

Battle of the Books 2019



Preliminary Battle Rules

1. The Preliminary Battles are on Thursday, February 28 at DTDL and are mandatory for all teams. Teams will be competing at either 5:30 pm or 7 pm. Battle time assignments will be posted at dtdl.org/battle by February 8.
2. As teams arrive, they should check in at the registration table. If any team members are absent the day of the Battle, teams may still compete.
3. Please arrive by 5:15 pm (for 5:30 Battle) or 6:45 pm (for 7:00 Battle) so we can get all teams signed in and start the Battles on time. Once the Battle has begun, late teams will not be allowed to enter the competition.
4. The use of books and/or notes will not be allowed during Battle. If you bring any of these items, they must be stowed away before the Battle begins.
5. Prior to the start of the Battle, team pictures will be taken and the rules will be announced.
6. 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.
7. 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.
8. Due to space constraints, there will be little to no seating at the Preliminary Battles for audience members (however more room will be available for friends and family at the Finals). If any audience members are in attendance, they must be quiet while teams are answering questions. No one from the audience may coach any team or team member or provide answers.
9. The Preliminary Battle will be a **written** battle. Each team should 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 a short time 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.
10. There will be four rounds with six questions each (24 questions total). In between rounds, teams will have a few minutes to rest and relax.

11. Questions will be asked about all the books fairly equally. Some questions may be about multiple books. Questions will not be ambiguous. Answers will be straightforward and specific.
12. 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.
13. For each round, the Battlemaster 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 Battlemaster to repeat or explain the questions, so listen carefully!
14. Teams will then have 30 seconds to confer quietly as a team and write down an answer. Some questions may have an extended time limit, up to one minute. After the time is up, there will be no more writing, even if the answer is incomplete.
15. After each question, a runner will come around to each team to collect their answer sheet. The Battlemaster 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 answers must be clear to the judges for them to award points.
16. After each round, the scores will be posted on a large screen.
17. Challenges can be made after each round if your team thinks an answer was correct, but did not receive any points or only received partial points. Challenges may be made for your team's answers only, and no more than two team members should approach the judges with your challenge. If the team members can prove to the judges (by using a battle book if necessary) that your team's answer is correct, the scorekeeper will make a score change before continuing to the next round. After a new round starts, no challenges may be made from previous rounds.
18. A different set of questions will be used for each Preliminary Battle.
19. Following the Preliminary Battles, each team will be assigned a Semi-Final time slot based on their score. These time assignments will be posted to dtdl.org/battle by March 2.
20. All Battle competitors will be rewarded at the Semi-Final Battles.