penalty of a point deduction but they will forfeit one of their three chances to challenge questions later on in the competition.

However, during the **Buzzer Rounds**, students who challenge a question that is later deemed to be incorrect by the Judges will **lose one-point** for their team **and** use up one of their three chances to challenge questions.

This competition does not have elimination rounds therefore all teams will advance through the four types of competition. The teams with the most points at the end will win. Each division will have 1st, 2nd, and 3rd place winners.

PLEASE NOTE: This year, penalties will **only** be in the form of one-point deductions for questions not answered correctly during **Buzzer Rounds**, not for the Group Questioning, the Identification or the Double Book Challenge rounds.

1st TYPE OF COMPETITION: GROUP QUESTIONING

ROUNDS 1 and 2

Each Division Questioner will briefly recap the rules for the round and then officially start the competition by asking one question at a time.

The Division Questioner will state the number of each question throughout the rounds, so Scorekeepers, Referees, Timekeepers, Coaches, and students all know exactly which stage they are in throughout the rounds.

ALL teams will have a chance to quietly discuss/whisper their answers with their teammates before agreeing on an answer. Each team's captain or "scribe" will submit the final answer for the group. Division II and III correct answers should include a title and author from the Acceptable Title/Author List, see pages 27-29.

Immediately after each question is read, there will be a time limit for discussion:

10 seconds for the 1st and 2nd graders (Division I).

Division I Captains will **hold up a laminated card** with the correct title and author to submit their final answer when the Timekeeper says "*Time is up. Please raise your final answer card*". The Scorekeeper(s) will record the team's answers on their score sheets. Only the 1st and 2nd graders use a deck of laminated title/author cards to submit their answers.

30 seconds for the 3rd to 4th graders (Division II) and the 5th to 6th graders (Division III)

Div II and III Scribes will **write** their answers down on small, dry erase paddle boards behind their team's privacy shield. Once the Timekeeper says, "**Time is up. Pens down. Paddles up, please**", Scribes will reveal their dry-erase paddle boards to the Scorekeepers.

Stopwatches will be available for each Timekeeper to use in the event they don't use their cell phone clock.

Referees observe teams to make sure no one changed their answer after other teams reveal their answers to the Scorekeepers.

Here's an example of the format:

Division Questioner: *"Question #1. 'In which book does a character run away from a giraffe?'"*

Time allotment for teamwork (either 10 seconds or 30 seconds).

Time Keeper: *"Time is up."* and...

For Division I – *"Please raise your final answer card."*

For Division II and III – *"Pens down. Paddles up, please."*

Team Captains or Scribes submit their answers.

Scorekeepers record score. Scorekeepers will each have access to questions and answers to accurately record correct answers **before** the Questioner states it to the teams.

Referees observe teams.

Division Questioner states the correct answer.

Students prepare for next question.

If a team wants to challenge the question, they raise one of their challenge cards.

The Referee collects the card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.

The round will continue.

Once the round is complete, teams can settle any challenges with the Judge.

Refer to pages 4-5 for more on Challenges.

2nd TYPE OF COMPETITION: IDENTIFICATIONS/MATCHING

ROUND 3

During the next type of competition, the students will need to identify key elements (such as illustrations, characters, quotations) from the books.

DIVISION I

For the Division I teams, small portions of illustrations from their booklist will be shown to all the teams one at a time. The teams must work together quietly to identify the illustrations from books. Each illustration will have a corresponding number.

Referees will give out the special answer sheets to teams. Each worksheet will already have the team name to save time.

The Questioner will play on a slideshow via a projector screen showing the teams part of an illustration from each book. After discussing with team members, the team captain (behind the privacy shield) will write down the correct number by the title on the team's answer sheet. During the quiz, the Referees will make sure no one is talking or looking at another team's answer sheets.

There will only be 13 images and the slideshow will loop. Play will stop once the round is up.

The Timekeeper will announce "*Time's up*" after approximately 15 minutes of playtime.

Referees will collect all the answer sheets from the teams and give to the Scorekeepers who will award points during the break.

Once the Referee collects the worksheets, the Questioner will reveal the correct answers by showing the answers on another slideshow.

Here's an example:



Small section of an illustration will be shown.

Student writes picture number on answer sheet after discussing with teammates.

Division I Picture Match – 2024	
Team Name _____	
Henry's Freedom Box	Picture # <u>3</u>
Snowy Day	Picture # <u>1</u>
Fun Day to Read	Picture # <u>8</u>
Etc.	

PLEASE NOTE: Division I teams can work together as a group to identify pictures while Division II and III need to work as individuals to match characters and quotes to their booklists.

DIVISION II and III

For Division II and III, a paper quiz including a list of characters or quotations will need to be matched to the correct titles.

Each team member will have a unique 10-question paper quiz that will be given simultaneously with their teammates. Together their scores will be added for a final team score.

Division II and III students **must not work** together during this round. This round is a way for each team member to earn points for their team as individuals.

For the teams of 2, each team member will get a 15-question paper quiz to match to the correct titles. This will ensure that 2-member teams will have the same chance to earn the maximum 30 points during the Character/Quotation Identification Round.

Here's an example¹:

Names go
on the back
of the
worksheet,
before
flipping
over.

DIVISION II - IDENTIFICATION MATCHING QUIZ	
1. Ringo	The Lion, the Witch, and the Wardrobe ____
2. Starr	Dinosaurs Before Dark ____
3. Paul	The Lemonade War ____
4. <u>Kalei</u>	Charlotte's Web ____
5. Grandma said lovingly, "Don't stop the goodness in your heart."	Tuesdays at the Castle ____
6. Hana	Ramona the Pest ____
7. Beasley	The Wild Robot ____
8. Harry	Nikki <u>Powergloves</u> ____
9. "More, it seemed, was not better after all."	The Boxcar Children ____
10. Frances	El Deafo ____
	Surfer of the Century ____
	<u>Kohala Kuamo'o</u> ____

Division II and III teams will have 15 minutes to complete the Identification Matching Quiz.

Questioners will instruct students to do two things when they receive the quiz. First, write down their team name and own name on the backside of the worksheet; and second, do not turn over their quiz until they are told to do so and everyone is ready. The Referee and the Timekeeper will pass out the quizzes face down on clipboards with pencils attached. Each team member will receive a different quiz than their team members.

We will have 5 versions of the quiz.

Version A, B, and C (with 10 identifications each) for each team member of 3-person teams.

Version D, E (with 15 identifications each) for each team member of 2-person teams.

As the quiz is being distributed and during the quiz, the Referees will make sure no one is talking or looking at other quizzes, etc.

Once everyone has the quiz and the Referee has verified that all teams have written down their team name and personal name, the Timekeeper will announce "You may begin matching."

After the quiz, the Timekeeper will announce "*Time's up. Pencils down. Turn over your quiz.*"

Referees will collect all the quizzes and give to the Scorekeepers to check and award points while the next round is in play.

¹ These characters are not accurate for these titles. They are only generic examples.

Questioners will post answers to the various quizzes by hanging poster size answer sheets up.

Students may briefly check the answers to see if they were correctly identified. Students will not be able to see their worksheets once they are given to the Scorekeepers.

If students want to challenge any identifications based off their memory of their answers, they can discuss the use of one of their team's challenge cards first and if the team agrees, then students may challenge one of the quiz questions.

The Referee collects a challenge card from the team and records the student's name and the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.

The next round (Round 4 – Double Book Challenge) will continue.

Once the next round is complete, students and teams can settle any challenges with the Judge. Refer to pages 4-5 for more on Challenges.

PLEASE NOTE: Scores will be announced by the emcee twice throughout the event *after* the 45-minute break and *after* the 15-minute break.

3rd TYPE OF COMPETITION: DOUBLE BOOK CHALLENGE

<p style="text-align: center;">6th Annual Ko'olauloa Battle of the Books (EXAMPLE) 2023-2024 – Round #4 (Double Book Challenge) – Division III (Grades 5th – 6th)</p> <p>TEAM NAME _____</p> <p>1. Name two books that have underwater libraries?</p> <p>Title:</p> <p>Title:</p>

Round 4

This round will include **9 questions** that can be answered by identifying more than one book. These questions are meant to demonstrate the similarities amongst the books. Teams need to either select two correct title and author cards (Division I) or write **two titles only** (Division II and III) on an answer sheet that correctly answers the question to receive the **full 4 points per question**.

Additional points will not be given for more than two titles. Students will be directed to **ONLY** write in **two titles regardless** if there are more titles that also can answer the question. Maximum points for this round are 36. If more than two titles are written, then the first two titles will be the only one accepted.

ALL teams will have a chance to quietly discuss their answers with their teammates before agreeing on an answer. Each team's Captain or Scribe will submit the final answer for the group.

PLEASE NOTE: Teams only need to **select two cards** or write **two correct titles** to get the maximum **full 4** points even if questions that can be answered by more than two books.

DIVISION I

For Division I, the Questioner will read each question aloud. Then, the Timekeeper will give a time limit of **45 seconds**.

Captains will hold up two title/author cards to submit their final answer when the Timekeeper says *"Time is up. Please raise your two answer cards"*. The Scorekeeper(s) will record the team's answers on their score sheets. The Questioner will state the correct answer for each question immediately after the scores have been recorded.

DIVISION II and III

Scribes will record their team's answer sheets behind their team's privacy shield. Referees will watch to make sure teams do not change answers or look at another team's answer sheet. The Timekeeper will allow for up to 30 minutes for Round 4.

Once teams are done, the team captain can raise a hand and submit their team answer sheets to the Referee, who will give it to the Scorekeepers to check.

If necessary, once the round is over, the Timekeeper will announce, *"Time is up. Pencils down, please."*

Once all the answer sheets have been collected, the Questioner will state all possible answers to the questions and then post an answer key for all teams to read. The Questioner will then dismiss the teams for the 45-minute break.

If a team wants to challenge any questions in Round 4 – Double Book Challenge - they discuss the use of their team’s challenge cards first and if the team agrees, then the team captain may challenge one of the Double Book Challenge questions.

The Referee collects the challenge card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the book in question.

The break will continue.

The Judge will determine if the team’s challenge is valid and will adjust their score, if needed.

Then, the Judge will update the Scorekeepers to keep or amend the team’s score for that round.

Refer to pages 4-5 for more on Challenges.

PLEASE NOTE: Division II and III teams will **only need to write in two book titles** as stated on the Acceptable Titles list (attached). Therefore, *author’s last names are not needed during this round.*

45-Minute BREAK

After Round 4, all participants will go with their team coaches for their school/parent-provided 45-minute meal break.

Beginning at 3:15pm, families and supporters will be invited to the Kahuku Ballrooms at Turtle Bay Hotel to cheer and witness the final rounds of the competition and watch the award ceremony.

Upon returning from break, student participants will be directed to sit in a designated area for the Buzzer Rounds. There will also be a reserved area for the family members, teachers, and special guests to sit.

4th TYPE OF COMPETITION: Buzzer

Rounds 5 and 6

The final part of the competition is scheduled to start at 3:30pm. One division at a time will be invited to the stage to participate in the Buzzer Rounds with everyone else invited to watch.

Each division will have at least **two chances** to go up to the stage to participate in the Buzzer Rounds with a break in between their rounds.

PLEASE NOTE: This year, penalties will be in the form of **one-point deductions** during the Buzzer Rounds. Teams who buzz in and state the wrong answer will lose one point for their team.

Students may buzz in before the Questioner finishes the question BUT ONLY **after at least one keyword is read aloud**.

Once the buzzer is activated, the Questioner stops reading the question.

Students must wait until the Questioner calls their team name before stating their answer.

If a buzzer is activated before any **keywords** are read aloud from the Questioner, then that question will be eligible for a re-read excluding the first team member who buzzed in prematurely.

For example, "In which book" is read.

Buzzer is activated.

Answer is wrong. 1 point penalty given to team. (If the answer is correctly guessed, then points will be issued like last year).

Then, the team member who incorrectly answered can no longer answer upon re-reading.

Buzzers are reset and the question is read again.

The other team can buzz in even if the question is not read in its entirety.

For example, "In which book is there a **flying...**" (*flying* is the keyword)

2nd opportunity of buzzing can cut off the Questioner from the completing the question.

Once an answer is given, scorekeepers will announce if it is a correct answer and dole 1 or 2 points and/or deduct a 1 point, if incorrect.

To alleviate any whispering between teams while on stage, additional referees will be on hand to monitor teams.

Double Buzzers (two buzzers light up at the exact same time)

In the event of two buzzers lighting up simultaneously, the Referee will provide a deck of title/author cards (for Division I) and a privacy shield, so the Division I students can find the correct title/author card to show to the Scorekeeper. Students will have 10 seconds to make a selection and show to the Scorekeeper.

For Division II and III, Dry Erase paddle boards, Dry Erase pens, and privacy shields will be given to the two teams by the Referee. The Questioner will instruct the two students who had Double Buzzer to pick up the Dry Erase Pen and Paddle to write down the correct title without verbalizing it. If both teams answer correctly (without looking at each other's answers) they will be awarded 2 points for the question. Both students will have 30 seconds to write down their answers.

Please note, this is the only time students who write down only the title (instead of the title and author) will receive 2 points.

OFFICIAL COMPETITION RULES

1. Teams may challenge answers **3 times** throughout **the entire** competition.
2. All students must remain focused on their team's answers not their competitor's.
3. No more than 3 participants per team will be allowed per round.
4. Referees may ask a disruptive student to sit out a round or have an alternate team member participate instead (if available).
5. Volunteers will vote on teams that demonstrate Good **SPORT**smanship (being **SUPPORTIVE**, **PATIENT**, **OPTIMISTIC**, **RESPECTFUL** and **TEAMPLAYERS** throughout the event). There will be a special Good Sportsmanship acknowledgement during the award ceremony.

GROUP QUESTIONING ROUNDS

Number of Rounds, Questions per Round, and Point Distribution

- 2 rounds, 18 Questions per Round
- 2 points possible per question (1 point for correct title and 1 point for correct author)
- Max points per round are 36

Question Format and Timing

- Questions will be in the following format, *“In which book...”* or *“In what book...”*
- 45 minutes scheduled
- The time of round is based on # of challenges.

Team or Solo

- All division teams need to **work together as a team** to come up with their answers for this round.

How to Answer

- Team Captains (the teammate who holds up the chosen title/author card) or Scribes (teammate who writes down the answer) will submit the final answer for their team to the Scorekeepers.
- DIVISION I answers need to be submitted by holding out a laminated title/author card to the Scorekeepers at the end of the **10 second allotment** after each question is read.
- DIVISION II and III answers need to be submitted by writing down the ACCEPTABLE book title (attached) and the last name of the author on a dry erase paddle board. Answers need to be shown to the Scorekeepers at the end of the **30 second allotment** after each question is read.
- Incorrect spelling or punctuation will not be penalized as long as the answer is clear.

Referees

- Referees will observe teams to ensure no answers are changed after the Timekeeper announces time is up. Referees also observe teams to make sure teams are focused on their team only. Small privacy shields will be used during the Group Questioning Rounds.

Score-Keepers

- Score sheets will reflect which questions were answered correctly. Scorekeepers will write scores on scoreboards after challenges have been settled for this round.
- Scores will be announced by the emcee twice throughout the competition: **after** the 45-minute break and **after** the 15-minute break.

Challenges

- If a team wants to challenge the question, they raise one of their challenge cards.
- The Referee collects the card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.
- The round will continue.
- Once the round is complete, teams can settle any challenges with the Judge.
- Judge will notify Scorekeeper of any score adjustments.

IDENTIFICATION/MATCHING ROUNDS

Number of Rounds, Questions per Round, and Point Distribution

- 1 round
- 13 for Division I
- 10 or 15 for Division II and III (10 for a 3-person team or 15 for a 2-person team)

Question Format and Timing

- Division I
 - Small portions of illustrations from the booklist will be shown to all the teams one at a time. The Questioner will play a slideshow on a projector screen to view the illustration. Each picture poster will be numbered. The slideshow will loop so teams can see each image multiple times.
- Division II
 - Division II and III will be given a paper quiz with 10 or 15 characters or quotations to correctly identify.
 - Teams of 3 will have 10 characters or quotations, while teams of 2 will have 15 characters or quotations.
- Timing – 15 minute scheduled
- The time of rounds are based on # of challenges

Team or Solo

- DIVISION I teams work together and submit one team Picture Match answer sheet.
- DIVISION II and III work alone.
- Each team member will receive a unique quiz.
- Collectively, all the correct answers for each unique quiz will count for their team.

How to Answer

- Division I
 - Once the students see the numbered image on the slideshow, the teams quietly discuss which book it belongs to behind their privacy shields. Team Captains write the corresponding number on their team's Picture Match answer sheet.
 - There will only be 13 images shown. One for each book.
- Division II and III
 - Each team member matches the characters or quotations to the correct title on a paper quiz.
 - Each team member will have a unique quiz to prevent any intended or unintended assistance by other team members.
 - Teams of 3 will be given a paper quiz with 10 characters or quotations to match to the correct titles. Teams of 2 will get 15 characters or quotations so their points will collectively add up to the max 30 points.

Referees

- Division I
 - Division I teams will have their name pre-printed on their quizzes.
 - Referees will pass out the special answer sheets to teams before the round begins.
 - The Questioner will start the slideshow and make sure the projector screen is viewable to all teams. After agreeing with team members, the Team Captain will write down the correct picture # by the book title on their Picture Match sheet.

- Referees will observe teams to ensure teams are not looking at other team's answer sheets or changing their answers based on other team's answers.
- Division II and III
 - The Questioner will instruct students to not turn over their quizzes until it is time. Also, they must write their Team Name **and** their Student Name on the back of their quiz.
 - The Referee and Timekeeper will pass out the paper quizzes (faced down) with clipboards and writing utensils. Any quizzes without names risk not being counted toward the team score. All team members will have their own unique quiz different than their teammates.
 - While the quiz is being distributed, the Questioner, Scorekeepers, Timekeepers, and Referees will make sure no one turns over their paper quiz before the proper time.
 - Once the Referee verifies everyone has written their names, then they signal to the Timekeeper that it is okay to announce, "You may begin matching."
 - During the quiz, the Referees will make sure no one is talking or looking at other quizzes, etc.
 - The Timekeeper will allow 15 minutes for this round and then announce "*Time's up. Pencils down. Turn over your quiz.*"
 - The Referee will collect all the quizzes. The quizzes will be given to the Scorekeepers to check and add points during the break.

Score-Keepers

- Division I
 - Team answer sheets need to have the correct numbers listed by the titles to receive points.
 - The answer sheets will be given to the Scorekeepers to check and award points during the break.
- Division II and III
 - The Scorekeepers will receive the quizzes after 15 minutes of playing time.
 - Each team member's score will be added together for one collective team score.

- The quizzes will be given to the Scorekeepers to check and award points during the break.

Questioner

- Questioner will reveal answers via a second slideshow with the titles and authors clearly identified per image (for Division I) and poster size answer sheets up (for Division II and III). Students may briefly check the answers to see if they were correctly identified. Students will not be able to see their worksheet once it is given to the Scorekeepers, though.

Challenges

- If students want to challenge any identifications based off their memory of their answers, they discuss the use of one of their team's challenge cards first and if the team agrees, then students may challenge one of the quiz questions.
- The Referee collects a challenge card from the team and records the student's name and the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.
- The next round (Round 4 – Double Book Challenge) will continue.
- Once the next round is complete, students and teams can settle any challenges with the Judge.

DOUBLE BOOK CHALLENGE

Number of Rounds, Questions per Round, and Point Distribution

- 1 round
- 9 questions per round
- 4 points per question-(2 points per book)
- Max points per round is 36 for all divisions.

Question Format and Timing

- This special round will feature questions that can be answered by **two books** from the reading list.
- For Division I, questions will be read aloud by the Questioner.
- The question will sound like this, "*Name two books where...*"
- For Division II and III, the teams will be given a Double Book Challenge Worksheet that they need to complete as a team.

- 30 minutes scheduled, but can be done in less time if teams finish early
- The time of rounds are based on # of challenges.

Team or Solo

- All teams work together to come up with their final answers.

How to Answer

- DIVISION I
 - Team answers need to be submitted by holding out two laminated title/author cards to the Scorekeepers at the end of the **45 second allotment** after each question is read.
- DIVISION II and III
 - Team answers need to be submitted by writing down two ACCEPTABLE book titles (attached) on their team answer sheet.
 - Incorrect spelling or punctuation will not be penalized as long as the answer is clear.
 - **Only two book titles** are needed, although more books may also fit the criteria of the question.
 - Author last names are not needed for this round.

Referees

- Referees will observe to ensure teams are not looking at other team's answers or changing their answers based on another team's answers.
- The Timekeeper will allow up to 30 minutes for this round.
- Once teams are done, the team captain can raise a hand and submit their team answer sheets to the Referee, who will give it to the Scorekeepers to check.
 - Referee will escort teams, one at a time, to posted answer sheets for a 15-second review period after the worksheets have been turned in to the Scorekeepers.

Score-Keepers

- Scorekeepers will write scores on scoreboards after challenges have been settled for this round.

- Scores will be announced by the emcee twice throughout the competition: **after** the 45-minute break and **after** the 15-minute break. If more than two titles are written, then only the first two titles will be scored.

Questioner

- For Division I, the Questioner will state the correct answers for each question immediately after the scores have been recorded.
- For Division II and III, once all the answer sheets have been collected, the Questioner will state all possible answers to the questions and then post an answer key for all teams to review. The Questioner will then dismiss the teams for the 45-minute break.

Challenges

- If a team wants to challenge any questions in Round 4 – Double Book Challenge - based off their memory of their answers, they discuss the use of their team’s challenge cards first and if the team agrees, then the team captain may challenge one of the Double Book Challenge questions.
- The Referee collects the challenge card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the book in question.
- The break will continue.
- The Judge will determine if the team’s challenge is valid and will adjust their score, if needed. Then, the Judge will update the Scorekeepers to keep or amend the team’s score for that round.

BUZZER ROUNDS

Number of Rounds, Questions per Round, and Point Distribution

- 2 rounds, 18 questions per round
- 2 points possible per question (1 point for correct title and 1 point for correct author)-max points per round are 36.

Question Format and Timing

- Questions will be read aloud by the Division Questioner in the following format, *“In which book...”* or *“In what book...”*.
- 75 minutes scheduled

- The time of rounds are based on # of challenges.

Team or Solo

- Team members need to answer these questions as individuals, without any help from their teammates.

How to Answer

- Students must line up so that only one team member is at the table with the buzzers.
- The Questioner will ask **3 questions per team member**.
- After three questions, the team member rotates to the back of their team line and the next team member gets a chance to answer 3 questions for their team.
- Students may buzz in before the Questioner finishes the question **BUT ONLY after at least one keyword is read aloud**.
- Team members need to wait until, their buzzer lights up indicating they are the first to buzz in and the Questioner says their team name.
- The Questioner will not complete the Question.
- The student who buzzes in first must say the title and author within 10 seconds without requesting or receiving any help from their teammates.
- The audience or parent coaches may not coach members of the team or talk while the battle is going on.
- If a buzzer is activated before any **keywords** are read aloud from the Questioner, then that question will be eligible for a re-read excluding the first team member who buzzed in prematurely.
 - For example, "In which book" is read aloud by the Questioner.
 - Buzzer is activated.
 - Answer is wrong. 1 point penalty given to team. (If the answer is correctly guessed, then points will be issued like last year).
 - Then, the team member who incorrectly answered can no longer answer upon re-reading. They are disqualified for this question.
 - Buzzers are reset and the question is read again.
 - The other team can buzz in even if the question is not read in its entirety.
 - For example, "In which book is there a flying..." (flying is the keyword)

- 2nd opportunity of buzzing can cut off the Questioner from the completing the question.
- Once an answer is given, Questioners will announce if it is a correct answer and dole 1 or 2 points and/or deduct a 1 point, if incorrect
- If no team answers correctly, the Questioner will state the answer to the question and the Scorekeeper will not issue any points.
- Students who buzz in and state an incorrect answer **will be penalized with a one-point deduction maximum per question** for their team- (i.e., if the team answers both author and title incorrectly, they will only be penalized for one point).
- If a student answers the question partially correct (i.e., only the title and not the author or vice versa) then their team will earn one point and the round continues onto the next question. In other words, the remaining competitors **will not** get a chance to buzz in with the missing title or author.

- **DOUBLE BUZZER PROCEDURE**
 - Double Buzzer is when two or more teams hit the buzz at same time and multiple buzzers light up.
- DIVISION I
 - The only time Laminated title/author cards and privacy shields will be used during this Buzzer Round for Division I will be if there is a **Double Buzzer**. The Scorekeepers may issue points to both teams if answered correctly.
- DIVISION II and III
 - In the event that there is a Double Buzzer, Division II and III students will be given a privacy shield and need to immediately write down their answers on a small dry erase paddle boards and show them to the Scorekeepers when time is up.
 - Division II and III will be given 30 seconds to submit the **correct title** only in the event of a Double Buzzer. The Scorekeepers may issue points to both if answered correctly.

Referees

- Referees will observe to ensure participants have their hands on their laps at the start of the questioning rather than hovering over the buzzer.

- The Timekeeper will allow approximately 75 minutes for these buzzer rounds, so all divisions can compete consecutively.
- Wired buzzers each equipped with large flashing lights will be used to determine who buzzed first. A **built-in timer** will ensure that each competitor only has **10 seconds** to answer. There will be a master reset buzzer that will also be used between questionings.
- Referees will also enforce the following rules:
 - All students must rotate to the back of their team line every 3 questions.
 - No other team member is helping the team member who is at the buzzer.
 - Students who interrupt others or shout out answers will be warned once by the Referees. If after a verbal warning, the student interrupts or shouts out answers, the student will be asked to sit out and be replaced by the alternate (if available) for the duration of their division Buzzer Round by one of the Referees.

Score-Keepers

- Students who buzz in and state an incorrect answer **will be penalized with a one-point deduction** for their team.
- Score sheets will reflect which questions were answered correctly and which questions had one-point penalty deductions.
- Scorekeepers will write scores on scoreboards after challenges have been settled for this round.
- Scores will be announced by the emcee twice throughout the competition: **after** the 45-minute break and **after** the 15-minute break.
- Once an answer is given, scorekeepers will announce if it is a correct answer and dole 1 or 2 points and/or deduct a 1 point, if incorrect

TIEBREAKER (if necessary)

1. In the event of a tie, a special Buzzer Round will be held with questions that can only be answered by one book.
2. The first team to **earn 6 points** will win. If title and author are correctly stated, that student earns **two** points for his or her team. If the student only states the correct title but not the author or vice versa, then the student earns only **one** point.

3. The other team(s) **does not** get a chance to provide the missing information for incomplete answers.
4. Students may buzz in before the Questioner finishes the question BUT ONLY after a keyword has been read aloud and the team's
 - a. buzzer lights up indicating they are the first to buzz in.
 - b. the Questioner says their team name.

The Questioner will not finish the question.

5. The student who buzzes in first must **say** the title and author within 10 seconds without requesting or receiving any help from their teammates.
6. All team members will be invited to the buzzer table during tiebreaking rounds. Any member of the tiebreaker teams can hit the buzzer to answer to the question for their team.
7. Teams may lose points if they buzz in and state the wrong title and author. The tiebreaker will be determined by the team who earns 6 points not by a team that loses 6 points.

CHALLENGES

1. Each team will receive **3 numbered red challenge cards** at the beginning of the competition. As the teams use their challenge cards, Referees will work with the Scorekeepers to indicate usage of red challenge cards on the Scoreboards to track which teams challenged questions throughout the rounds.
2. Challenges can be made by Team Captains during all rounds. Team Captains challenge by holding up one of their team's three red challenge cards after discussing it with their team.
3. During the Buzzer Rounds, **any** student can challenge **if** their team still has a challenge card(s) by holding up one of their team's three red challenge cards.
4. In the event there are challenges, the dispute will be reviewed by Judges who will decide if the challenge is valid and assign points accordingly. Play will resume and no team will earn points until challenges are resolved.

5. Judges will ask students to find evidence in the book to back their claim. If students are unable to do this, then they need to give the Judges enough information to state their claim.
6. Judges will not be affiliated with any school team, will have read the books on their division list, and will have access to all the books featured in the competition.
7. In the event that there is a faulty question, Judges may throw out the question and all teams who challenged would receive their challenge card back.
8. If a challenge is deemed valid, only the team(s) that originally challenged the question by using one of their Challenge Cards will be awarded points.

WINNING

1. The Scorekeepers will check in with the Judges to verify challenge statuses, disputed points, and tiebreakers.
2. Then, Scorekeepers will finalize their scores to determine the 1st, 2nd, and 3rd place winners per division. Winners will be announced during the closing ceremony by the emcee.
3. This year, the competition volunteers will also vote on a Good Sportsmanship award. Teams will be observed throughout the competition to see if they demonstrate the following characteristics: **SSUPPORTIVE, PPATIENT, OPTIMISTIC, RESPECTFUL and TEAMPLAYERS.**

Battle of the Books Acceptable Title and Author List

DIVISION I

Grade 1 to 2	Title	Author
1	The Book with No Pictures	Novak
2	Shark King	Johnson
3	Henry's Freedom Box *	Levine
4	Absent Author *	Roy
5	Miss Rumphius	Cooney
6	A Chair for My Mother	Williams
7	The Giving Tree	Silverstein
8	Squish - Super Amoeba	Holm
9	Ivy + Bean	Barrows
10	The Island-Below-the-Star	Rumford
11	Rise of the Earth Dragon *	West
12	Last Stop on Market Street	de la Peña
13	Dog Man	Pilkey

DIVISION II

Grade 3 to 4	Title	Author
1	The One and Only Ivan	Applegate
2	Out of My Mind	Draper
3	The Lightning Thief	Riordan
4	Hugo Cabret *	Selznick
5	Hero of Hawaii *	Salisbury
6	Allergic to Girls *	Look
7	Sarah Plain and Tall	MacLachlan
8	The Velveteen Rabbit	Williams Bianco
9	Zorgamazoo	Weston
10	Mr. Lemoncello's Library *	Grabenstein
11	Stonekeeper *	Kibuishi
12	SF Earthquake, 1906 *	Tarshis
13	Question Mark Tail *	Peck

DIVISION III

Grade 5 to 6	Title	Author
1	The Little Prince	Saint-Exupéry
2	The Sorcerer's Stone*	Rowling
3	Under The Blood-Red Sun	Salisbury
4	A Wrinkle in Time	L'Engle
5	Call it Courage	Sperry
6	A Single Shard	Park
7	Mountain Meets the Moon *	Lin
8	Dealing with Dragons	Wrede
9	The Rise of a King *	Eyre
10	Rain, Reign	Martin
11	Bad Beginning *	Snicket
12	Holes	Sachar
13	The Wishing Spell *	Colfer

Teams only need to say the following shortened titles and author's last names.

If teams say or write more, they WILL NOT be penalized.

We shortened titles and requested only author's last names to save time as some students write slow.

Correct spelling and punctuation are NOT needed as long as you can make out the answer.

*Indicate titles that have been shortened.