

BARRIE PUBLIC LIBRARY
Battle of the Books Rules
REVISED JUNE 2014

1. Semi-battles will be played at the Barrie Public Library, 60 Worsley Street, or at the Painswick Branch, 48 Dean Avenue or another specified location. The Grand Battle will be played at a facility announced each year that is large enough to enable spectators.
2. Each team will participate in a minimum of two battles against other schools plus two lightning rounds of 2 ½ minutes each and one written battle (10 minutes) during the semi-final round. In the Grand Battle each team will play the other teams for a minimum of two battles plus potentially play one lightning round (to be decided in the Spring of 2015) and the top two scoring teams will meet in the final battle for the trophy. The third highest scoring team will automatically be awarded the bronze medal.
3. During the semi-battles, a cumulative score will be kept for each team. The final scores or team placings will only be divulged to the teachers/coaches of each team. The coach makes the decision on divulging these to their students. However the team(s) moving on to the Grand Battle will be announced. In some cases, wild card spots mean that some teams may not find out if they are moving on until all of the semi-battles have taken place.
4. The top team from each semi-battle session with the highest cumulative score will proceed automatically to the Grand Battle round. There may also be wild card spots available to the teams with the next highest scores of all the semi-battles.
5. This program is only for grades 4 – 8. Exceptions for grade 3 students being groomed for future battles will **not be made**. You may have up to 12 students as part of your school team as long as the grade and number restrictions are followed for each battle. All teams during a battle or lightning round will consist of a maximum of eight members - one student from each of grades 4,5,6,7 and 8 with the other 3 players coming from any grade. However, there may be no more than 2 players from any grade playing at each battle. You can substitute players from a lower grade for a higher grade but not vice versa. As an example, if you have 3 grade 4 students and only 1 grade 6 student, you may play one of your grade 4's in a grade 6 spot. However you could not substitute a grade 6 student for a grade 4 student spot. The entire team participates in the written battle. Any concerns or questions about meeting grade requirements must be discussed with Jane Salmon at extension 7017, preferably **prior** to the Battle Days.
6. Each team will have a spokesperson designated by either the team or teacher. While the team is encouraged to quietly discuss the possible answer, **it is the spokesperson who must put forward the answer**. Please practice this procedure with your team prior to the semi-battles in order to eliminate possible confusion. Teams will have a sheet of paper to write their answer on so the spokesperson can read this. Staff may also ask the student to spell the author's last name if confusion on pronunciation.
7. Each team will be asked 6 questions per battle from the following categories:
 - 1 Award Winner
 - 1 Canadian Birch

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- 1 Classic
- 1 Canadian Maple
- 1 Fairy Tale/Folklore
- 1 Fun & Fantasy

8. Each team will be asked 6 questions per battle for the Grand Battle. The categories are:

- 1 Award Winner
- 1 Canadian Maple
- 1 Classic
- 1 Canadian Birch
- 1 Fairy Tale/Folklore
- 1 Fun & Fantasy

For the final Grand Battle for the trophy, each team will be asked 10 to 12 questions from the above categories. Fairytales may or may not be part of the final battle. Only 12 students per team, as the rules stipulate that only 12 students may form a team, will receive medals if placing first, second or third. Staff may make exceptions for extenuating circumstances.

- 9. For all battles, the questions will be addressed to the teams alternately, regardless of which team gave the last correct answer.
- 10. During a battle, the team to which the question is addressed has 30 seconds in which to give the title and author of the book. During this time, the team may have the question repeated. *No more than 3 guesses may be given for title and 3 guesses for author per question.*
- 11. Five (5) points will be given to the team correctly identifying the title, and three (3) points will be given for identifying the author's surname. Author's first name is not necessary and there is no author for Fairy Tale/Folklore category.
- 12. If at the end of 30 seconds, the team is unable to answer the question correctly, the opposing team will be allowed the opportunity to give the title and/or author and will receive bonus points if correctly answered. **The answer must be immediate.** Bonus points are awarded as follows: one (1) for title and one (1) for author's surname.
- 13. During a Lightning Round, one team will be taken to a separate room. They (8 members of the team) will be asked 4-6 questions during a 2 ½ minute time period about books indicated as potential lightning round titles on the booklist. The book is identified by title and author in the question read by the staff person. The questions will be about plot, character or place name etc.. The team may make as many guesses as they wish during the 2 ½ minute period. They say "Pass" if they wish to skip a question or have given wrong answers and wish to skip to the next question. The staff person will then keep repeating questions until either all questions are answered correctly or the time period is up. Each team will do two lightning

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rounds, usually one after the other, with 8 team members participating in each lightning round.

14. Warm-up practice questions will be given to each team at the beginning of their first battle.
15. The staff adjudicator's decision will be final in the case of any team's answers which may be questionable.
16. In the event of a tie between two or more teams, 3 written tie-breaking questions will be administered, with each team having to write down their answers to the written questions and submit to the adjudicator. This process will be repeated as necessary until the tie is broken or if in the case of the Grand Battle in a medal deciding situation and tiebreaking questions do not solve the situation, award both teams the medal in question.
17. In the event of media being present, all participants in the Grand Battle are advised that consent to be photographed or filmed by the media or the library is implied. Parents/teachers/coaches must inform library staff of any exceptions to this at the start of the evening.
18. The recording or filming of any battles is not allowed by anyone other than for media purposes if permission has been granted by library staff and team coaches. Similarly, teachers/coaches may not record in any method the questions being asked during battles or lightning rounds. If teachers/coaches need assistance in formulating practice questions for their team, they must speak to library staff for advice on how to do this.