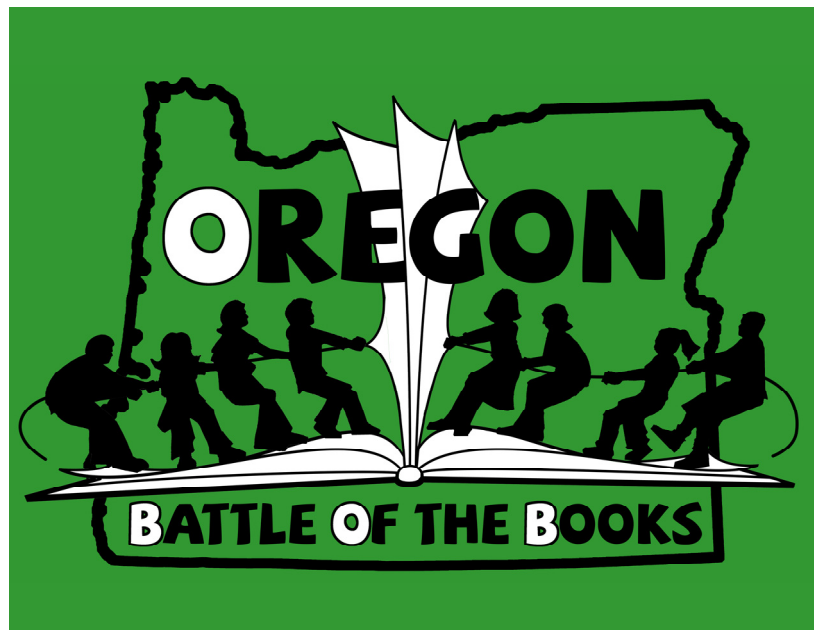


# Oregon Battle of the Books

*A Guide for Coaches*



## **The Basics of OBOB**

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### **What is OBOB?**

Oregon Battle of the Books (OBOB) is a reading and trivia competition. There are three divisions (grades 3-5, grades 6-8, and grades 9-12) in which students across the state read books from a predetermined list and “battle” against teams using trivia questions about the books.

### **Why OBOB?**

OBOB encourages kids to not only read books, but to read books from a variety of different genres and authors. By participating on an OBOB team, students will most likely read books they may not have previously been inclined to try. This is one of the goals of OBOB. Another goal is to add an element of camaraderie and teamwork to a traditionally solitary activity. Kids who enjoy reading are able to meet like-minded friends, collaborate, and compete together.

### **What is the Coach’s Role?**

- Keep kids having fun! This is the primary role of coaches—to ensure that reading doesn’t become stressful or too much of a chore. OBOB is meant to be a fun way to combine reading and team competition; the number one goal is to make it an enjoyable experience for children.
- Keep kids on track with their reading.
- Plan team meetings and practices. Practices may include talking about the books, doing a craft based on a book, playing a game, or practicing some questions. If you are looking for activities to do with your team, *Teaching Books* ([www.teachingbooks.net](http://www.teachingbooks.net)) is a website that provides free resources for all of the OBOB books. (This site will also tell you how to pronounce the authors’ names.)
- Help team members get to know each other and develop camaraderie.
- Help teams prepare for battles by giving them practice trivia questions. There are a few websites with questions available for purchase, although they are not affiliated with the OBOB organization. You can also develop a collection of your own questions by writing some yourself or having your students write them. This gives kids extra practice with the book trivia and creates a pool of questions to use at your team practices.
- Create team T-shirts. (Optional but fun)
- Model and teach proper etiquette and sportsmanship skills for competition.
- Attend your team’s battles when possible. Coaches assist in moderating the battles during battle weeks as a timekeeper, scorekeeper, and co-judge.

## **Teams**

OBOB teams are comprised of up to five members. Participants must be in grade 3, 4, or 5, but teams may be intermixed between grade levels.

*No more than four students may compete in a battle.* This means that if a team is composed of five members, one member must sit out each battle in which the team participates. The team member who is not participating may be present to watch the battle as a part of the audience and will not communicate with the team during the battle.

If a player is unable to participate on the day of a battle, the team may (but is not required to) choose a substitute. The substitute player must not be simultaneously competing on any other OBOB team; either the substitute player's team must have been completely eliminated from the competition, or the substitute player must not have been a member of any other OBOB team. The substitute player must also be in grades 3, 4, or 5.

## **The Battles**

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School battles occur at **INSERT SCHOOL BATTLE LOCATION HERE**. The winning team of the 16-book tournament from **\*SCHOOL NAME HERE\*** then goes on to participate in the regional competition. Winners of the regional battles from all over Oregon participate in the state competition, which takes place at Chemeketa Community College in Salem, OR.

## **Seating**

At each battle, teams sit directly in front of the moderator in clusters of four chairs facing each other. The moderator, timekeeper, and scorekeeper stand at the front of the room facing each competing teams and audience. Family members are encouraged to come watch their children's/siblings' battles!

## **Coin Toss**

Before each battle, the moderator conducts a coin toss to determine the placement of each team. The team who wins the coin toss chooses to sit on either the moderator's left side (receiving all odd-numbered questions first), or the moderator's right side (receiving all even-numbered questions first).

## **Questioning**

The battle begins with question #1 directed to the team seated on the moderator's left-hand side. If the team answers the question incorrectly, the opposing team then gets a chance to answer the same question and earn those points. The battle continues with question #2 directed first to the team seated on the moderator's right-hand side. If the team answers incorrectly, the other team then gets a chance to answer the same question for points. The questions continue, alternating between the teams for even- and odd-numbered questions.

## Question Sets

There are 16 total questions per battle. The first 8 questions begin with the phrase, “In which book...?” and must be answered with the title of one of the 16 required OBOB books as well as the author of that book.

**Example:** “In which book does a character ride on a giant cockroach?”

**Answer:** *Gregor the Overlander*, by Suzanne Collins.

The next 8 questions are trivia questions derived from the content of the books. Teams are told from what book the question comes and are then given a chance to answer.

**Example:** “This question comes from the book *Into the Firestorm*. What color eyes does Annie have?”

**Answer:** One blue, one brown.

## Spokesperson

Each team must designate a spokesperson for each battle. The team tells the moderator who their spokesperson is before the battle begins. The spokesperson is the only member who may communicate the team’s answer to the moderator. The whole team may collaborate on the answer to a question, but the designated spokesperson is the only person from whom an answer will be accepted.

If the spokesperson interrupts the moderator during the reading of a question, the moderator will stop reading, and the spokesperson must provide the team’s answer. Once the spokesperson has started answering a question, other members of the team may notspeak (either to the spokesperson or to the moderator).

If the spokesperson changes the answer, the moderator must accept the first answer given.

**Example:** “This question comes from *Abraham Lincoln*. With which political party did Abraham Lincoln affiliate?” (Answer: republican)

**Team 1:** “Democrat...No, I mean republican!” = incorrect; “democrat” was the first answer given. Question goes to opposing team.

**Team 2:** “Republican.” = correct; full points

The spokesperson must pronounce author names to the best of his/ her ability. The moderator and judges decide if the pronunciation is close enough to award points for a correct answer.

Teams may select a different spokesperson for each battle or keep the same spokesperson for all battles if they choose.

## Timing

Once the moderator reads the full question, a team has 15 seconds in which to answer it. If the spokesperson requests a repeat of the question, the moderator may do so one time, but that time is a part of the allotted 15 seconds. If a team answers incorrectly and the question is turned over to the opposing team, that team gets another 15 seconds in which to answer. The time to complete an entire battle is approximately 20 minutes.

## Scoring

Each question is worth 5 points. If a team answers their question correctly, they earn 5 points. If a team answers their question incorrectly, the question then goes to the opposing team. If the opposing team answers the question correctly, they are awarded the full 5 points.

For the first 8 questions (“In which book...?”), it is possible for a team to receive partial points. Three points will be given for a partially correct answer—either title or author, whichever the team says correctly. If both title and author are answered correctly, the team is awarded the full 5 points. If only the title or only the author is said correctly, the team is awarded 3 points and the question then goes to the opposing team for a chance to earn the final 2 points.

**Example:** “In which book does a character adopt 6 animals from the pound?”  
(Answer: *Waiting for the Magic*, by Patricia MacLachlan)

**Team 1:** “*Waiting for the Magic*, by Lisa Graff” = 3 points for correct title.  
(Same question goes to team 2.)

**Team 2:** “*Waiting for the Magic*, by Patricia MacLachlan” = 2 points for correct author

For the second 8 questions (content trivia), only questions which are indicated by the moderator as a 2-part question may be divided into partial points. If both parts of a 2-part question are answered correctly, the team is awarded the full 5 points. If only one part of the answer is correct, the team is awarded 3 points and the question then goes to the opposing team for a chance to earn the final 2 points.

**Example:** “This is a 2-part question from the book, *Clementine*. Name two of the three kittens to which Polka Dottie gave birth.” (Answers: Fluoride, Laxative, and Mascara)

**Team 1:** “Moisturizer and Fluoride” = 3 points for Fluoride. (The question goes to the other team.)

**Team 2:** “Laxative and Mascara” = 2 points for Laxative (The moderator accepts the first correct answer.)

### Sample Score Sheet

Round	Question	Points	
		Team 1	Team 2
1 “In which book...?”	1	5	0
	2	0	5
	3	5	0
	4	0	5
	5	5	0
	6	2	3
	7	5	0
	8	0	5
	<b>Sub Total:</b>	<b>22</b>	<b>18</b>
2 Content Trivia	1	0	5
	2	0	5
	3	5	0
	4	0	5
	5	3	2
	6	0	5
	7	0	0
	8	0	5
	Sub Total:	8	27
<b>Final Total:</b>	<b>30</b>	<b>45</b>	

## **Tie Breakers**

If an elimination battle ends in a tie, a tiebreaker round follows. The moderator asks each team one “In which book...?” question and one content trivia question. If, after this round, the score is still tied, the process is repeated until a winner is determined. During a tiebreaker round, a team may not acquire points from the opposing team’s incorrect answer.

## **Challenges**

At the end of a battle, immediately following the final question, each team has an opportunity to challenge a question that was ruled incorrect. The moderator allows the teams 15 seconds to decide if they will challenge a question. Regarding challenges...

- Teams may only challenge one question from the battle.
- Teams may only challenge a question that they were asked. (They may not challenge a question that the opposing team answered correctly.)
- The moderator presents the challenging team with two copies of the book from which the question came.
- The team has two minutes to find the correct answer in the book and present it to the moderator.
- Teams may not have help from coaches, parents, or audience members in locating passages in the book.
- If the team’s answer is proven, points are awarded and the score adjusted. This may mean that points are taken away from the team who had been previously awarded points for the question.
- If the team’s answer is not proven, no change in the score occurs.

## **Battle Weeks**

The official **\*SCHOOL NAME HERE\*** OBOB battles take place during February and March. Please check **\*INSERT INFORMATION LINK HERE\*** for this year’s start date. Battles are completed at school during the school day.

### **1. Pool Play**

Each team in the OBOB pool participates in a minimum of two battles to determine rank. Rank is based on the cumulative score between all pool play battles. The top 16 teams move on to the bracket play (elimination rounds).

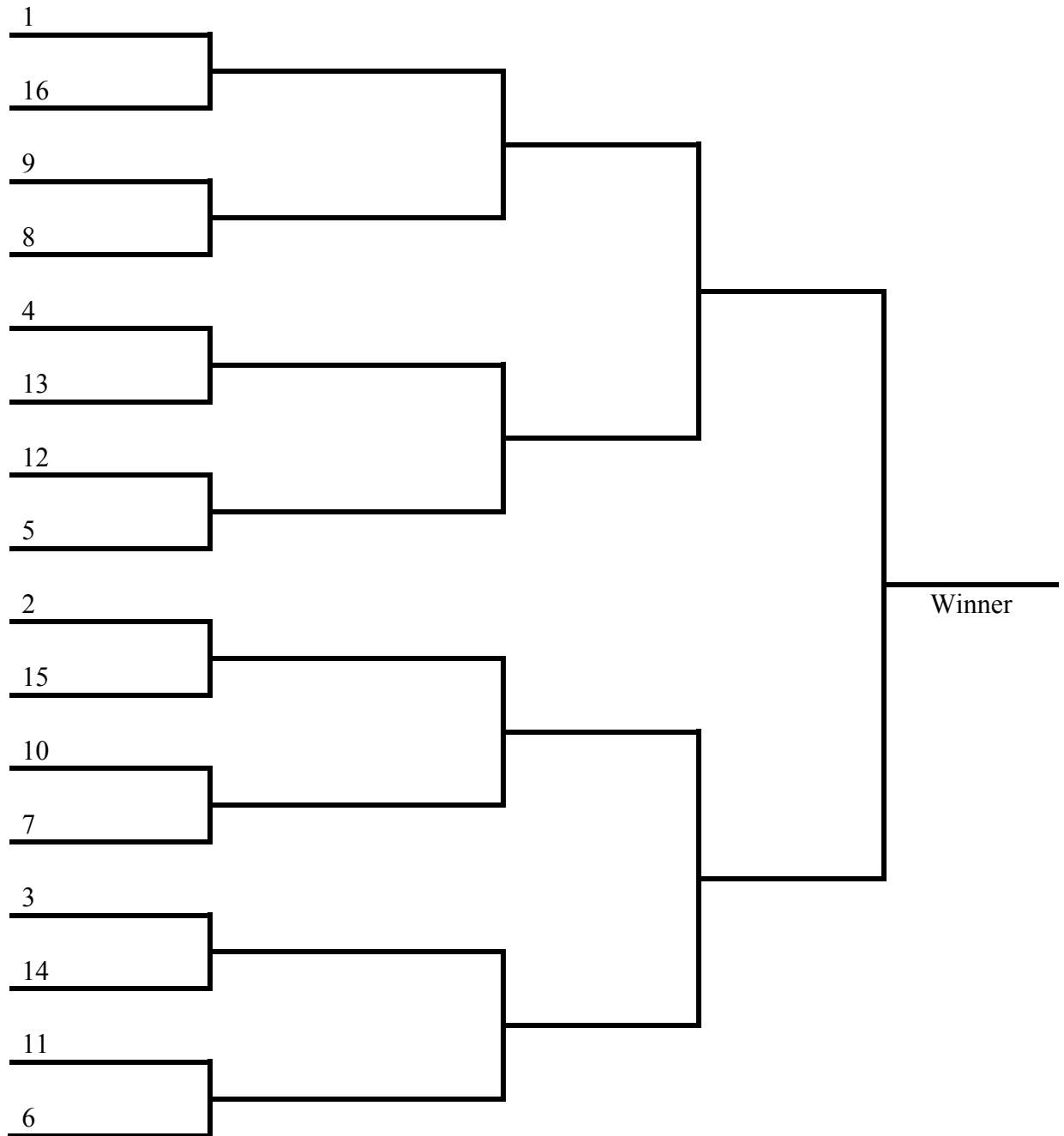
### **2. Bracket Play**

Teams are seeded in the bracket according to their rank following the results of the pool play. Each round of the bracket play is single elimination; only the winner of each bracket moves forward.

### **3. Championship**

The final round is held in the BFPS flora gym, and all OBOB participants, families, and classes are invited to watch. The final two teams are seated on stage, and the moderator conducts the battle from there. Following the battle, there is a certificate ceremony and root beer float celebration for all OBOB participants.

*Sample Bracket:  
(According to team rankings after pool play)*



### **Communication During Battles**

During the battles, all books must be out of sight. Phones must be turned off, and no video recording is allowed while teams are battling. The competing team members may not have any communication with audience members or coaches during the battle, including challenges.

### **Judgment Calls**

Decisions made during the battle are final and are at the discretion of the moderator and judges.

### **Sportsmanship**

Courteous sportsmanship is expected of all players, moderators, coaches, and audience members.

## **Resources**

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### **OBOB Homepage:**

[www.oregonbattleofthebooks.org](http://www.oregonbattleofthebooks.org)

### **Book Study Activities and Ideas:**

[www.teachingbooks.net](http://www.teachingbooks.net)

Individual author websites

### **Instagram:**

oregon\_battle\_of\_the\_books

### **Facebook:**

Oregon Battle of the Books (group)