

BATTLE OF THE BOOKS

Rules and Procedures

General Rules

- **You may not have books or notes during the battle. As this is a virtual competition, team members and coaches are asked to monitor their own behavior and ensure all rules are followed. Please remember this is a fun competition. Cheating of any kind will not be tolerated.**
- **Be a good sport. Treat other teams with respect. Inappropriate or disruptive behavior may result in point deductions or removal from the competition at our judges' discretion.**
- **Participants are welcome to show team spirit and excitement by wearing special t-shirts or costumes on the day of BOB. Please be aware that team apparel may not contain any text relating to current BOB book titles or authors (including characters, settings etc.). Teams may have the option to appear on video occasionally throughout the competition if they choose to show off their team spirit. During rounds of the competition all video will be turned off to allow teams privacy to confer.**
- **Think of a creative name for your team. There will be a team spirit award for best team name. All team names must be submitted to Katie Lawrence (klawrence@kdl.org) by January 10th. The winning team will be announced live during the BOB competition and must be competing in BOB that day.**

The 2022 Battle of the Books will be conducted virtually. Registered teams will receive the Zoom link and log-in information prior to BOB day. There will be 5 rounds of 10-12 questions per round. Questions in each round will cover all 5 BOB titles and will be randomly sorted.

Each round will have one answer sheet, over Google Forms, per team. At the beginning of the competition a link will be emailed to each coach to access the answer forms. As each answer sheet is submitted teams will automatically be

directed to the next round's answer form. Please only submit one answer form on behalf of your team each round.

Questions will be announced by our MC over Zoom. Each question will be read through twice. The MC will also circle back to the beginning of the round once all questions have been asked to read through each question one final time. Teams will have time to confer after each question. At the end of the round each team will submit their answer form. The MC will allow teams 15 seconds at the end of the round to finish any remaining responses and submit their form. There will be no additional points received for the speed with which a team submits their answer form.

Each correct answer is worth one point. There will be no penalty for an incorrect answer. If a submitted answer differs from the MC's answer, but seems like a possible alternative answer, a team of judges will review the response while scoring the round. If a question requires multiple answers, the MC will clearly state how many answers are needed. One point will be rewarded for each correct answer for a multi-part question. Teams may only submit, at the most, the maximum amount of answers asked for. For example, if the question was "What were the names of the four Hogwarts houses, please name all four?" Teams could submit 4 answers maximum for a possible 4 points. If they only submitted 1 or 2 or 3 names they could have the potential gain of 1-3 points. A team that submitted 5 or more possible answers for this question would get zero points for the round.

Spelling does not count, however, the team of judges must be able to understand what you are trying to say in your answer.

CHALLENGES DURING THE TOURNAMENT

The BOB committee works very hard to craft the trivia questions in such a way as to keep the need for challenges to a minimum. We double check each question and are careful to reference page numbers, etc. We make note when a question might have more than one possible answer. Our goal is to be able to give definitive, immediate, rulings on whether to accept an answer, without disruption to the flow of the tournament.

That said, there may be occasions when a team feels that a challenge is warranted. To keep the tournament moving along, we have instituted a one challenge limit per team for the whole tournament. One coach will be allowed to present their challenge by sending a private chat message to our moderator on Zoom, or calling the Grandville Branch. We will not accept challenges or entertain comments from anyone (team members, parents, coaches, or spectators) during a round. ALL JUDGES' RULINGS AND DECISIONS ARE FINAL. Any changes made in the scoring as a result of a challenge will be announced.

All answers for rounds 1-3 will be read at the end of the 3rd round. All answers for rounds 4-5 will be read at the end of the 5th round. Challenges may be submitted after answers are read outloud to the competitors.

Sharing team scores

The MC will read the Top 10 teams and their scores after Round 3 and then again at the end of the competition. Scores are maintained in an Excel spreadsheet. The scorers are very careful and diligent throughout the tournament to credit teams with the correct points.

Individual team scores will be emailed to all coaches 3-5 days after the tournament.