

2012 "Battle of the Books" Rules

1. Each school should develop a team of widely read fourth and fifth grade students. The method of choosing teams is up to the individual school; however, only four students are allowed to play at one time.
2. Teams may consist of any combination of students in the fourth and fifth grades. Sign-up is held in the schools under the direction of the team *sponsor**. The Wheaton Public Library can supply copies of the "Battle" rules and book list that can be given to students when they sign up for the program. A *team member* is officially considered a "Battle of the Books" participant when s/he plays on the school team in at least one round of one meet during a regular Battle of the Books season.
3. A schedule of meets will be set up and available before the beginning of the season. The same number of meets will be scheduled for each school. The season will start at the beginning of January and will continue until the first or second week of March.
4. A "Battle" meet will consist of two rounds of play.

ROUND I: Individual Questions... During Round I, teams will be alternately asked six questions and will be given 30 seconds to answer each question. If a team member asks to have a question repeated, this question repetition will be included in the allotted response time. The answer to each question will be the title of a book. If the team answers the question correctly, five points will be awarded. One additional point will then be given that team if they supply the author of the book. If a team answers incorrectly, the opposing teams will not be given an opportunity to answer the same question.

Bonus Questions... In addition to the Individual questions in Round I, there will be six Bonus questions. One Bonus question will be posed to all of the teams at the end of each set of Individual questions. Each team will then have 30 seconds to write down its answer on a small chalkboard. An automatic repeat of the question will be given within the 30-second allotment. Bonus questions will be based on character recognition (Ex. In what book would we find a girl named Fern Arable?). The answer to each question will be the title of a book (Ex. CHARLOTTE'S WEB). When asked to show its answer, each team being correct will receive three points. No additional point will be given if a team supplies the author of the book.

Team members may confer over answers for both the Individual and Bonus questions in Round I. For the Individual questions, it is suggested that team members appoint a spokesperson to announce the answer. After conferring with the team, the spokesperson will then ring the bell and give the answer after he or she is called upon. The first complete response from a team member is the only acceptable answer. Team members should also designate one person to write the answer on the chalkboard for the Bonus question. An answer to either the Individual or Bonus question should be exact, and the moderator and referee will be the final authorities on the acceptability of an answer.

No points will be deducted for a wrong answer given in Round I. (In other words, it pays to take a "wild guess" if you don't know the answer!)

Teams will be allowed to change players between rounds.

ROUND II: Multiple Choice... During Round II, teams will alternately be asked 5 multiple choice questions and will be given 15 seconds to answer each question. The answer to the question will be taken from the context of the book. **EXAMPLE:** In CHARLOTTE'S WEB there was a young girl who got up early to warm her pig's milk, tie his bib on and feed him with a bottle. What was the girl's name? A. Fern B. Garnet C. Julie

Teams will be awarded five points for a correct answer. No additional point will be given if the team supplies the author of the book. Players will be allowed to confer with one another during the allotted time. Points will not be deducted for an incorrect answer during Round II. If a team answers incorrectly, the opposing team will not be given an opportunity to answer the same question.

***Answers must be given before the allotted time expires.**

5. During a meet a team may be asked one or more questions on any of the fifty books on the “Battle” list. It may not be possible for students to read all fifty titles; however, it is helpful for team members and their sponsors to make up their own questions and quiz each other.
6. A scoreboard showing the cumulative scores after each meet will be posted at the Wheaton Public Library. The scores will also be posted on the library’s website, <http://www.wheatonlibrary.org>, under Children’s Battle of the Books.
7. If a team does not appear for a scheduled meet, it will forfeit the meet and receive zero points. The “Battle” will be conducted as usual for the opposing teams present. If only one team is present, they will receive points equal to their average game score for the entire season.
If, however, **one** District 200 school is closed for any emergency on the day of its meet, that “Battle” coach should notify the Wheaton Public Library’s “Battle” facilitator immediately. A decision will then be made as to whether that school’s “Battle” team will play or cancel. If the team chooses to cancel, the entire meet for that day will be cancelled and rescheduled for a later date.
In the event District 200 has to close all of its schools, the “Battle of the Books” meet for that day will be cancelled **automatically** and will be rescheduled for a later date.
8. If a team member does not appear for a scheduled meet and a substitute is unavailable, the sponsor should notify the moderator before the start of the meet that the team will be playing short-handed. If a team member who is scheduled to play will be arriving late, the sponsor should notify the moderator before the start of the meet so as to assure the late player's rejoining the team with as little disruption as possible.
9. Spectators are allowed at all matches provided they are not affiliated with another team. Fellow team members are encouraged to watch their own school play. Audience members should listen quietly during rounds of play, and parents and coaches should see that children are not engaging in disruptive behavior. Playing along in the audience by whispering answers, using hand signals, etc. is prohibited.
10. Please seat fellow team members of the scheduled team in the last rows of the audience while their team is engaged in a match.
11. Please help encourage the audience to save their applause until the end of each round.
12. If a player wishes to challenge an answer to a question, he or she may do so immediately after the meet. If the student can support his or her challenge with a specific reference to the text, the team will be awarded points at that time.
13. Please do not copy "Battle" questions during the meets or engage in any writing that gives the appearance of copying questions.
14. Please turn off all cell phones during the Battle meets.
15. Video cameras may **not** be used during the rounds of a meet. Photographs may be taken **after** the meet has finished.

**A sponsor is a school teacher, librarian, or parent authorized by the school who acts as a “Battle of the Books” coach, actively supports the participants by explaining “Battle” rules, and makes sure the team appears at the Public Library for its scheduled meets. A team's sponsor will be the contact person to whom mail and telephone correspondence will be made.*