

## **White Pine Battle of the Books Goals and Rules**

### **Goals:**

**Students:** Have fun reading good books from a wide variety of authors and genres.

**Educators:** Encourage reading, foster friendly competition, and nurture the love of books in young people.

**Libraries:** Encourage young people to read a wide variety of books by Canadian authors and to engage with their local library.

### **Rules:**

Up to two teams of three to six students will represent each school. Method of selection of team members is decided by the team coordinator at each school.

Each team will have a spokesperson designated by the team coordinator. While the team is encouraged to discuss possible answers, team answers will only be accepted from the spokesperson.

White Pine Battle of the Books will consist of two rounds of play. Each round will consist of a Regular Battle and a Lightning Battle.

Regular Battle questions will be addressed to teams alternately, regardless of the last correct answer. There will be 12 Regular Battle questions per round. When asked a question, teams will have 20 seconds to provide the book's title and author (see booklist).

During this 20-second time period the team to which a question is addressed may have the question repeated as many times as they wish but this will cut into the allotted time to provide an answer. The team may give a maximum of three title and three author guesses per question via the spokesperson. Three points will be given if the team correctly identifies the exact title, and three points will be awarded for correctly identifying the author's surname. The author's first name does not need to be identified.

The Lightning Battles will be featured at the end of each round. Lightning Battles consist of a 2 minute, 30 seconds time period during which each team is asked up to 12 questions. These questions concern details of the books and will not require teams to identify titles or authors. Each correctly answered Lightning Battle question will be worth three points. In the Lightning Battles, teams submit as many guesses as they wish to each question but this will use up time. Scores from the Lightning Battles will be added to the scores from the Regular Battles.

If a team disagrees with the moderator's initial ruling on an answer, the team may challenge the ruling immediately after the Regular question or immediately after the end of the Lightning Battle. A team may only challenge rulings on its own answers. Moderators will either confirm their original ruling or may provide a randomly selected alternative question as a substitution.

When a tie-breaker is necessary, each team in the tie-breaker will be asked extra Lightning Battle questions. The spokesperson must provide one correct answer within twenty seconds. No guesses will

be allowed and an incorrect answer will result in elimination. The last team standing wins the tie-breaker round.

After the two rounds of play, the top three teams will compete in the final round of competition where the winner will be determined.

**PLEASE NOTE:**

A warm-up practice question will be given to each team before regular round of play.

There may be no assistance from the coordinators or audience members.

The moderator's decision will be final in the case of any questionable answer.

Teams will not be penalized for incorrect answers; in other words, points will not be deducted for incorrect responses.

All decisions made by the Battle Committee are final.

Any team demonstrating poor sportsmanship will be not be invited back.