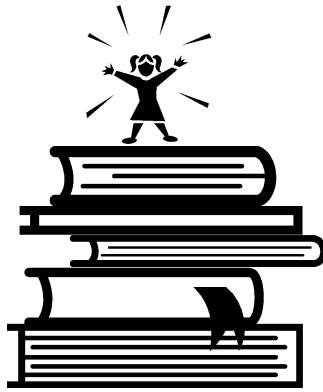


# Battle of the Books

## Handbook

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Commission scolaire  
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School Board



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Association des écoles privées du Québec

Please note that this handbook may be revised and updated each year. Ensure that you have the most up to date version.

## Purpose:

1. Create an event celebrating books in a fun and interactive environment.
2. Improve high school students' literacy levels through a competition requiring teamwork.

## Goals:

1. Generate excitement about reading.
2. Promote the library and its collections.
3. Promote proper sportsmanship and the ideals of fair play in our students.

## Book Titles and Distribution:

1. To be as fair as possible to all schools participating, book titles are not to be shared with students until the beginning of the school year.
2. Students should receive the books at the beginning of the school year and no later than December.

## Types of Battles:

Questions will become increasingly difficult as teams progress through the competitions.

1. **School Battle:** Only held if there is more than one team in a given school. The winning team will represent their school at the next level of competition.
2. **Regional Battle:** Only held if there are more than 4 schools competing within the same board or association. The top 2 teams per region will move forward to the next level of competition.
3. **Board (LBPSB, EMSB, and QAIS) Battle:** Always held for the top 4 teams in each board or association. The winning team will represent their board or association at the Ultimate Battle.
4. **Ultimate Battle:** Always held for the top team for each board or association. Each board and QAIS will take turns hosting this event.

## Roles & Responsibilities

### Students

- Students from grades 7 to 11.
- Must agree to read the books.
  - While each student does not need to read all the books, all of the books must be read between the students on each team.
- Must make the commitment to be on the team and attend practices and Battles.
- Must agree to show good sportsmanship in practices and battles.

## Coaches

- The school's trained library personnel (such as the documentation / library technician or librarian) is the Coach for the team.
  - In the event that a school does not have any official library personnel, another school employee can take on the role of the Coach.
- Write the questions for at least 1 book that will be reviewed by the Organizers.
- Responsible for ensuring that their students are respectful at the events and towards other competitors (both on their own teams and on the other teams).
- Become familiar with all the rules and procedures provided in this handbook and commit to following them.
- Prepare the teams by reviewing procedures and rules and by conducting regular practices (using official practice questions and / or questions written by the teams themselves).
  - Having the students come up with practice questions for their team to use is a good way to become even more familiar with the books themselves.
- Agree to serve as role models for sportsmanship for their students.
- Offer moral support during battles and help manage audience behaviour.
- Publicize around the school announcing the Battle.
  - Sign-up lists and meetings.
- Lead practice rounds.
  - Official practice questions will be provided by the organizing committee, but school teams can also use practice questions they wrote themselves.
- Establish dates for the School Battle.
- Ensuring Staff Council and Governing Board approval, if applicable.
- Find funding (t-shirts; rewards; food; etc.), if applicable.
- Permission forms that may need to be signed.
- Organize transportation to events.

## Organizers

- The Organizers can also be Coaches.
- There should be more than one Organizer per board or association.
- Should there ever be the need for a vote between the Organizers, each board or association has an equal number of votes.
- Review the handbook annually and modify as necessary.
- Schedule and organize Regional Battles, Board Battles (within their respective board or association) and the Ultimate Battle (by the hosting school board or association).
  - This includes dates, venues and technology.
- Coordinate question writing and editing.
- Provide official practice questions to Coaches to be used with their teams by January.
- Ensure integrity of the competition.
- Organize prizes for different levels of competition.
- After consultation with the school libraries, it provides the list of titles (10 to 14 per year).
- Organize the writing of the official questions for all Battles.
- Coordinate the Regional Battles, Board or Association Battles, and Ultimate Battles.

## Judges

- Must have read all of the books.
- There should be 2 Judges per board or association (a main and a backup).
- Any employee of a school or board may be a judge.
- Ensure integrity of competition and that all rules are followed.
- Renders decisions on challenges and other questions.
- There should be one judge for the School, Regional, and Board Battles
  - The Ultimate Battle requires 3 Judges (one from LBPSB, EMSB, and QAIS)
  - Each judge has a vote, and majority rules.

## Timekeeper

- Will use a timing device and indicate when specific time periods start and end.

## Scorekeeper

- 2 Scorekeepers minimum per competition, 3 at Ultimate Battle (one from each board or association).
- Each Scorekeeper will keep track of points scored by each team and will verify scores with other Scorekeeper(s).
- Will display the official score after Round 1 and at the end of the competition in a way that is visible to the audience.

## Question Reader

- Read questions as assigned at a competition.
- Prepare by reading questions ahead of time and ensure proper pronunciation.

# Rules

## Rules for Teams

- 3 to 6 students per team plus 2 alternates are allowed.
  - so the maximum number of students per team is 8.
- Player names must be registered with the organizers at the time of the school battles, and new players may not be registered after this time.
- Teams will be organized by the Coach in each school.

## Rules for the Battles

- Teams will designate their spokesperson on arrival.
- Team order will be decided by drawing numbers.
- Changing the spokesperson or substituting team members:
  - can be done only once during any Battle, at the break after the first Lightning Round.
  - Judge(s) must be apprised of this change during the break.
- Teams will answer all questions using the official list of shortened titles and authors surnames, which has been provided by the Organizers.
- Teams will be given a warm-up question to begin. There are no points for this question.
- The following rounds will be repeated **twice**:
  - A Regular Round followed by a Lightning Round (see below).

## Rules for Regular Rounds

- Each team will have the opportunity to answer a minimum of 2 questions during a regular round (the number of questions will be determined by the Organizers).
- Each team is asked a question based on the pre-selected books.
  - Team has 20 seconds to answer the question correctly.
  - Timing will commence once the question has been read.
  - Each question may be repeated throughout the duration of the time limit.

- Answers will be accepted from the team spokesperson **only**.
  - Team spokesperson must wait for the Question Reader to finish posing the question before they answer.
- Correct answer includes the shortened title of the book and the author's surname.
- Team may give a maximum of 1 guess within their time limit
- Correct answer earns **5 points**.
- Stealing
  - If a question is unanswered or answered incorrectly, the opposing team(s) has/have a chance to steal.
    1. Question is repeated.
    2. Teams have 20 seconds to answer the question correctly.
    3. Teams write the answer on erasable whiteboards.
    4. Teams must put their whiteboard face-down when they have written the answer.
    5. Team spokesperson holds up the board when the time is up.
    6. A correct answer includes the shortened title of the book and the surname of the author.
  - Correct answers earn **2 points per team**.

## Rules for the Lightning Round

- Takes place at the end of each Regular Round
- Each individual team, in turn, is given 2 minutes to answer as many questions as they can.
- The clock starts once the Question Reader starts reading the first question.
- Teams will have the opportunity to answer 20 questions during the School Battle. 25 questions will be asked at the Regional, Board, and Ultimate Battles.
- Answers will be accepted from the team spokesperson only.
  - Team spokesperson must wait for the Question Reader to finish posing the question before they answer.
- Teams can choose to pass on any given question.



- If time remains, the Question Reader will ask any passed questions a second time.
- The answer required is the official shortened title only (author surname is not required).
- Each correct answer earns **2 points**.

## Challenges

- If a team feels that their “incorrect” answer is “correct,” they may issue a challenge.
- Challenges can only be made by the team that has been asked the question.
- Maximum 3 challenges per team per Battle.
  - Each team will have 3 flags (or coloured cards); one per challenge. As a team makes a challenge, they have one of their flags taken away.
- Challenges are signalled by raising a flag (or coloured card) and the team spokesperson saying “Challenge.”
- Challenges for regular rounds take place immediately after their answer is declared “incorrect”, before other teams are given the opportunity to steal.
- Challenges to steal questions.
  - If a steal answer is judged “incorrect,” teams have the right to challenge this ruling.
  - Each team must decide if they wish to challenge the steal question’s answer before the challenge is verified.
    - Only the team(s) that decide to take part in the challenge will receive the points if they were correct. Ex, if only one team made a challenge and the remaining team(s) did not also challenge, those non-challenging teams will not receive any points even if their answer was correct as well.
  - Challenges for steal questions count towards the total for that Battle for each team.
- Challenges for lightning rounds have to be at the end of the round for each team.
- Judge(s) are to confirm the answers within a 2 minute time limit.
- The findings and rulings of the Judge(s) are final.
- Any necessary points adjusting takes place
- The Battle continues.

## Scoring

Scores for the two Regular and the two Lightning Rounds will be tallied together. The team with the most points wins.

### Regular Round points

- **5 points** for the correct official shortened title and author's surname
- Stealing: **2 points** for the correct official shortened title and author's surname answered by the opposing teams

### Lightning Round

- **2 points** for each correct official shortened title

### Tie-Breakers

- Teams tied for first place will be asked a question from the tie-breaking questions.
- Teams have 20 seconds to answer the question correctly.
- Teams write the answer on erasable whiteboards.
- A correct answer includes the shortened title of the book and the surname of the author.
- Teams must put their whiteboards face-down when they have written the answer.
- Team spokesperson holds up the board when the time is up.
- If there is more than one team that answers correctly, each of those teams are asked an additional question.
- This continues until a winner is determined.