



Battle of the Books 2010

Preliminary Battle Rules

1. As teams arrive, they should check in at the registration table. If a team member is absent the day of the Battle, teams may still compete.
2. All teams must arrive on time. Once the Battle has begun, late teams will not be allowed to enter the competition.
3. Do not bring any books or notes with you to the Battle.
4. Prior to the start of the Battle, team pictures will be taken and the rules will be announced. Teams will be introduced at the start of the Battle.
5. Good sportsmanship is **expected**. Please treat other teams and your fellow team members with respect. This is a fun competition and should be for everyone. If a team demonstrates inappropriate behavior that disrupts the competition in any way, points may be deducted from their score, or they may be disqualified.
6. Teams are welcome to show their team spirit in a variety of ways. T-shirts or other types of appropriate "uniforms" are encouraged, including buttons, bandanas, hats, etc. Teams may also display posters on or near their team table.
7. Friends and family are welcome to come and cheer their favorite teams on. All audience members must be quiet while teams are answering questions and reserve their applause for the end of rounds. No one from the audience may coach any team or team member or provide answers.
8. The Preliminary Battle will be a **written** battle. Each team must choose **one** team member to record the team's answers. The library will provide paper and writing utensils.
 - Hint: When choosing your team's recorder, pick someone who can write quickly and legibly. You'll only have 30 seconds to write down your answer and the judges **must** be able to read what you have written! It is also helpful to pick someone who is a good listener and will listen to all team members' thoughts. If you have an adult on your team, this may be a good job for them.
9. There will be three to four rounds with six questions each (18-24 questions total). In between rounds, teams will have a few minutes to rest and relax.
10. Questions will be asked about all the books equally. Some questions may be about multiple books. Questions will not be ambiguous. Answers will be straightforward and specific.
11. Questions may be worth different amounts of points. The more information a question asks for, the more points it will be worth. Teams earn points for each question they answer correctly. No

points will be taken away for wrong answers, so guessing is encouraged if your team doesn't know the answer.

12. For each round, the Quizmaster will ask the questions out loud for all the teams. (All teams in the Battle will be asked the same questions.) Each question will be repeated twice. Teams will not be allowed to ask the Quizmaster to repeat or explain the questions, so listen carefully!
13. Teams will then have 30 seconds to confer quietly as a team and write down an answer. After the 30 seconds is up, there will be no more writing, even if the answer is incomplete.
14. After each question, a runner will come around to each team to collect their answers. The Quizmaster will then announce the answer to the question. Teams will have score sheets to keep a running total of their score, however all answers will be submitted to the judges for official scoring. Correct spelling is not mandatory; however the judges must be able to read the answers to award points.
15. After each round, the scorekeeper will announce each team's scores for that round and add them to the scoreboard.
16. Challenges can be made after each round if your team thinks an answer was correct, but did not receive any points. Challenges may be made for your team's answers only, and only **one** team member should approach the judges with your challenge. If the team member can prove to the judges (by using a battle book if necessary) that your team's answer is correct, the scorekeeper will announce the correction and the score change before continuing the next round. If a team has a challenge after the last round, that team will be allowed to make their challenge only if the score change would result in a different outcome of the battle. After a new round starts, no challenges may be made from previous rounds.
17. At the end of the Battle, the highest scoring teams will advance to the Finals.
18. If needed, a tie-breaker question may be used.
19. All Battle competitors will be rewarded after the Preliminary Battle.