



Oregon Battle of the Books (OBOB) Official Handbook 2023-2024

OBOB is partially funded by a grant from the LSTA (Library Services and Technology Act) administered by the Oregon State Library and receives support from the Oregon Association of School Libraries (OASL), the Oregon Library Association (OLA), and Chemeketa Community College (CCC). OASL, and OBOB operating under its umbrella, is committed to equity, diversity, inclusion, anti-racism, and anti-oppression in our organization, policies, and practices.

Thank you to the hundreds of volunteers who generously give their time and/or financial donations to help spread the magic of OBOB each year.

The purpose of this handbook is to record the official rules and guidelines adopted and amended as necessary by the OBOB Executive Committee. This handbook also serves as a vehicle for introducing and explaining the procedures used for battles. The separate Regional Manager Manual is intended to provide resources to assist Regional and State managers in organizing their competitions using standardized procedures. The OBOB State Committee recommends the Official Handbook be used for local competitions as well.

For more information and resources, visit our website:
www.oregonbattleofthebooks.org

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To search this handbook online simply search for the Chapter Title or the page number.

Oregon Battle of the Books Statewide Committee

State Executive Committee Members and State Tournament Volunteers:

- Administrative Chair:** Christy Sander – oboblsta@gmail.com
- Administrative Vice-Chair:** Emily Louwsma obobvicechair@gmail.com
- Liaison Chair:** Elaine Ferrell Burns – obobliaison@gmail.com
- Outreach Chair:** Susie Van Buskirk – oboboutreach@gmail.com
- Financial Chair:** Kim Young – obobfinancechair@gmail.com
- Book Grant Chair:** Ryan Dempsey – obobbookgrant@gmail.com
- Question Editor:** Ken Randall – obobquestioneditor@gmail.com
- Secretary:** Laurie Phelan – obobsecretary@gmail.com
- Title Selection Chair:** Wendy Gassaway – obobtitlechair@gmail.com
- Regional Mentor 3-5:** Thomas Moll – obob3to5managermentor@gmail.com
- Regional Mentor 6-12:** Ellie Eliopulis – obob6to12managermentor@gmail.com
- State Tournament Manager of Volunteers** – Libby Hamler-Dupras – obobstatevols@gmail.com
- State Tournament Assistant Manager of Volunteers** – Valerie Harris – obobstatevolsast@gmail.com
- State Tournament Manager of Team Communications** – Becky Benton – obobstateteam@gmail.com
- State Tournament Manager of Questions and Packets** – Heidi Pramuk – heidipramuk@gmail.com

If you have questions about your school level program, please contact your school coordinator before contacting anyone on the OBOB Executive Committee. Please refer to this Handbook and/or the Regional Manual before sending any emails. If you do not find the information necessary in these documents, please read the following job descriptions and direct your email appropriately.

OBOB Job Descriptions

OBOB Administrator – registration issues, facilitates Executive Committee meetings.

OBOB Vice Administrator – assists Administrator as needed and recruits regional managers.

OBOB Liaison Chair – acts as the OBOB liaison with other organizations such as the OLA and OASL. Provides support for the incoming Administrative Chair and OBOB promotion projects.

OBOB Outreach Chair – maintains the OBOB website, newsletter, and Facebook page as well as news related communications

OBOB Financial Chair – oversees OBOB budget, communicates with regional and state managers regarding funds for tournaments, tracks donations to OBOB, facilitates LSTA and other grants, and other finance issues

OBOB Book Grant Chair – facilitates and oversees book grants

OBOB Secretary – maintains minutes for Executive Committee meetings, edits Handbook and Manual

OBOB Title Chair – questions/concerns about title selection, application to join a title selections committee

OBOB Question Editor – recruits, trains, and manages question writers and editors, responds to registered schools and regional managers regarding official questions and rules interpretations

OBOB Regional Mentor 3-5 – responds to questions/concerns regarding grade 3-5 regional tournaments

OBOB Regional Mentor 6-12 – responds to questions/concerns regarding 6-8 and 9-12 regional tournaments

OBOB State Tournament Coordinators – handle all aspects of the State Tournament

Note: *At times committee members are not available for immediate response. You may receive a message from an alternate contact.*

Introduction

Oregon Battle of the Books, OBOB, is a statewide **voluntary** reading motivation and comprehension program sponsored by the Oregon Association of School Libraries (OASL) and the Oregon Library Association (OLA) in conjunction with a Library Services and Technology Act grant through the Oregon State Library. Students in grades 3 through 12, regardless of ability, are exposed to quality literature representing a variety of literary styles and viewpoints. Our mission is to encourage and recognize students who enjoy reading, to broaden reading interests, to increase reading comprehension, to promote academic excellence, and to promote cooperative learning and teamwork among students.

Lists of books are chosen and questions are written for each grade level division. Students read the books, discuss them, quiz each other on book trivia, and then compete as part of teams to correctly answer questions based on the books in a quiz-show-style format. Half of the questions will begin with the words "In Which Book" (or "Which Book") so that the answer will be a title and author, and the other questions will be "Content" questions with the title of the book supplied. Teams may participate at local, regional, and state levels of competition.

New lists of titles for each level are compiled each year by the title selection committees based on the "Criteria for the Selection of Titles." An attempt is made to vary the titles chosen according to genre and difficulty so that readers may encounter a broad range of books. Please see the section titled "Book Selection Process" for how books are nominated and selected. The public (students, parents, and others) is encouraged to nominate books and offer feedback on the nominations.

Individuals may access the OBOB website (www.oregonbattleofthebooks.org). From this website you will find access for the OBOB Facebook page and the ability to sign up for the OBOB newsletter.

History

The original idea for Battle of the Books came from a radio program sponsored by the Chicago Public Library in the early 1940s which featured teams of students from different Chicago schools each week. It was revived in the 1960s by one of those child contestants who grew up to be a school librarian in Illinois.

Battle of the Books was brought to Oregon by school librarian and author Sybilla Cook in the 1970s. Word spread about the program through various library conferences. Successful local Battle programs developed in various parts of Oregon throughout the ensuing decades including Salem-Keizer, Roseburg, Springfield, and Beaverton. Never a mandated program, it has continued to be popular because it works. Parents are enthusiastic. Teachers and librarians find children read more books, read more intensely, and read for deeper understanding when they learn the pleasures of teamwork and academic competition.

In 2006, with the encouragement of State Librarian Jim Scheppke, OASL President Allen Kopf formed a committee to submit a grant to the Oregon State Library for a statewide Battle of the Books program. Upon receipt of the first LSTA grant, the committee moved forward with the statewide plan to be implemented in the 2007-2008 school year. The state OBOB Committee was then formed to bring various disparate Oregon programs together into one cohesive state-wide effort, and the Oregon Battle of the Books was born. OBOB has continued ever since with the support from LSTA grants, the Oregon Association of School Librarians, the Oregon Library Association, and countless volunteers from all over the state, including local businesses, local service clubs, both public and school librarians, teachers, school administrators, parents, and students.

Organization

The Oregon Battle of the Books is organized locally by participating school systems and public libraries, regionally by regional managers, and statewide by the OBOB Executive Committee. The Executive Committee meets in November, January, February and/or April, and each summer. The committee discusses and establishes procedures and selects grade-level book titles for the next school year. OBOB committee members are volunteers; some time-intensive positions may receive a stipend. Librarians and school personnel interested in volunteering on the OBOB Executive Committee as a volunteer may contact the Administrative Chair at OBOBista@gmail.com.

The OBOB Executive Committee oversees the collection and distribution of information, questions, and book title lists for each grade division. Registration of participating schools and libraries takes place each Fall, and is available on the OBOB Website at www.oregonbattleofthebooks.org. Registration, along with a

participation fee, must be submitted by the deadline to ensure participation in a regional tournament. The participation fee supports the OBOB's operation costs for regional and state tournaments as well as book grants to schools. At the direction of the OBOB Executive Committee, regional managers will conduct the regional competitions according to rules set out in this handbook. A Regional Manager Manual is also available with organizational information and official handouts. The OBOB Executive Committee is responsible for the guidelines and rules stated in the Official Handbook and the Regional Manager Manual.

Tournaments will take place in regions originally established by OASL. Due to the number of schools participating within a region, it may be necessary for a region to be subdivided or merged with another region. Subdivision of a region will be overseen by the Executive Committee. An effort is made to reduce the number of teams at regional tournaments so as not to overwhelm regional managers. Regions may fluctuate in size and specific composition from year to year. Regional tournament dates and locations will be determined by the regional managers within the window of time set by the Executive Committee. Schools assigned to a tournament may not request a date change or be allowed to attend an alternative regional tournament.

Registering for OBOB – Registration for OBOB is available for all public, private, and charter schools in Oregon. Home school groups are not eligible to register as a school. However, students may participate on a school team if they live within that school's boundaries and the school is able to host them, or they may join a team with their local public library if the library is participating in OBOB. Registration is open from September 1 to October 31. In the event that a school or public library chooses not to participate in the OBOB Regional and State competitions but wants to receive the local school questions they may be purchased in early January. OBOB does not sell questions to commercial businesses or other non-school operatives. To request a set of questions please contact the OBOB Question Editing team at OBOBQuestionEditor@gmail.com. Official questions are generally distributed in late December or early January.

OBOB Regions by County

Actual arrangements for Regional Competitions will vary from year to year based on participation levels, availability of volunteer Regional Managers, and other factors. Regions may be combined, sub-divided, or split up and added to other Regions in any given year. **Occasionally, a Regional Tournament may be cancelled if no volunteer Regional Manager steps forward.**

The table given below is an example of participating divisions in 7 regions. Large regions (determined by the number of participating schools, not by land size) may be further divided into mini-regions. Because the number of registered schools changes from year to year, the organization cannot predict when or where mini-regions will be established. **Any region and/or mini-region that does not have a volunteer manager/leader will not have a regional tournament, and will not be allowed to send any teams to the State Tournament.**

Region	Division 3-5	Division 6-8	Division 9-12
1	Clatsop	Clatsop	Clatsop
	Columbia	Columbia	Columbia
	Tillamook	Tillamook	Tillamook
	Washington	Washington	Washington
2		Marion	Marion
		Linn	Linn
		Yamhill	Yamhill
		Polk	Polk
		Lincoln	Lincoln
		Benton	Benton
2 East	Marion		
	Linn		
2 West	Yamhill		
	Polk		
	Lincoln		
	Benton		
3 North	Lane	Lane	Lane
3 South	Coos	Coos	Coos
	Douglas	Douglas	Douglas
4 North	Multnomah	Multnomah	Multnomah
	Hood River	Hood River	Hood River
4 South	Clackamas	Clackamas	Clackamas
	Wasco	Wasco	Wasco
	Lake	Lake	Lake
5	Klamath	Klamath	Klamath
	Jackson	Jackson	Jackson
	Josephine	Josephine	Josephine
	Curry	Curry	Curry
	Sherman	Sherman	Sherman
6	Gilliam	Gilliam	Gilliam
	Morrow	Morrow	Morrow
	Umatilla	Umatilla	Umatilla
	Union	Union	Union
	Wallowa	Wallowa	Wallowa
	Baker	Baker	Baker
	Malheur	Malheur	Malheur
7	Jefferson	Jefferson	Jefferson
	Deschutes	Deschutes	Deschutes
	Crook	Crook	Crook
	Wheeler	Wheeler	Wheeler
	Grant	Grant	Grant
	Harney	Harney	Harney

What's New in 2023 and 2024?

Not much will have changed for experienced tournament organizers, OBOBers, and volunteers, but here are a few things that may be worth your time to review:

- In the 3-5 and 6-8 Divisions at both Regionals and State, there will be no steals in pool play matches.
 - Local schools and libraries are free to adopt this rule as well, or to make adjustments as they see fit in their local tournaments.
 - Steals have returned for all other battles – all 9-12 battles at all levels of play and for bracket play in all grade divisions.
 - During the all-online regionals in 2022, no-steal pool-play matches significantly more fairly promoted and seeded the teams according to their level of talent and preparedness. We expect that this change will give the most skilled and prepared teams at our 3-5 and 6-8 Regionals the most fair shot to make it to the battles that determine who earns a bid to the State Tournament.
 - We do not expect any further expansion or contraction of this rule at this time, but welcome feedback on this topic through the communication methods outlined above.
- We have adjusted our rule around spoiled questions. See rule 20 below for more details, but, essentially, we have eliminated the possibility that a team gets two chances to answer a question based on a moderator mistake.
- We have introduced the concept of the “Round to Go” – the knock-out round at a Regional that determines which team(s) will go to State. Now the “Round to Go” will be double-length (32 questions), even if that round is not the regional final (e.g., in a region with two bids to State, the semifinals will be the Round to Go, with 32 of the hardest questions, instead of the finals).
- At State (and in one-bid Regionals), semifinal matches will now feature 24 questions.
- We have reworded our rule around students moving mid-year to clarify that students do not have to physically move addresses, but rather change enrollment for any reason to be eligible to continue play with their original school. We further clarify that schools are not required to allow a formerly-enrolled student to continue play, though they are encouraged to allow it if possible.

General Player and Team Rules

Notwithstanding anything above or below, OBOB's rules are ever-evolving and subject to change or exception at any time and with little or no notice. Our goal with our competitions is to balance fun, sportsmanship, and fairness and to further our mission of promoting literacy and inclusion across Oregon. We are open to new ideas and feedback through the communication channels described above.

- All students participating must be in grades 3-5, 6-8, or 9-12 for the current school year. Team members do not have to be in the same grade within the grade divisions.
- There are two ways that students may participate on an OBOB team:
 - Students may participate within the school where they are registered. A school may only form a team consisting of students registered at their school or who live within the school boundary. However, students who are registered in multiple schools may be a member of a single team from any school at which they are officially registered.
 - Public libraries may host battles at the local level. Libraries may send one team for each grade division to the regional tournament in which the library is located. Teams from a public library must be sponsored by a library staff member. Team members must live within the region where the library is located.
- If a member of a team moves out of a school or public library's boundary, or otherwise changes school enrollment (e.g., changes enrollment from a private school to a public school or vice versa) after the school/library has registered with OBOB, that student *may* be allowed to continue to participate as a team member at their original school for the remainder of the school year. The original school must agree to this arrangement and is not required by OBOB to accommodate a former student.
- The OBOB program strives to be inclusive of all Oregon students in grades 3-12. From time to time, special accommodations are required to allow students with unique abilities to participate on a team. Accommodations that reflect a 504 plan or IEP must be approved by the Executive Committee prior to

the beginning of the Regional Tournament. Accommodations will not be allowed that give a team an unfair advantage during competition, that fundamentally alter the nature of the OBOB competition, or that create an undue financial or administrative burden for OBOB. Accommodations will be communicated to the regional manager prior to competition and moderators will be told of accommodations prior to the beginning of a battle.

- Each team must have a sponsor from their school or public library who is a school library media specialist, library paraprofessional, or other school or public library staff member.
- Composition of the team members may not change once the team members have been registered for the Regional Tournament. Should a team member be unable to participate in the Regional competition, another school/public library team member may be chosen to replace the missing member only prior to registering at the Regional competition. Note that fair play is encouraged – hand picking, “cherry picking,” or “stacking” a team to send to Regionals is considered to be contrary to good sportsmanship. Teams may not add or substitute members should the team subsequently qualify for the State Tournament.
- Regional competitions do not require participation in a district/county/ESD competition. State Tournament participation does require participation in a Regional competition.
- Each school/public library may send only one team, per division, to the Regional competition.
- School teams are not able to change their assigned Regional competition because of a date conflict.
- Each region will send its top team(s) in each division to the State Tournament. Some regions will send more than one team to the State Tournament depending on the number of registered teams competing at the Regional competition. Regional managers will be notified of the number of teams their region is allowed to send to the State Tournament each year before they host their Regional competition.
- Teams are usually made up of four members, with one optional alternate, for a total of five members; however, no more than four students may participate in any given battle. Teams may have fewer than four players, but not fewer than two.
- There may be only one alternate. This alternate may take the place of another player for a battle. When the alternate is used, the alternate must remain in competition for the entire battle. No substitutions may be made during a battle.
- No other person may assist in answering any question directed to a team, or any challenge decisions, including the team’s coach. The Moderator will disqualify a team determined to be receiving outside help to answer questions.
- Team players must be present in the room for pool play and all other battles. Battles may be delayed because of tie-breaker battles, but teams must be present and ready to play when the announcement to begin is given.
- In the event of a situation that is not specifically addressed in the OBOB rules, the decision of the Moderator for that battle is final. The Moderator may choose to discuss any issue with the team coaches, but does not have to accept their opinions. The Moderator may also choose to discuss any issue with the Regional or State Tournament Manager(s). The decision of the Moderator may not be challenged.
- Once the score sheet leaves the battle site, it may not be challenged.
- The OBOB State Committee has the authority to refuse to allow a team to participate in the event of unsportsmanlike behavior or other extenuating circumstances.
- Battles on the local, regional, and state levels may not be recorded in any manner by any members of the team or audience.

Student Participation Clarification:

Students who are currently homeschooled may participate in OBOB as a member of a school team within the public school attendance boundaries of the school in which the student's parent(s) or guardian(s) reside (as per ORS 339.460). Homeschooled students may not, however, form a team of their own. Homeschooled students wishing to participate in OBOB should contact their local school for OBOB-related class and/or practice requirements. Homeschooled students may be placed on a school OBOB team at the local level following the same procedures and guidelines used for traditional students. Public libraries may send one team per division to the regional tournament. Public library team members may not participate on more than one team. Public library teams must have a librarian staff member as the sponsor-coach.

Notwithstanding anything in the paragraph above, it is the prerogative of local schools and public libraries as to whether or not they participate in OBOB. If a school does register for OBOB, they may set their own requirements for participation, but should familiarize themselves of their responsibilities under ORS 339.460.

Students enrolled in online school programs who wish to participate in OBOB may follow the same public school attendance boundary residential guidelines as given above for homeschooled students or participate on a public library team. In addition, online schools may register for OBOB if they are able to send a team, in-person, to a single Regional Competition. Any online school wishing to clarify their ability to register and participate under this rule should contact the Board Administrative Chair at oboblsta@gmail.com.

All public, charter, and private schools are welcome and encouraged to participate in OBOB.

Should a team member move out of a school or public library's boundary any time after the school or library has registered to participate in OBOB, or should a team member change school enrollment mid-year for another reason, the student may continue to remain on the team for the remainder of the school year. Schools are encouraged, but not required by OBOB, to continue to allow a formerly-enrolled student to participate.

Coach Rules and Responsibilities

- 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.
- Conduct practice battles which follow OBOB protocol. Practice questions are not provided by OBOB. Please note that it is strongly suggested that local competitions follow the same rules and procedures used at the Regional and State Tournaments. This will help students to become familiar with the rules that will be followed at the Regional and State competitions.
- Encourage and moderate discussions about the books.
- Encourage as many student participants and teams as possible at the school level.
- Direct teams in writing their own practice questions if additional questions are desired.
- Offer moral support to the Moderator during battles and help manage audience behavior.
- A Moderator may choose to discuss an issue with coaches prior to, during, or after a battle. The Moderator does not have to accept the coaches' opinions and the Moderator's decision is final.
- Must secure adult supervision for the team at all Regional and State competitions.
- Reinforce that the focus of this program is to celebrate the love of reading, and to promote good sportsmanship for both teams and spectators.
- Must bring a complete set of concealed books (traditional paper copies, no electronic versions) to Regional and State competitions.
- Provide a volunteer to be a moderator, scorekeeper, or timekeeper at regional tournaments, if requested by the Regional Manager. A team that does not provide a volunteer may not be allowed to compete.
- Communicate and confirm attendance at Regional and State competitions.

- Check in when the whole OBOB team arrives at the tournament. If a team member is arriving late, or must leave early for any reason, communicate with the tournament manager in advance if at all possible.
- If one (or more) team members may not be photographed, this information must be provided at registration. Check-in includes providing signed good sportsmanship statements for team members, parents, and coaches.
- Follow the specific guidelines provided for coaches at the Regional and State competitions.
- Attend the mandatory volunteer training prior to the Regional and State competitions if requested.
- Notify Regional Manager when registering a team for the Regional Tournament if a team member needs special accommodations that have been pre-approved by the OBOB Executive Committee.

Regional and State Tournament Rules & Procedures

1. All electronic devices in the room must be in the off or silent mode during all battles. Photos may only be taken before and after a battle.
2. No device recording of battles may occur at Regional and State competitions. Coverage of the competition by local media may occur on a limited basis, but should not include audio of official questions being asked or answered.
3. There will be 16 questions at local, regional, and state battles (8 “In Which Book” and 8 “Content”). The semifinal battle at the State Tournament will consist of 24 questions (12 of each type). The final match at the State Tournament will consist of 32 questions (16 of each type). The battle(s) determining which teams will advance from Regionals to the State Tournament (the “Round to Go”) will consist of 32 questions (16 of each type). Either the semifinal or the final at Regionals, whichever is not the Round to Go, will consist of 24 questions (12 of each type).
4. Competitions begin with two rounds of pool play (two battles for each team in each round, for a total of four battles per team), with the top-scoring teams proceeding into a single-elimination knock-out tournament. All teams play at least four times. Advancing to single-elimination bracket play is determined by each team’s cumulative scores from pool play. When bracket play begins, pool play scores are no longer considered. Advancing through the single-elimination knock-out bracket is based on head-to-head wins.
5. Each team will bring a set of concealed OBOB books (paper copies, not electronic versions) and hand them to the Moderator when they enter the room for each battle.
6. Teams are made up of up to four members with one optional alternate, for a total of five members. All competing members must be physically present for a battle. Teams may battle with fewer than four players, but not fewer than two.
7. Of the four competing members, one will serve as the spokesperson throughout each battle. The role of spokesperson may be changed or rotated in a tournament, but not during a battle.
8. Alternate members who are not playing will sit in a designated audience area during battles and may not participate in the battle in any manner.
9. Two teams will compete during a single battle. A coin toss will be held before the start of each battle. The winning team decides where they want to sit. (Efforts will be made to ensure teams can quietly discuss answers among themselves without fear of being overheard by the opposing team). Teams will be discouraged from distracting the opposing team by the Moderator.
10. The team that sits on the left of the Moderator will always be given first chance at the odd-numbered questions, and the team on the right will always be given first chance at the even-numbered questions. The “odd” team (on the Moderator’s left) will go first and be read question number one.
11. The Moderator may review the rules and/or read a good-sportsmanship statement with the participating teams. The Moderator will find out who is serving as the spokesperson for each team. Answers will be accepted only from that spokesperson; no other team member’s answer shall be considered or recorded for points during a battle.
12. The Moderator will shuffle and number the question cards (or use pre-numbered questions if provided). The Moderator will ask a question, prefacing the question with the name or location of the team to which it is directed. Timing starts immediately after the question has been read for the first time. Teams will have 15

seconds to quietly discuss the question among themselves. Once the spokesperson begins to give an answer to the Moderator, all discussion must stop and no other team member may prompt the spokesperson verbally or non-verbally. **Only the first answer the spokesperson gives will be accepted; the team cannot change their initial answer or use up any remaining time to guess other answers.** The Moderator will not ask for more information, specifics, or details. Acceptance (or not) must be based on what the spokesperson answers, without prompting. Note: the opposing team may discuss the question during the 15 seconds or until the other team's spokesperson starts talking, but they must be very quiet so as not to disturb the other team.

13. Discussion must stop as soon as time is called, and the question must be answered immediately. If the spokesperson does not immediately begin to answer, if discussion continues, if a team member other than the spokesperson answers, or if a team member other than the spokesperson prompts the spokesperson verbally or non-verbally, the Moderator will mark the question as answered incorrectly. In a battle with steals, the Moderator will then turn to the other team and read the question in its entirety to them. That team then has 15 seconds discussion time. When time is called, the spokesperson must answer immediately. Note that during pool play battles in the 3-5 and 6-8 divisions, there are no steals and this situation would result in the Moderator revealing the correct answer and moving on to the next question.
14. During a battle, a team's spokesperson may request a repeat of a question. All repeats must take place within the 15-second time limit, which starts after the question is read for the first time. Having the question repeated does not restart the timer. If the Moderator stumbles while reading a question, they should stop and start over without a time penalty to the team.
15. "In Which Book" questions will be read first and are worth a total of 5 points. In the case of a partially correct response, the first correct response (whether it be author or title) will be worth 3 points, and the second correct response will be worth 2 points. Book titles and authors must be stated as listed on the official OBOB book lists and OBOB website www.oregonbattleofthebooks.org. Omission of the articles *a*, *an*, and *the* at the beginning of a book title will be accepted as correct. For books with two authors, the author names can be given in either order. However, adding an article such as *a*, *an*, or *the* to the front of a title is incorrect. For example, this title is correct: *Firekeeper's Daughter*, but *The Firekeeper's Daughter* is incorrect. Similarly, if a book has two authors, the spokesperson must say both authors to earn points for that answer. But if a book has only one author, giving two authors for that book is incorrect, even if one of those authors is correct.
16. For "Content" questions, 5 points are given for the complete answer. Designated two-part questions will be scored with 3 points for the first correct answer given and 2 points for the second correct answer given. **No partial scores will be given on Content questions unless the question is a designated two-part question.** Asking for a full name is not considered to be a two-part question unless specifically designated as such, so failure to give a complete name in response to such a question will result in 0 points.
17. During pool play battles for our 3-5 and 6-8 divisions, if a team gives an incorrect answer, no points are awarded. The moderator will reveal the correct answer and the battle continues with the next question and the other team. No steals are allowed for the 3-5 and 6-8 grade divisions in pool play battles at Regionals and State. For the 9-12 division, and for knock-out battles in ALL divisions, if a team gives an incorrect or partially incorrect answer, the question is repeated in its entirety to the other team with another 15 seconds to discuss. Note: If the acquiring team also does not answer correctly, play does NOT pass back to the first team; the moderator reveals the answer and the battle progresses to the next question. Additional clarification for IWB and two-part Content questions, in battles with steals, when the first team gets only one element correct for 3 points:
 - The Moderator will reveal which part is correct and which part is incorrect before repeating the question in its entirety to the receiving team with another 15 seconds to discuss (e.g., "That is the correct title, but incorrect author, 3 points. Team 2, you have a chance to steal.")
 - The receiving team must only give the missing element to steal the remaining 2 points. They are allowed, but not required, to repeat the correct portion already supplied by the first team. They will be judged only on the missing element and not be penalized if they incorrectly repeat the already-supplied correct portion on an IWB question.
 - For two-part Content questions, they may not guess two new answers. If they do, they will be judged only on the first of the two answers supplied.

- Two-part Content question examples: Answer on the question card is “Apple(s) AND Cinnamon” and the first team answers “Apples and Nutmeg.” Moderator says something like, “Apples is correct for 3 points, but Nutmeg is incorrect. Team 2, you have a chance to steal,” then rereads the question to the receiving team.
 1. Receiving team answers: “Apples and Cinnamon” – 2 points awarded
 2. Receiving team answers: “Cinnamon” – 2 points awarded
 3. Receiving team answers: “Cinnamon and Cloves” – 2 points awarded, as ‘Cinnamon’ was offered first, but team should be warned not to supply two new answers
 4. Receiving team answers: “Cloves and Cinnamon” – 0 points awarded, as the incorrect ‘Cloves’ was offered first, and team should be warned not to supply two new answers
18. In the event that neither team answers correctly (or in battles without steals, if the first team answers incorrectly), the Moderator will reveal the correct answer. Regardless of who scored on the previous question, even-numbered questions will be read to the even team first, and odd-numbered questions will be read to the odd team first. In a battle with steals, this means that an acquiring team may get to answer two questions in a row: the one it acquired in a steal opportunity, followed by their own.
 19. If a question is being read and the spokesperson interrupts the Moderator, that team’s spokesperson must answer the question immediately. Note that whispering with teammates is not considered an interruption.
 20. If the Moderator makes a significant mistake while reading a question such that any part of the answer is revealed or heavily hinted at, the question shall be considered spoiled and thrown out. If this occurs before the first team has had a chance to answer, the replacement question will be read to the original team first. However, in a battle with steals, if the first team has already answered the question incorrectly or partially incorrectly, the replacement question will only be read to the second, receiving team. (In other words, the first team will not get two chances to answer a question when a Moderator spoils a question). If it is an “In Which Book” or two-part “Content” question and the first team was awarded 3 points, after which the question was spoiled, the acquiring team will get a new question and have a chance to score the remaining 2 points with any correct or partially-correct answer (**no more than 5 points can be scored on any question, regardless of situation**). The substitute question shall be numbered with the number of the original question.
 21. An answer is considered correct even if mispronounced, as long as the Moderator can discern that the pronunciation is reasonable, recognizable, and/or phonetic given the letters in the word. This rule extends to author names and words in book titles. A reasonable pronunciation of an author's name should be granted full credit, even if the answer given is not the way the author pronounces their own name.
 22. Multiple questions may appear on certain book titles and some may not be asked about at all.
 23. Neither teams nor audience members may use a title/author list or notes of any kind.
 24. At the end of a battle, the Moderator announces and allows **15 seconds** for challenges to be articulated through the team's spokesperson only. While challenges are not encouraged, the opportunity is provided. The teams are each limited to one challenge per round. If there are no challenges, the final score will be announced. The battle will be considered complete, and no further challenges will be entertained. The Moderator will follow the procedures and rules for challenges provided in this handbook (see “Protocol for Challenges”).
 25. Accepting the score: Teams will accept and confirm the score. The battle will be considered complete when each team has been provided an opportunity for a challenge and the score sheets have been initialed or signed by each spokesperson. Once the scoresheet has left the room, further discussion of the battle or score will no longer be considered.
 26. Seeding for bracket play is based on total points earned in pool play. Wins in the preliminary rounds do not determine which teams move on to bracket play. Each team plays four times during pool play. If there is a tie for the last spot or spots in bracket play, there will be a tie-breaker battle. Challenges ARE allowed at the end of each tie-breaker round with the usual challenge time rules and procedures in effect.
 27. Ties for any other seed in bracket play can be settled by flipping a coin, drawing names from a hat, or any random method selected by tournament organizers.
 28. Tie-breaker battles will occur when two or more teams tie after pool play for the final spot or spots in bracket play OR when two teams are still tied after any challenges are settled in a knock-out battle.
 29. In a tie-breaker round, each tied team will be asked one In Which Book, then each team will be asked one Content question, with no opportunities for steals. Each tie-breaker “round” is one question of each type for

each team. Opportunities to challenge will be offered after each round and all other normal rules apply (e.g., there is still a 15-second time limit, answers must come from the spokesperson, etc.). If, at the end of a tie-breaker round, one team has fewer points than the other(s), they are eliminated. If the score is still tied after a tie-breaker round, another tie-breaker round follows.

- Example 1: In a Sweet 16 knock-out battle, two teams are tied after the battle and any challenges. A tie-breaker process starts, one round at a time, until the teams are no longer tied and one team advances to the quarterfinal round.
 - Example 2: After pool play, three teams are tied for 16th place. A tie-breaker process starts with all three teams in one room. If, after any round, one team scores fewer points than the other two, they are eliminated from further rounds. If, after any round, one team scores more points than all remaining teams, they get the 16th spot in the knock-out bracket.
 - Example 3: After pool play, four teams tie for 4th place. Draw names from a hat to assign 4th, 5th, 6th, and 7th place. Do not do a tie-breaker procedure.
 - Example 4: After pool play, four teams tie for 15th place. A tie-breaker process starts with all four teams in one room. If, after any round, one or two teams score fewer points than the others, they are eliminated. If, after any round, one team scores more points than all the others, they get the 15th seed (or 16th seed if the 15th seed has already been secured). This process is repeated, round by round, until two teams advance OR until only two teams remain, at which point names can be drawn from a hat or a coin flipped to determine 15th and 16th position.
30. In the very unlikely event that tie-breaker rounds continue until all available back-up questions are exhausted, a coin flip, drawing names from a hat, or other random method will be used to determine which team or teams advance.

Battle Officials

The Moderator, Scorekeeper, and Timekeeper will work collaboratively to provide a fair and enjoyable battle.

Moderator's Role

Site Logistics

- Cluster team chairs in such a way that team members can confer easily with physical separation between the two teams.
- Have teams face the Moderator (with backs to the audience), or sit in a circle or semicircle.
- Moderator sits or stands at the front of the room facing the teams.
- Teams will hand the Moderator a concealed set of OBOB books when they enter the room.
- In the event that a team member is hearing impaired and needs a sign-language interpreter, the interpreter will stand near the Moderator and simultaneously sign the question as the Moderator reads it. Other accommodations may be necessary for team members. These accommodations shall be agreed upon by the regional/state manager with the approval of the OBOB Executive Board and communicated to the Moderator prior to a battle.

Battle Procedures

- Be familiar with the rules and regulations provided in this handbook.
- Attend the mandatory volunteer training prior to the Regional and State (if attending) Competitions.
- Check that you have your room packet with all items needed to run a battle (i.e. questions, coin, score sheets, pencils, post-it notes, disclaimer, battle rules, and official list of titles and authors).
- Speak slowly and clearly.
- Introduce yourself and the teams.
- Before the first round of pool play, read the volunteer/good sportsmanship statement.
- Politely request cell phones be turned off.
- Remove the questions for the battle from the envelope.
- Ask the Timekeeper to do the coin toss.

- While the coin toss is occurring, state aloud that you will be shuffling the questions and numbering the front of each of the cards 1 through 8 (unless questions are pre-numbered). Note that there is usually one or two extra questions in each packet. These additional questions are available in case the Moderator inadvertently makes a mistake, spoiling a question.
- The team winning the coin toss may choose whether they wish to answer even or odd questions first. If the team chooses odd questions, they sit on the Moderator's left. The team sitting on the Moderator's right will receive even questions.
- Remind the audience they are to be silent spectators. The Moderator may, at any time – before, during or after a battle – request that a team member, coach, and/or audience member leave the battle room. The battle will not proceed until any disturbance has been resolved. The Moderator has the final ruling. There is no higher authority.
- Moderator asks that each school's name card be visible to the Moderator during the battle.
- Ask the Scorekeepers if they have the teams' school names on the score sheet and on the board. Say, "_____ School is answering the odd-numbered questions and _____ School is answering the even-numbered questions." The Scorekeeper will keep score on the official paper score sheet. A second Scorekeeper (who may be a coach or audience member) will keep score on the white board, giant scoresheet, or chalkboard where the teams can see it.
- Ask each team to identify their spokesperson.
- Inform the teams that you will be reading "In Which Book" questions first followed by "Content" questions.
- Prior to reading each question, state clearly the team's school name and the question number. This helps the Scorekeeper and helps keep the Moderator on track.
- Only the team's spokesperson can give the Moderator an answer to the question. Only the first answer the spokesperson gives will be accepted. If the spokesperson begins to answer the question prior to the completion of the question, the Moderator will stop reading the question and determine whether the answer is correct or not.
- Moderator's response should be "Correct" or "Incorrect". Note the score on the question card. If an incorrect response was given, note the answer provided (this is necessary if there is a challenge).
- In a battle with steals, if the first team does not answer correctly, the question will be repeated to the opposing team who then has 15 seconds to collaborate. Each team can answer a question only once. (Note that in pool play battles in the 3-5 and 6-8 divisions, play simply moves to the next question as there will be no steals).
- After all chances for scoring are complete, if the answer has not been given or has only been partially given, the Moderator will reveal the complete answer. In a battle without steals, this is done after the first team attempts to answer. In a battle with steals, this is done after the steal attempt.
- If the Moderator stumbles reading a question, they should begin again without any time penalty to the team.
- Read the question in its entirety, then look up and make eye contact with that team.
- Teams have 15 seconds to collaborate.
- A spokesperson may ask to have a question repeated as many times as they want within the 15-second collaboration time. However, the clock will not restart at the re-reading of the question.
- If a team needs the entire 15 seconds to collaborate, the spokesperson must answer immediately when time is called.
- The Moderator will award 5 points for each correct answer. In the case of partially correct "In Which Book" questions, three points are given for a correct title or author. In a battle with steals, play then passes to the other team. The Moderator rereads the question, stating which part was correct, and asking for the other part of the answer. This 'acquiring' team is given 15 seconds to collaborate and may be awarded 2 points for a correct response.
- Occasionally there are two-part "Content" questions. Announce, "this is a two-part question" before reading the rest. Award 5 points for a completely correct answer. A partially correct answer (either part) will be awarded 3 points. In a battle with steals, play then passes to the opposing team. The Moderator rereads the question, stating which part was correct, and asking for the other part of the answer. The receiving team may earn 2 points for a second correct response. Consult with the Scorekeeper to be certain that points have been recorded correctly. (See rules 15-17 above for more details)

- The Moderator will note the score on the question card and should note any incorrect response given. (If a challenge should occur it will be necessary to refer back to the incorrect answer given).
- **Do not score partial points for any "Content" question unless it is a designated two-part question.** A question asking for the full name of a character, a city and state, or otherwise asking for more than one piece of information is not automatically considered to be a two-part question unless it is specifically labeled as such. For questions like these, either award 5 points if all required elements are given, or 0 points if *any* required element is missing.
- At the end of the battle, ask, "Are there any challenges?" and allow 15 seconds for a challenge from either team's spokesperson. If there are no challenges, the battle is over.
- If there is a challenge, refer to the "Protocol for Challenges."
- At the conclusion of a challenge, the scores may need to be adjusted.
- Ask the spokespersons to initial or sign the final score on the score sheet.
- Hand the official score sheet to the OBOB runner who will take it to the scoring room.
- Once the score sheet has left the room, there will be no changes to the score.
- **Participant & Audience Management** – In the event that a team, team member, and/or audience member does not conduct themselves or themselves in a manner consistent with good sportsmanship, the Moderator may stop the battle and quietly speak to the offending party. It may be appropriate to step out of the room with the person(s).
 - Should disruption continue, the Moderator may evict the person(s) from the room.
 - An incident report (form is found in the Manual) must be completed by the Moderator and submitted to the Regional/State Manager.

Coach's Role (for Competition)

- Prior to any competition, please review good sportsmanship guidelines with your team.
- Teams will hand the Moderator their concealed set of OBOB books when they enter the room.
- The school name card will be visible to the Moderator during the team's battles.
- The Moderator may ask coaches to act as scorekeeper or timekeeper (this depends largely on how many volunteers the Regional/State Manager was able to recruit).
- From time to time, the Moderator may request the opinions of the coaches, but is not obligated to accept their opinions.
- A coach may politely and quietly remind the Moderator of a procedure that was forgotten.
- When the battle is finished, encourage your team to respond cheerfully to the other team: "Good Job" or "Great Battle" or something similar. The coach should also remain positive.
- Remind team members to thank battle officials.
- Remember to have the team take their book set with them.
- Do not allow parents or team members to argue about the questions/answers.
- During battles, a coach may not communicate (verbally or nonverbally) with their team OR take notes on the questions asked. Note: no one is allowed to take notes on the questions asked.

Scorekeeper's Role

- Become familiar with the scoring procedure and the contents of this handbook.
- Attend the mandatory volunteer training prior to the Regional and State (if attending) Competitions.
- The Scorekeeper will keep score on the official OBOB scoresheet. A second Scorekeeper (which may be a coach or audience member) will also keep score on a chalkboard, giant scoresheet, or whiteboard where it is visible to both teams and the audience.
- After the Timer has conducted the coin toss, and the winner of the coin toss has chosen to answer even- or odd-numbered questions, write the school names on the board and scoresheet in the appropriate places.
- Listen as the Moderator announces the school name and question number and award the points correctly.
- The Moderator will also write the scores on the individual question cards.
- Add up the scores at the end of the battle.

- Compare scores between the paper scoresheets, the board, and the Moderator's scoring on the question cards to ensure accuracy of the final scoresheet.

The Basics of Scoring:

- The team that wins the coin toss chooses whether to have odd or even questions. The team answering the odd-numbered questions must sit to the Moderator's left, and their school's name goes on the left side of the board. See example below.
- The team answering the even-numbered questions sits to the Moderator's right, and their school's name is on the right side of the board.
- All questions are worth 5 points. If a team gets only the title (or only the author) correct on an "In Which Book" question they receive only 3 points. In a battle with steals, the other team then gets a chance to give the correct author (or title) for the remaining 2 points.
- Follow the Moderator's guidance.
- Occasionally there will be a two-part "Content" question. It will be stated on the question card, and the Moderator will announce that this is a two-part question. Follow the Moderator's guidance to determine whether 5, 3, 2, or 0 points are awarded.
- Ask the Moderator to pause the battle should any conflicts in scoring arise.

Example (battle with steals):

Smith School (odd questions)

*1.	<u>5</u>
2.	<u>2</u>
*3.	<u>0</u>
4.	<u>5</u>
Etc.	

Jones School (even questions)

1.	<u>-</u>
*2.	<u>3</u>
3.	<u>5</u>
*4.	<u>0</u>
Etc.	

* = first asked

Timekeeper's Role

- Be familiar with the role of timekeeper and the contents of this handbook.
- Attend the mandatory volunteer training prior to the Regional and State (if attending) Competitions.
- Oversee the coin toss. Toss a coin and let that team spokesperson say "heads" or "tails".
- The team that wins the coin toss may choose to answer either the odd-numbered or even-numbered questions.
- The team answering the odd-numbered questions will sit on the Moderator's left. The team answering the even-numbered questions will sit on the Moderator's right.
- The Moderator will read each question aloud. Start the timing device as soon as the Moderator finishes reading the question. Time for 15 seconds and verbally call "TIME" when the 15 second collaboration time is up. A team's spokesperson may choose to answer in less than 15 seconds. Once the spokesperson begins to answer, stop timing. **Do not interrupt an answer to call TIME.**
- If the team uses the entire 15 seconds to collaborate, they must answer immediately upon "TIME" being announced.
- At the end of the battle, the Moderator will ask each spokesperson if there is a challenge. Provide 15 seconds for a decision to challenge to be determined.
- If a team chooses to challenge a question, they will have 2 minutes to find the page or passage in the book supporting their answer. Begin timing this 2 minute period when the Moderator hands the team both copies of the challenged book and tells the team they can begin. Call "TIME" when 2 minutes have elapsed. The team may find their evidence before the 2 minutes are up. If the spokesperson hands the book to the Moderator indicating they are finished, stop timing. Do not count down the time (such as "one minute remaining").
- Announce the end of the 2 minute time period. All team discussion must stop, and the Spokesperson must give an answer.

Protocol for Challenges

- After the battle, the Moderator will ask both team spokespersons if they want to challenge a question. A team may only challenge a question that they were asked and had their answer ruled incorrect or partially incorrect. Each team may only offer one challenge per battle.
- The teams have 15 seconds for their spokesperson to respond if they wish to challenge.
- Teams do not need to remember which question number they wish to challenge. They may describe the question to the moderator.
- If both teams wish to challenge a question, the Moderator should handle one team at a time. Ask the teams which question they wish to challenge. The team to the Moderator's left should go first. The other team must remain silent.
- In the event that both teams were asked the same question in a battle with steals, neither response matched the answer provided on the question card, and both teams challenge that question, the team that was asked the question first will be given the first opportunity to prove their challenge. If that answer is accepted by the Moderator, that team will be awarded the appropriate points and the second team will not be allowed to challenge that question, but will be given the opportunity to challenge a different question (with another 15 seconds to decide).
- Read the question aloud and the incorrect answer given by the team. The team must provide reference for the same answer to the question that they gave during the battle. The moderator should be able to refer back to the incorrect answer they earlier noted on the question card. In other words, during a challenge, a team may not offer proof for a *different* answer from the one they gave during the battle.
- The Moderator will provide the team with both copies of the book provided by each coach.
- The challenging team will have two minutes to find and mark the page numbers (with a post-it note, if available) where the answer can be found in the book they named. **The Moderator will not provide the page number(s) of the answer given on the question card.** Note that not all of the page numbers will be exact because of different printings.
- The Timekeeper will begin timing **after** the Moderator provides the books to the challenging team. The other team, coach, and audience must remain quiet during the two minutes.
- The Timekeeper will announce the end of the two-minute time period, and discussion must stop. There will be no countdown of time.
- Only the challenging team's spokesperson will show the Moderator the exact evidence that supports their challenge. The spokesperson should not explain their answer other than to point out where their answer is located in the book.
- The Moderator determines whether the challenge is successful or not. An answer may be considered correct only by way of evidence. If the Moderator accepts the challenge as successful, and the other conditions for gaining a score were fulfilled, the points shall be awarded and the scores amended.
- Only one team will be awarded the points for a correct answer by the Moderator. The maximum score for any question is five points.
- The Moderator will explain the decision and process of amending points to the teams.
- The Moderator and both the Scorekeeper (using the board) and the additional Scorekeeper (using the official OBOB paper score) will amend the points. Amending points may mean points are removed from the team who stole a question and awarded to the challenging team. For example, in a battle with steals, Team A was asked question number 7 and got it wrong. Team B was able to answer the question correctly according to the answer on the card to steal 5 points. Team A challenges question number 7. It is determined that, in fact, Team A's original answer was correct (via successful challenge). Team A will receive the 5 points and Team B will have 5 points removed from their score.
- The Moderator's decision is ALWAYS FINAL and there is NO further discussion.
- A team can challenge the decision on an answer they gave for which they feel they should have received points. A team may only challenge a question that they have been asked and must prove their original response.
- A team may not challenge that a correct or partially-correct answer given by the other team should have been ruled incorrect.

Frequently Asked Questions

Where do I find basic information about Oregon Battle of the Books?

Visit the website at: www.oregonbattleofthebooks.org

How does a student participate?

A student participates by reading from the book list provided for that year's Oregon Battle of the Books and discussing those titles and competing in battles with their teammates. Make sure your school/public library is registered by the date listed on the official OBOB website.

Who competes at the Regional OBOB tournaments?

Any school/public library registered in OBOB may send **one team per division** to their Regional competition.

Students must participate with the school in which they are registered. School teams may not be made up of students from more than one school. Students not registered on a school team may register on a team with the public library in the community in which they live if that library registers.

Students who are currently homeschooled may participate in OBOB as a member of a school team within the public school attendance boundaries of the school in which the student's parent(s) or guardian(s) reside (as per ORS 339.460). Homeschooled students may not, however, form a team on their own.

Definition of a school:

All public schools listed in the ODE directory and private schools are eligible. A school is defined as “an elementary or secondary school offering a comprehensive instructional program.”

Virtual School: Virtual schools can ask to register by contacting the Administrative Chair at oboblsta@gmail.com. Otherwise, students enrolled in Virtual Schools will follow the same guidelines as homeschooled participants.

Definition of a public library:

“Public library” or “public library system” means a public agency responsible for providing and making accessible to all residents of a local government unit library and information services suitable to persons of all ages, as defined by ORS 357.400-357.621.

Where do the students get the books?

School libraries should have copies of each book on the list. Public libraries, book fairs, and local bookstores will also be appraised of the titles and will most likely have them available.

When do the students read the books?

The school battles should be completed prior to the Regional Tournament (check the OBOB Website for dates). The reading list for the following school year is announced sometime in May. Reading through the summer is completely optional but available to students.

How do I get questions for my school battle?

Local questions are distributed to registered schools/public libraries by email usually in December or early January. Please do not share the questions with non-registered schools/public libraries. All questions supplied by OBOB are official questions and should not be used as practice questions. OBOB does not supply practice questions.

Can my school obtain questions if the school is not registered for OBOB?

Yes, schools may purchase the current school year questions that are sent for local competitions (questions used for regional and state competitions are not available for sale). Individuals, businesses, and other non-school organizations may not purchase OBOB questions. Contact the question editing team at OBOBQuestionEditor@gmail.com for more information.

What is a battle?

A typical battle is a tournament or game, somewhat like Jeopardy, in which student teams earn points by answering questions about the books on the book list.

Can we change our school/public library team after the regional battle? Can we add or change members?

Your 5 member team, 4 members and alternate, may not change after the names have been sent in to the regional coordinator. Names of team members need to be submitted to the regional manager by the deadline they set. Teams of four may add an alternate before the team member names are submitted to the regional coordinator.

How do alternates participate in the Regional/State level competition?

An alternate may only replace a team member between battles; never during a battle. Players may not be substituted once a battle has begun.

Do students have to read all the books?

No. Many students read only about half of the books. There are a few readers who complete the whole list, but there are also some who might successfully compete in OBOB having read only a few of the books.

Do I need other schools/public libraries to have a battle, or can I just have only one at my school/public library?

It is best to start small. The first time you conduct a battle, we recommend that you do it alone at your school/public library site. To participate in the Regional Competition your school/public library must simply be registered as a participating school. Some school districts offer district-wide competitions for practice purposes. All registered school/public library teams are invited to attend the Regional competition no matter what their status is at their district level.

How do I get started?

Have your school/public library purchase books from the book list and develop an in-house reading incentive system to encourage students to read these books. Request questions for your competition by registering your school/public library in OBOB (via our website) and begin to find sponsors and helpers to support and conduct your local battles at your site.

May I use the OBOB logo?

The logo is available for any Oregon Battle of the Books promotional activity, with the proviso that the Oregon Association of School Libraries must be given credit for their sponsorship. Should the logo be used by any commercial entity, the sponsorship credit must be printed somewhere on the same page on which the logo is used. The OBOB logo is the intellectual property of OBOB and cannot be used for other entities to profit, e.g., by selling merchandise.

Who else is participating in Oregon?

Hundreds and hundreds of schools and libraries participate each year. They may be available to view on the OBOB website during certain times.

Who can I contact if I need help?

You can contact one of the OBOB coordinators in your area or send your question to oboblsta@gmail.com and the question will be considered by the executive committee.

Do we need to have awards for the winning teams?

We suggest that you find ways to honor all participants, but physical awards such as medals or trophies are optional.

How can I find out more information?

Information is posted on our OBOB Webpage www.oregonbattleofthebooks.org. If you have questions, there is a list of committee member emails at the front of this handbook.

Promotional Ideas

A wide variety of ideas have been submitted for promoting the program and motivating students to read. Several ideas are outlined below.

- Involve parents, teachers, administrators, and the public as much as possible.
- Offer group orientations for students, staff, and parents.
- Do book talks using OBOB books.
- Make bookmarks from each level's official book list.
- Design visible displays or bulletin boards publicizing the program.
- Saturate school bulletins, district newsletters, and other handouts with program information.
- Encourage teachers to read books or portions of books aloud to students.
- Hold contests to redesign book covers, create bookmarks, design a school logo for Battle of the Books, etc.
- Have students create large posters of book covers to display.
- Develop a variety of study guides or literature units related to the battle books that include games, crossword puzzles, "first line" quizzes, etc.
- Create a large display including title/author lists, participant's names, and places to chart each student's progress.
- Hold a party or a library sleep-over for students who read all of the books on their list.
- Purchase unabridged audio recordings of the books.
- Take team pictures and prominently display them.
- Create murals about OBOB books to place on display in the lobby.
- All-school read: pick one book from the OBOB selection for the WHOLE school to read.
- Classroom teachers meet, read, and discuss the OBOB books.
- OBOB blog and/or Facebook for school community.
- Hold discussion sessions to help teams prepare for tough questions.
- Free book giveaway: focus on OBOB titles for summer reading.
- Distribute bookmarks.
- Create a school logo contest which any student is able to enter. Use requirements such as: Oregon Battle of the Books, school, year listed, and specific size needed for logo. Students can be the judges for greater investment, and the winner's logo is included on a school t-shirt the teams wear to Regionals/State. This has been done with a color printer/iron on transfer with success. The logo winner might also receive a t-shirt.
- Check your local Public Library for their promotional ideas, potentially including practice questions.
- The list is only limited by your own creativity and time! Students who participate in the Oregon Battle of the Books are usually easy to motivate and are enthusiastic. (Do not forget to save a copy of everything you do as a guide for next year!).

How to Manage Public Relations

The real key to a publicity campaign is planning. Keep a schedule or timeline for the media, when to submit newsletters for district publications, when to bring in your camera to record momentous events, etc.

Please include in publicity items that the Oregon Battle of the Books is sponsored by the Oregon Association of School Libraries.

- Local newspapers, local radio, and television stations, as well as statewide publications, are anxious to read and hear about what is occurring in the schools. Even if you have to take the pictures and write the articles, record the interviews, or set up the video gear yourself, it will be worth the effort. Communications with the parents and the community about this popular school program will also open channels that can later be utilized when support for this and other worthy programs may be needed.
- Do a presentation on the Oregon Battle of the Books for open house.
- Get local merchants to display not only the books but also rules and prizes.
- Invite local dignitaries to assist with battles.
- Send out regular parent letters and news releases.

- Send individual invitations to school board and city council members to attend Oregon Battle of the Books finals in their communities. (Also, invite school board, City Council, and/or public library board members to be officials!)
- Create a link at your local school (e.g., on Google Classroom) to OBOB webpages.
- Connect public library webpages to your Google Classroom.
- Connect with Youth Services at local public libraries for support (displays, promotion, etc.)
- Present at a PTO/PTA or board meeting.
- Present a mock battle at a board meeting and other various locations.
- The Oregon Battle of the Books Committee will be keeping historical data and will be in contact with the media. Please send digital photographs, as well as local news reports, to the Oregon Battle of the Books Outreach Chair for use in statewide publicity.
- Just remember to communicate with those around you who might otherwise miss out on important events. Also, save everything you do - every invitation you send, every letter home, every news item, every photo you take, every timeline you prepare. You may wish to reuse items, or remind yourself about ideas from year to year.

Criteria for the Selection of Titles

Oregon Battle of the Books is designed to be an optional program in the schools. A child's participation should be voluntary. Different criteria are used for the selection of these titles than those used in selecting materials for required activities in individual school districts.

Note to Parents: The Oregon Battle of the Books is a voluntary program. OBOB welcomes students in grades 3-12 to participate. The titles are selected with a range of reading levels and maturity in mind, depending on the grade range. Selection committee members are trained professionals and experienced volunteers. At least three committee members will have read and approved of a title considered for adoption. You may feel that the content and/or theme of one or two of the titles are inappropriate for your child. Not all OBOB team members are required to read all books on the list, and students should not be assigned specific books to read if students or parents have reservations about the content suitability of that title.

Books chosen for the Oregon Battle of the Books list are selected keeping in mind the following criteria:

Number of titles:

- 16 titles in the 3-5 and 6-8 grade divisions; 12 titles in the 9-12 grade division.
- Appropriate grade levels and reading levels for each division.
- Balanced range of grade levels and reading levels within each division.

Interest:

- A variety of subject areas, plots, settings, and styles
- Balanced interest for boys/girls and wide range of maturity levels within divisions
- Chosen from a variety of genres: realistic fiction, nonfiction, fantasy, science fiction, historical fiction, mystery, multicultural, and Oregon representation

Quality of the books:

- Select high quality, well-reviewed, age-appropriate titles.
- Award winners such as the Newbery, Oregon Readers' Choice, Beverly Cleary Children's Choice Award etc., will be considered

Books on previous lists:

- Titles may have been used as OBOB titles previously.
- Titles must not be repeated within four years of being on the list

Publication Information

- Published by a recognized, mainstream publisher (no self-published titles will be considered)

- Titles must be available in sufficient numbers for purchase through major book distributors such as (but not limited to) Ingram, Follett, Scholastic, etc.
- Books should be currently available in paperback format whenever possible.

Intellectual freedom:

In accordance with the Library Bill of Rights and its interpretations, titles that otherwise meet the selection criteria will not be excluded:

"because of the origin, background or views of those contributing to their creation;" or

"because of partisan or doctrinal disapproval;" or

"because of actual or suspected parental objections;" or

"in an effort to avoid controversy with parents."

Book Selection Process

Title selection is a year-long process that is taken very seriously by members of the Title Selection Committees.

Title Selection Committee members

All members of the title selection committees are trained professionals. They must be teachers, librarians or instructional coaches and/or serving on the General Board, or a person retired from one of these positions. There may be up to nine individuals on a title committee for each level. Committee members will be appointed for one year by the OBOB Title Chairperson. Appointments will be made by September of each year.

Title Nomination

- Starting September 1 and ending October 31, title nominations will be solicited from members of the general public for consideration for the next year's reading list. All members of the reading community are encouraged to nominate titles, including parents, students, teachers, librarians, etc. Each individual may nominate up to three titles per division.
- Beginning after the first title committee meeting in November, nomination feedback will be solicited from the reading community on titles that are on the nomination list. Any new titles added by the committee will be placed on the nomination feedback list.
- New titles may be added by the Title Selection Committee starting at the January OBOB State Committee meeting. Three members of the committee must agree before a new title can be added to the nomination list, and titles should only be added by the committee to fill a gap in a particular area (for example, a lack of nominations in non-fiction or lack of nominations for male protagonists, high interest titles, etc.).

Committee procedure

- Once Title Selection Committee consideration officially starts at the November statewide committee meeting, title lists and comments remain confidential.
- One committee member at each division level will be in charge of editing the confidential title list.
- A book will only be selected for the final list if at least three committee members have read the book and agree that it is a good choice for the list.
- An effort is made by the committee to have a well-balanced selection. Committee members will consider genre, age appropriateness/maturity, authenticity, multicultural, stereotyping, tokenism, etc.
- The committee will check availability of titles in paperback and ease of obtaining multiple copies of a title prior to putting the book on the list.
- If title selection members think a title may be controversial, all committee members should read the book before a final vote and the Executive Committee shall also have the opportunity to review the book.

Final title lists

- The committee will strive to have half of titles chosen at the January meeting. However, this may not always be possible.

- Potentially controversial titles will be read by the Executive Committee for their input but the final selection is up to the selection committee.
- Once a title has been placed on the final list and announced to the public, it cannot be removed, except in the event that a title will be unavailable in adequate numbers for participating schools.

Question Writing

Questions for the three levels (local, regional and state) of OBOB competition are written by members of the question writing team using specific guidelines provided to each question writer. Completed sets of questions are submitted to the Question Editor for each level by August 1st (or earlier) so that they can be edited and made available in a timely manner.

Question writers prepare for writing questions by first reading the entire book. Each book will have 100 questions: 50 "Content" and 50 "In Which Book" questions. Questions will be from *all* parts of the book. Questions are generally short and specific about important details in the books. As tournaments progress, questions become more difficult, and therefore often more "trivial" in nature in order to differentiate between teams of immense OBOB talent. The Moderator is provided the answer and page number on which the answer is found (please note that page numbers may vary in different editions of a title).

Sample Battle of Books Questions

The following sample questions are examples of appropriate wording for question writers. Both "In Which Book" and "Content" questions may be written for the same portions of a book. Questions in the competition will include additional information from the book on each card.

Sample "In Which Book" questions (answered with the book's title and author):

In which book does one of the characters write a love note as a prank?
Little Women by Louisa May Alcott p. __

In which book does a character receive a postcard with a skyscraper on the front?
Play to the Angel by Maurine Dahlberg p. __

In which book is a tombstone used for something other than marking a grave?
The Wright Brothers by Russell Freedman p. __

In which book does a child get to work alongside adults as an assistant in a hospital?
Close Encounters of a Third World Kind by Jennifer J. Stewart p. __

In which book does a character live on a 12 acre rock surrounded by water?
Al Capone Does My Shirts by Jennifer Choldenko p. __

In which book does a family participate in "Las Posadas"?
Becoming Naomi Leon by Pam Munoz Ryan p. __

In which book is a character saving money to buy a gorilla?
Clementine by Sara Pennypacker p. __

Sample Content questions (answered with specific information from the book):

Little Women

What does Amy do to destroy Jo's book?

Answer: Burns it OR Throws it in the fire/fireplace

p. _ Author: Louisa May Alcott

The Wright Brothers

What do the Wright Brothers do with a damaged tombstone?

Answer: Build a printing press

p. _ Author: Russell Freedman

Close Encounters of a Third World Kind

[Two Parts] What two jobs are assigned to Annie?

Answer: Care for her sister AND Help in the hospital

p. _ Author: Jennifer J. Stewart

Al Capone Does My Shirts

What is the name of the island where Moose Flanagan lives?

Answer: Alcatraz

p. _ Author: Jennifer Choldenko

Becoming Naomi Leon

What festival do Naomi and Owen attend?

Answer: "Las Posadas"

p. _ Author: Pam Munoz Ryan

Clementine

[Two Parts] What are the two things that Clementine fears?

Answer: Pointy things AND Boomerangs

p. _ Author: Sara Pennypacker