

BATTLE OF THE BOOKS BOOK LIST
SOUTH CAROLINA JUNIOR BETA CLUB CONVENTION

If you have already printed your bulletin, then you can write in this competition on the Entry form. The bulletin has been corrected with this competition.

1. Each team consists of three members and an alternate. **Each school may have only one team.** Please understand that the competition rounds for Battle of the Books may conflict with other competitions, and contestants in other competitions should not participate in the Battle of the Books as well.
2. Teams will be familiar with the following books:

<u>CHASING LINCOLN'S KILLER</u>	JAMES L. SWANSON
<u>HUNGER GAMES</u>	SUZANNE COLLINS
<u>TUCK EVERLASTING</u>	NATALIE BABBIT
<u>DIARY OF A WIMPY KID: RODRICK RULES</u>	JEFF KINNEY
<u>HENRY AND BEEZUS</u>	BEVERLY CLEARY
<u>WHERE THE RED FERN GROWS</u>	WILSON RAWLS
<u>WONDER</u>	R.J. PALACINO
<u>CRISPIN: CROSS OF LEAD</u>	AVI
<u>HEARTBEAT</u>	SHARON CREECH
<u>HOOT</u>	CARL HIAASEN

3. All team members will participate in a written test to advance to the final round. The four top teams will advance to the final round. One sponsor/chaperone may accompany the team, but not sit with the team. The written test will have a time limit of 30 minutes.
4. The activity will require final round team members to answer questions based on factual comprehension and identify authors for bonus points (in a Quiz Bowl type format).

POSTMARK DEADLINE: December 12, 2012

BATTLE OF THE BOOKS COMPETITION RULES
SOUTH CAROLINA JUNIOR BETA CLUB CONVENTION

Rules for Final Round

1. Each team consists of 3 members. A team may have an alternate. Any three students who are registered at the convention and the National Office may enter.
2. The competition will be single elimination.
3. If a team is late or fails to appear at all, it will forfeit the match, and the remaining teams will compete. There will be no rearrangement of schedule.
4. Each match will consist of two teams and will be 16 minutes in duration.
5. Points are scored for correct answers to questions asked by the moderator.
6. There are two types of questions: toss-up and bonus, worth 10 points each.
7. On toss-up and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.
8. Players will be given approximately 5 seconds from the time the moderator stops reading to signal, and then must answer as soon as recognized. The moderator will allow for a natural pause, but no stalling.
9. If a toss-up answer comes after time has been called, it does not count.
10. The first player to signal on a toss-up question earns the right to answer. He/she may not consult with team mates on toss-up questions. If a player confers with a team mate on a toss-up question, the answer does not count. The question is turned over to the other team.
11. A player must be recognized before answering. If a player answers without being recognized, the answer counts the same as a wrong answer. This rule is in effect to prevent players from answering because they “think” they signaled first. That is not the same as actually signaling first, and the right of the player who actually signals first must be protected.

- 12.** On a toss-up, the first response is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are some instances when such a response is acceptable. The moderator and judge must distinguish whether the player has, in fact, pinpointed the answer or is just rattling off a list of facts on a given subject. This situation is particularly likely to occur when a question is interrupted. The officials must be alert. This is a judgment call.
- 13.** If a player answers a toss-up correctly, his/her team scores 10 points and is given a chance at a bonus question.
- 14.** If a player believes he/she knows the answer to a toss-up question before it has been completed, he/she may interrupt the moderator by signaling. If the answer is correct, the team scores 10 points.
- 15.** If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, a new toss-up is read and play continues. However, if one team has given an incorrect answer without turning it over to the opposing team, then the next toss-up will be read for the opposing team only.
- 16.** If someone in the audience shouts out an answer, the moderator discards the question and goes to the next question in the stack, with all other rules as set forth in effect.
- 17.** Team members may confer on bonus answers. All team members are encouraged to participate as much as possible. However, if there are conflicting answers, the moderator will ask the team captain for the team's official answer.
- 18.** On all bonuses, anticipate some delay in response because of conferences or the pressure of giving multiple answers. Allow the answers to come naturally, but remember, no stalling.
- 19.** If a bonus answer comes after time has been called, it does not count.
- 20.** Battle of the Books is played in 8 minute halves. The team ahead when the final whistle blows at the end of the second half will be declared the winner. Note: There is a 1-minute break between halves. Substitution of team members may be made at this time. Also, this time may be used for consultation by the coach.
- 21.** If the score is tied at the end of the regulation time, the tie is broken by a sudden-death play-off of toss-up questions. First correct answer scores 10 points and wins the game.