

# Official Handbook

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## ND Battle of the Books Committee

A huge thank you goes out to the following committee members. They volunteered time, read books, wrote questions, and generally helped get this program up and running.

*Sarah Francetich - Simle Middle School*

*Aimee Rogers - Grand Forks South Middle School*

*Toni Nelson - West Fargo Middle School*

*Jennifer Mastrom - Wyndmere Public School*

*Beth Kennedy - Cavalier Public School*

*Barbara Johnson - Bishop Ryan School*

# General Overview of Battle of the Books

Battle of the Books is a reading competition program that is typically targeted towards school-aged children, although it can be enjoyed by people of all ages. The program aims to encourage reading for pleasure, improve comprehension skills, and develop teamwork and sportsmanship.

In Battle of the Books, teams of students read a predetermined list of books and compete against each other in a quiz-style format. The questions are typically based on plot, characters, and other literary elements of the books and. The team that answers the most questions correctly wins the competition.

The program is designed to foster a love of reading and to challenge students to read outside of their comfort zone. The book lists include a diverse range of genres such as fiction, non-fiction, poetry, and graphic novels. Participants often find that the program expands their literary tastes and introduces them to new authors and styles.

Battle of the Books is popular in schools and libraries throughout the United States and other countries. Many schools organize their own competitions, while others participate in regional or national events. Some programs even offer scholarships or prizes to the winning teams.

Overall, Battle of the Books is an engaging and fun way to encourage reading and promote literacy among students. It not only helps children develop valuable skills but also exposes them to a wide range of literature that they may not have discovered otherwise.

# ND BOB Tentative Implementation Timeline:

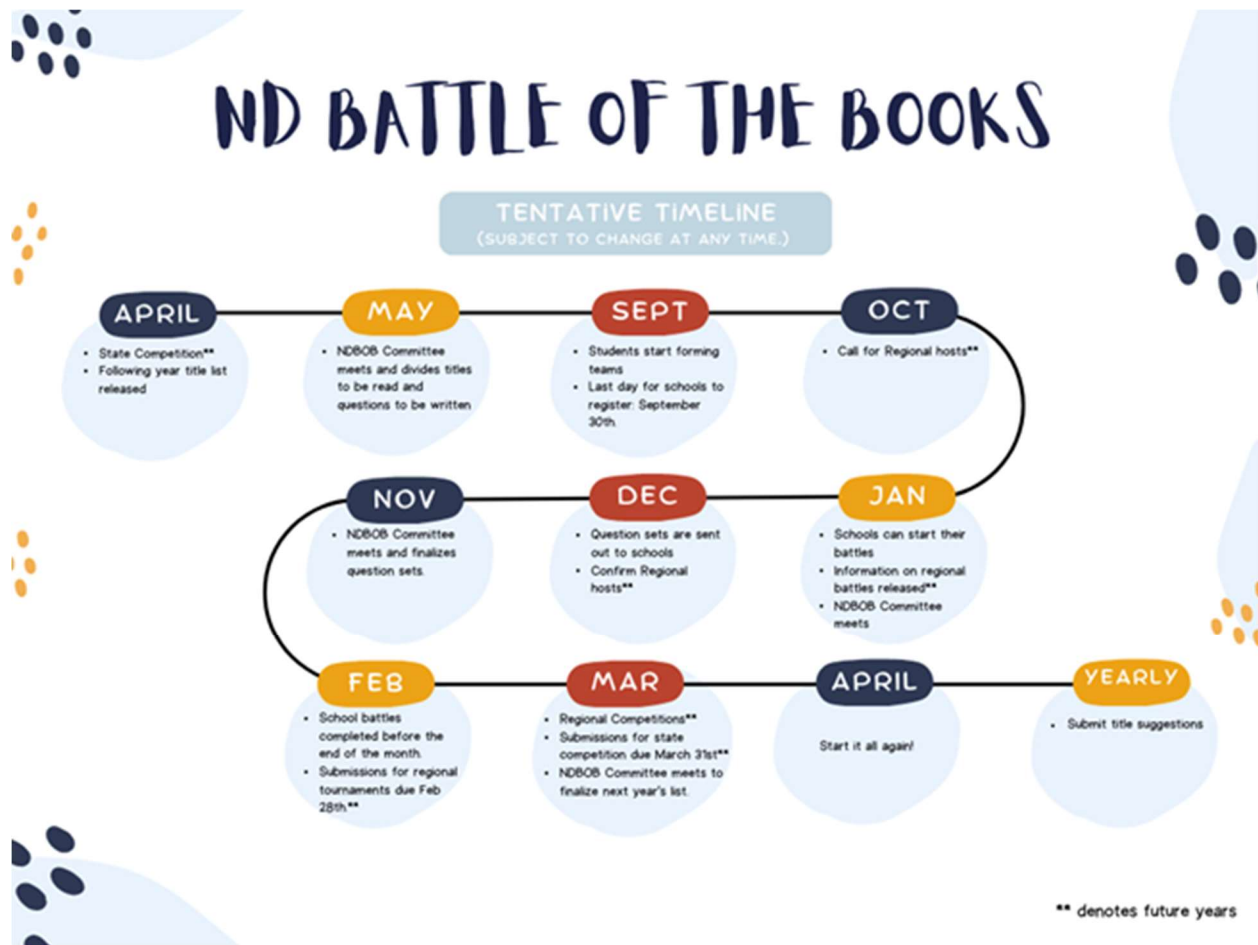
# ND BATTLE OF THE BOOKS

## Program Implementation

| 23-24                                | 24-25  | 25-26   | 26-27   | 27-28   |
|--------------------------------------|--|---|---|---|
| <u>School Level</u><br>Middle School | <u>School Level</u><br>Middle School<br>Elementary | <u>School Level</u><br>Middle School<br>Elementary<br>High School | <u>School Level</u><br>Middle School<br>Elementary<br>High School   | <u>School Level</u><br>Middle School<br>Elementary<br>High School   |
|                                      | <u>Regional Level</u><br>Middle School             | <u>Regional Level</u><br>Middle School<br>Elementary              | <u>Regional Level</u><br>Middle School<br>Elementary<br>High School | <u>Regional Level</u><br>Middle School<br>Elementary<br>High School |
|                                      |  | <u>State Level</u><br>Middle School                               | <u>State Level</u><br>Middle School<br>Elementary                   | <u>State Level</u><br>Middle School<br>Elementary<br>High School    |

This is a tentative program implementation guide. The NDBoB committee reserves all rights to determine if another school or regional tournament will be added.

# Yearly Timeline



The timeline pictured here is tentative and may be subject to change at any time. All efforts will be made to update the handbook when changes occur. For the most recent and updated version, please visit the website: <https://ndbattleofthebooks.wordpress.com>

## Battle of the Book Rules

### Registration

School registration is due the last day of September. Schools may register through this link: <https://ndbattleofthebooks.wordpress.com/>. For team registration, there is a sample form on the website, but schools may choose a different format for their school teams. It is up to schools to decide when and for how long their team registration will be open. Registration for regional and state tournaments will be decided at a later date.

## Teams

1. Teams consist of up to 6 members each. Team members do not have to be in the same grade but must be in the correct age division.
2. 6th graders can participate in either the elementary or the middle school division. That decision is made on a school basis, not by individual teams.
3. Each team should have a coach/sponsor. This can be a librarian from a public library, a representative from the team's school (media specialist, librarian, paraprofessional, teacher, staff member or volunteer\*) Schools should use their own judgment concerning volunteers.
4. The number of teams schools can send to compete at the regional level will vary from year to year depending on the number of participants. Each region will only be able to send one team to the state competition.

## Battle Procedures / Format

Schools may decide which format(s) to use for their school battles. They may choose to do just one format for all battles, or they can choose to mix and match to best fit their capacity. The format for the regional and state level competitions will be decided by the committee at a later date. The most common battle types are listed below but schools can design their own format or modify any current format.

**Jeopardy style:** Teams compete against each other to answer the questions asked to the group. This style will need some sort of a buzzer or a way to see which team tried to answer first. Each battle is played in two rounds with each round consisting of eight questions for a total of 16.

**Team vs. Team:** Two teams battle each other at the same time. The moderator will ask one Team 1 a question. Team 1 has thirty seconds to discuss their answer. The spokesperson then calls out the answer. If that team gets it wrong, the question will be repeated again for Team 2 to answer. If a team can only answer the title or the author (not both) they are awarded partial points. The next question starts with Team 2. This repeats until all 16 questions are answered.

**Quiz Style:** In this format, all teams participate at one time. This may require multiple rounds in order to determine a winner. The moderator will ask a question to the whole group and teams write their answers on their answer sheet. At the end of the round, points are added together to determine who moves on to the next round.

Some schools have chosen to use online quiz forms such as Google Forms or Kahoot to accomplish this style. This style can also be done very similar to Acalympics where answers are revealed after each question. Students may use whiteboards if doing that style.

### **Academic Whiz Kids**

In this style of competition students are on their own. Each student answers a round (or part of a round) of questions on his or her own. Each student's individual score is recorded and those teams whose members answer the most questions correctly receive points accordingly. Students may not discuss the questions or received help from other students on their team.

### **Relay Style**

In this style of competition students have to run. Students are not only competing against other teams but also 'the clock'. Teams line up on one end of a field or gym. One at a time, students run to the opposite end of the building/field and are asked a question. If they know the answer, they tell the judge at the table. If not, they run back to the team and discuss the question with their team members—they have to remember the question! If the team knows the proper answer the same team member returns to the judging table and tell the judge their answer. If the team does not know the answer, the next member of the team runs to the judging table and asks for the next question. What is different about this style of competition is once one team gets to the final question all competition between teams stop and the total scores of each team rounds of competition is recorded.

### **Book Club Challenge**

The Book Club Challenge is designed for individual students to compete against each other. Two students, one from each team will be asked 4 questions. The first team member to answer the question correctly gets points. An incorrect answer the team loses points. After four questions are asked then an new set of two team members will compete against each other in the next round of four new questions. If neither student wants to answer the question, move on to the next question, and if a student does not answer the question correctly, the other student does not have the option to answer the question correctly.

## **Competition Rules:**

1. All participants of the teams battling must be present in the room for all battles.
2. Cell phones or other electronic devices are not allowed to look up answers.
3. No other person may assist in answering any question directed to a team, or any challenge decisions, including the team's coach, parents, spectators, etc. The moderator will disqualify a team if they recognize a team is receiving outside help.
4. In the event of a situation that is not specifically addressed in the NDBOB rules, the decision of the moderator, with the input from the co-Judge(s) in the room for that battle, is final.
5. At school events, the coordinator has the authority to refuse to allow a team to participate in the event of unsportsmanlike behavior or other extenuating circumstances.
6. Each school may implement their own criterium for students to participate such as eligibility, behavior etc.

## Challenges

Each team is allowed three (3) challenges per battle. All challenges must be stated before the start of the next question. When a challenge is reported, the team will get a copy of the book and two (2) minutes to find the answer they named. At the end of two minutes, if the team has found an answer, they will approach the Judges and the speaker will show the Judges the exact passage in the book that supports their challenge. The judges determine whether the challenge is successful or not. An answer may be considered correct by way of inference. If the judges accept the challenge as successful, the points shall be awarded, and the Battle shall continue. The judges' decision is final. If both teams issue a challenge, they will individually approach the judges and the judges will proceed with viewing each answer.

## Tie Breakers

If there is a tie at the end of a round, a sudden death tie-breaker round will be played to break the tie between two or more teams. As soon as one team has answered a question incorrectly, they are out of the round. The team that has answered correctly when others have not will be declared the winner. If no team has answered incorrectly after 10 tiebreaker questions, the teams will be declared dual winners. Challenges are allowed during tiebreaker rounds with the usual challenge procedures in effect.

## Book Selection & Question Writing Process

Anyone can suggest a title for a book through our [form](#). Title selection is made through the NDBOB committee. As book suggestions come in, the committee will review each title to decide if it fits within the guidelines.

- Three recent readers are required for each book. Often there is a book that has been read in the past by one of the committee members. We want to be sure the choices are based on current readings so questions can be written as accurately as possible.
- Book selections contain a wide variety of genres and formats.
- Books should be a variety of different reading levels for each division.
- Selections may be from a variety of awards: Flickertail, Newbery Medal, Coretta Scott King, Caldecott, etc.

## Questions

Questions are written by the NDBOB Committee. There are two formats for the questions: Content Questions (Ex: In *The Outsiders* by S.E. Hinton, what is the name of the poem Ponyboy likes?) and In Which Book (Ex: In which book does the story begin with the main character



“stepping out into the bright sunlight?”). These questions will be divided into sets and sent to participating schools. Each set will contain one IWB question and 1 content question from each title.

Set of Questions: 16 questions - 1 per book (8 IWB / 8 Content)

- 10 Sets: Practice Questions
- 20 Sets: School Competitions
- \*\* Regional and State Competitions will be configured later\*\*

## Fundraising Ideas

Although fundraising is not required, some schools may want to add some additional things. Below are some ideas to help raise money

- Candy sales
- Ask the local PTA/PTO for a donation/sponsorship
- T-shirt sales
- Partnerships/sponsorships through community businesses