

Final Competition

General Information and Official Rules

Saturday, April 12th, 2025 –

9:00am to 3:00pm for participants, coaches, and volunteers only

12:30pm – 3pm for family and friends

Kahuku High and Intermediate Schools

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Welcome to the 7th Ko'olauloa Battle of the Books reading competition. Mahalo for participating this year. We continue to incorporate many suggestions from parents, students, coaches, school staff, and volunteers into this year's competition and hope you like the new changes. This program is a collaborative effort between public schools, parents, students and the Hawaii State Public Library System. It has been an honor to work side by side with so many people to organize the Battle of the Books. It is clear that Ko'olauloa/North Shore O'ahu has a deep love of reading **and** working together. Mahalo to everyone who helps us put this event together and best of luck to all the teams!

GENERAL INFORMATION

We have a packed agenda and will aim to start at 10:00am exactly. Therefore, coaches and teams should arrive to the venue ***no later than 9am*** to park, walk to the Kahuku High School Cafeteria/Registration Area, visit the restroom, register their teams, and be seated in the correct area with their teammates.

Earlier rounds will be limited to teams, coaches, and public library volunteers to maintain an optimally competitive environment. Each school is allowed **six coaches maximum**, two for each division.

Lunch is not included. Parents and/or schools are responsible for providing lunch for their teams.

The ***competition may be filmed unofficially*** by library staff, parents, and volunteers for promotional or educational purposes. Parents and caregivers will need to sign a media release form prior to or on the day of the event for students participating in the competition.

There will **NOT** be a way to opt out of filming.

PROGRAM TIMELINE

9:00am–9:45am - Registration Desk = **Coaches check-in teams**

9:45am-10:00am – **Welcome to teams and coaches**

10:00am – 10:45am - ROUNDS 1 - 2 = **Group Questioning** (done, team)

10:45am – 11:05am - ROUND 3 = **Matching** (worksheet, individually + group)

11:05am – 11:30am - ROUND 4 = **Double Book Challenge** (worksheet, team)

11:30am – 12:30pm -----60-Minute Break Before Buzzer Rounds-----

12:30pm – 12:45pm – **General audience welcome**

12:45pm – 2:00pm - ROUNDS 5 and 6 = **Buzzer Rounds**

2:00pm – 2:15pm -----15-Minute Break After Buzzer Rounds-----

2:15pm – 3:00pm – **Award Ceremony and Refreshments**

FOUR COMPETITION STYLES

We are planning four types of competition over the course of 2 hours and 45 minutes between 10:00am to 2:00pm (with a 60-minute and a 15-minute break).

Four Different Types of Questioning	
1.	Verbal questioning as a group
2.	Matching illustrations or characters to titles (paper quizzes)
3.	Answering questions with two titles, done as a group (Div 1: verbal, Div II/III: paper quiz)
4.	Verbal questioning with buzzers on stage, done as individuals

Competition volunteers will also vote on a Good Sportsmanship award. Teams will be observed throughout the competition to see if they are: SUPPORTIVE, PATIENT, OPTIMISTIC, RESPECTFUL, and TEAMPLAYERS (“SPORT”).

TEAM DETAILS

Ideal teams have 3 members.

If schools cannot create one or two teams of 3 students, then each team can have 2 members or 4 members with 1 serving as an alternate. If a team member doesn't show up, the alternate will take the place of the third teammate. If all team members show up, teams of 4 can rotate their alternate player into the rounds as long as they only have 3 members maximum participating per round.

This year, the following schools competing are:

- Asia Pacific International School
- Hau'ula Elementary
- Kahuku Elementary
- La'ie Elementary
- Sunset Beach Elementary

Division I – 1st and 2nd grades

Division II – 3rd and 4th grades

Division III – 5th and 6th grades

Each school is allowed up to 2 teams per division.

SETUP DETAILS

The competition will begin with the three divisions competing simultaneously in two group questioning rounds.

This year, we'll split the divisions into three distinct areas for the quietest playing environment.

Volunteers will direct teams to their respective division area.

Location of Early Rounds, Closed to the Public	
Division 1	Kahuku Cool Lab Conference Room
Division 2	Kahuku Library general front area
Division 3	Kahuku High & Intermediate School Cafeteria

Teams should have a unique name, such as the *Sunset Beach DragonMasters* or the *Hau'ula Thunderbolts*.

Each division will have a team of volunteers: Questioner, Scorekeeper(s), Referee(s), Timekeeper, and Judge(s). Each team will also have an area on a table with a privacy shield.

All teams will be seated at tables forming a U-shape around their Questioner. Meanwhile, Scorekeepers, Referees, Timekeepers, and their Division Judge can arrange themselves around the division teams as they see fit.

Before beginning the competition

Teams Captains need to be identified per team for consistency and organizational purposes.

In Division I, the Team Captain will hold up the correct laminated title and author card to show Scorekeepers.

In Division II and III, the Team Captain will write down the correct title and author on the dry erase paddle and board.

Coaches should bring a complete set of books for their teams to reference in the event of a challenge. There will **not** be an extra set for the teams without books. For coaches who borrowed a Book Bundle from the Kahuku Library, complete sets can be returned to library staff after the event.

PLEASE NOTE: Teams should have a unique name, such as the *Sunset Beach DragonMasters* or the *Hau'ula Thunderbolts*. Having unique team names makes it easier for Scorekeepers.

PLEASE NOTE: During the first part of the competition, access to the room will be restricted. This is to reduce distractions for the Questioners and for the teams. It will also help us stay on schedule.

PLEASE NOTE: Teams need to choose a Team Captain.

SCORING, PENALTIES AND CHALLENGES

Each division will have a Scorekeeper. If there are more than 5 teams in one Division, then a second or possibly a third Scorekeeper(s) will be designated.

Scorekeepers will record scores immediately after each question except for Round 3 – Matching and Round 4 – Double Book Questions, as they are both written quizzes and will be graded during the 60-minute break.

The Questioner will **post** answers to the Round 3 - Identification Quizzes and the Round 4 - Double Book Challenge Worksheets **after** all worksheets have been collected, so students can check their answers before starting the next round or going on the 60-minute break.

Teams will need to challenge wisely as they will only be allowed **3 challenges** throughout the entire competition. Each team will receive 3 challenge cards at the beginning of the competition. Once the 3 challenges are used, teams will not be able to challenge any more questions. This keeps challenges to a minimum so we can maintain our program timeline.

Challenges on Paper Quizzes

If a team decides to challenge one of the paper quizzes based on their memory of their written answers, they will need to notify their coach (for access to the books) and Referee (who will start filling out the challenge card and notify the Judge) **right away**.

Judges will review challenges **right away** before the next round begins or before taking a meal break. Teams will have **2 to 3 minutes** to find text evidence of their challenge in their coaches' copies of the books. Timekeeper will need to stay, as well, to make sure all the challenging teams have the same time to settle their challenges. Questioner may also be requested to assist monitoring time if multiple teams are challenging.

Depending on the validity of the challenge, the Judge(s) will either grant or deny points to the team.

Rounds 3 and 4 paper quizzes will be scored during the one-hour break. Challenges must be resolved quickly to make sure there is enough time for the volunteers to have a meal break and score all the quizzes from Rounds 3 (if still necessary) and 4 for all teams.

Scorekeepers will post scores on scoreboards after challenges are resolved.

The emcee will announce scores twice throughout the competition: **after** the 60-minute break and **after** the 15-minute break. A tiebreaker round may be necessary in the event of a tie.

Challenge cards will be noted on the scoreboards. Judges, Referees and Scorekeepers will monitor challenge cards together.

PLEASE NOTE: Teams receive **ONLY 3 challenge cards** throughout **the entire** competition. Challenges will be noted on the scoreboards.

PLEASE NOTE: Teams will have only **2-3 minutes** to find text evidence to support a challenge to the paper quiz rounds (Round 3 Matching and Round 4 Double Book questions).

During the opening rounds, students who challenge a question and are later proven incorrect will not have a penalty of a point deduction, but they will **forfeit one of their three chances** to challenge questions later in the competition.

However, during the Buzzer Rounds, students who challenge a question that is later deemed to be incorrect by the Judges will lose one-point for their team AND use one of their three chances to challenge questions.

This competition does not have elimination rounds therefore all teams will advance through the four types of competition. The teams with the most points at the end will win. Each division will have 1st, 2nd, and 3rd place winners.

PLEASE NOTE: This year, penalties will *only* be in the form of one-point deductions for incorrect answers during **Buzzer Rounds**, not for the Group Questioning, the Matching or the Double Book Challenge rounds.

1st TYPE OF COMPETITION:

VERBAL QUESTIONING AS A GROUP

ROUNDS 1 and 2 – Read Aloud Questioning, done as a group

Each Division Questioner will briefly recap the rules for the round and then officially start the competition by asking one question at a time. Rounds 1 and 2 have 18 questions each.

The Division Questioner will state the number of each question throughout the rounds, so Scorekeepers, Referees, Timekeepers, Coaches, and students all know exactly where they are throughout the rounds.

ALL teams will have a chance to quietly discuss/whisper their answers with their teammates before agreeing on an answer. Each Team's Captain will submit the final answer for the group.

Immediately after each question is read, there will be a time limit for discussion:

10 seconds for the 1st and 2nd graders (Division I)

Division I Captains will select a laminated card with the correct title and author with the input from their team and then raise the laminated card when the Timekeeper says "*Time is up. Please raise your final answer card*" to submit their final answer. The Scorekeeper(s) will record the team's answers on their score sheets. Only the 1st and 2nd graders use a deck of laminated title/author cards to submit their answers.

up to 30 seconds for the 3rd to 4th graders (Division II) and the 5th to 6th graders (Division III)

Timekeeper can decrease time if all teams are ready to submit answers before 30 seconds.

Div II and III Captains will write their answers down on small, dry erase paddle boards behind their team's privacy shield. Once the Timekeeper says, "*Time is up. Pens down. Paddles up, please*", Captains will reveal their dry-erase paddle boards to the

Scorekeepers. Captains must keep their paddle up in a steady manner and not erase the board until their answer has been recorded.

Stopwatches will be available for each Timekeeper to use in the event they don't use their cell phone clock.

Referees observe teams to make sure no one changed their answer after other teams reveal their answers to the Scorekeepers. Referees also make sure teams don't prematurely erase their answer or move around their paddle making it difficult for the Scorekeepers to note their answer.

Here's an example of the format:

Division Questioner: *"Question #1. 'In which book does a character run away from a giraffe?'"*

Time allotment for teamwork (either 10 seconds or up to 30 seconds).

Time Keeper: *"Time is up."* and...

For Division I – *"Please raise your final answer card."*

For Division II and III – *"Pens down. Paddles up, please."*

Team Captains submit their answers.

Referees observe teams.

Scorekeepers record score. Scorekeepers will each have access to questions and answers to accurately record correct answers before the Questioner states it to the teams.

Division Questioner states the correct answer.

Students prepare for next question.

If a team wants to challenge the question, they raise one of their challenge cards.

The Referee collects the card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the book in question.

The round will continue.

Once the round is complete, teams can settle any challenges with the Judge.

Refer to pages 5-7 for more on Challenges.

2nd TYPE OF COMPETITION: MATCHING

ROUND 3– Matching Worksheet

During the next type of competition, the students will need to match parts of their book's illustrations (Division I) and characters (Division 2 and 3) with the correct title.

DIVISION I – character matching, group paper quiz

For the Division I teams, small portions of illustrations from their booklist will be shown one at a time to all the teams. The teams must work together quietly to identify the illustrations from books. Each illustration will have a corresponding number so the teams can match the images to the correct title.

Referees will give out the special answer sheets to teams. Each worksheet will already have the team name to save time.

The Questioner will play on a slideshow via a projector screen showing the teams part of an illustration from each book. After discussing with team members, the Team Captain (behind the privacy shield) will write down the correct number by the title on the team's answer sheet. During the quiz, the Referees will make sure no one is talking or looking at another team's answer sheets.

There will only be 13 images and the slideshow will loop. Play will stop once the round is up or once all the teams appear to be done with their answer sheet, whichever is sooner.

The Timekeeper will announce “*Time’s up*” after approximately **10-15 minutes** of playtime, leaving about **5 minutes** left for challenges. Round 3 is scheduled to last for 20 minutes.

Referees will collect all the answer sheets from the teams and give to the Scorekeepers who will award points during the break.

Once the Referee collects the worksheets, the Questioner will reveal the correct answers by showing the answers on another slideshow.

If a team wants to challenge an answer based on their memory of their responses, the Team Captain holds up one of their team's challenge cards.

The Referee collects the card and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question. Coaches should respond by bringing a set of the books to the team.

Judges will review challenges **right away** before the next round begins. Teams will have 2-3 minutes to find visual evidence of their challenge in their coaches' copies of the books. Timekeeper will need to stay, as well, to make sure all the challenging teams have the same time to settle their challenges. Refer to pages 5-7 for more on Challenges.

Here's an example (*Snowy Day* is not the reading list):



Image courtesy of: woodleywonderworks

Division I Picture Match – 2025	
Team Name _____	
Snowy Day	Picture # <u>1</u>
Fun Day to Read	Picture # _____

Small section of an illustration will be shown via a looping slideshow.

Student writes picture number on answer sheet after discussing with teammates.

Answer sheet with image numbers.

PLEASE NOTE: Division I teams can work together as a group to identify pictures while Division II and III need to work as individuals to match characters to their booklists.

DIVISION II and III - character matching, individual paper quiz

For Division II and III, a paper quiz including a list of characters will need to be matched to the correct titles. Each team member will have a unique 10-question paper quiz that will be given simultaneously with their teammates. Together their scores will be added for a final team score.

Division II and III students **must not work** together during this round. This round allows each team member to earn points for their team as individuals.

For the teams of 2, each team member will get a 15-character paper quiz to match to the correct titles. This will ensure that 2-member teams will have the same chance to earn the maximum 30 points during the character matching round.

Questioners will instruct students to do two things when they receive the quiz. First, write down their team's name and own name on the backside of the worksheet; and second, to not turn over their quiz until they are told to do so, and everyone is ready. The Referee and the Timekeeper will pass out the quizzes face down on clipboards with pencils attached. Each team member will receive a different quiz than their team members.

We will have 5 versions of the quiz.

Version A, B, and C (with 10 identifications each) for each team member of 3-person teams.

Version D, E (with 15 identifications each) for each team member of 2-person teams.

Here's an example of one of the 3-person quizzes¹:

¹ These characters are not accurate for these titles. They are only generic examples.

1. Students will receive their paper quiz face down with this page showing first.

Names go on the back of the worksheet, before flipping over.

WAIT!

PLEASE DO NOT TURN OVER.

WAIT FOR INSTRUCTIONS.

ONLY WRITE YOUR TEAM'S NAME AND YOUR NAME DOWN, PLEASE.

Team Name _____

Your Name _____

Division 2 – Matching Quiz - A

Match the characters below with the correct title by putting the correct letter by the character.

Characters

1	Sheryl	
2	Kelsey	
3	Andy	
4	Natalie	
5	Aron	
6	Mr. Space	
7	Sunburst	
8	Auntie Gigi	
9	Carolyn	
10	Mikey	

Not real characters, only for example.

2. Students write in the title letter by the character from that book.

Answer Key

A.	Eddie Wen' Go
B.	Dinosaurs Before Dark
C.	The Lemonade War
D.	Charlotte's Web
E.	Tuesdays at the Castle
F.	Ramona the Pest
G.	The Wild Robot
H.	Strong Like the Sea
I.	The Boxcar Children
J.	Cardboard Kingdom
K.	Surfer of the Century
L.	Rosie Revere and the Raucous Riveters
M.	Sadako and the 1,000 Paper Cranes

Division II and III teams will have 10-15 minutes to complete the character matching quiz. The Timekeeper will announce “*Time’s up*” after approximately **10-15 minutes** of playtime, leaving about **5 minutes** left for challenges. Round 3 is scheduled to last for 20 minutes.

As the quiz is being distributed and during the quiz, the Referees will make sure no one is talking or looking at other quizzes, etc.

Once everyone has the quiz and the Referee has verified that all teams have written down their team’s name and personal name, the Timekeeper will announce “You may begin matching.”

After the quiz, the Timekeeper will announce “*Time’s up. Pencils down. Turn over your quiz.*” Referees will collect all the quizzes and give to the Scorekeepers to check and award points while the next round is in play.

Questioners will post answers to the various quizzes by answer sheets up.

Referee will call up teams two at a time to check the answer sheets. Students may briefly check the answers to see if they correctly matched all the characters. Students will not be able to see their worksheets once they are given to the Scorekeepers.

If teams do not have a challenge, they may go back to their seat and prepare for Round 4 – Double Book Challenge.

If a team wants to challenge any matches based off their memory of their answers, they can discuss the use of one of their team’s challenge cards first and if the team agrees, then

students may challenge one of the quiz questions. The team will notify the Coach and request access to the books.

The Referee collects one of the team's 3 challenge cards and records the student's name and the team name/round/question, then hands the information to the Judge. The Judge will begin to review the book(s) in question.

The next round (Round 4 – Double Book Challenge) will continue.

Once the next round is complete, students and teams can settle any challenges with the Judge.

Refer to pages 5-7 for more on Challenges.

PLEASE NOTE: Scores will be announced by the emcee twice throughout the event **after** the 60-minute break and **after** the 15-minute break.

3rd TYPE OF COMPETITION:

DOUBLE BOOK CHALLENGE

Round 4 – Questions answerable by two titles, group activity

This round will include 10 questions that can be answered by two books. These questions are meant to demonstrate the similarities amongst the books. Teams need to either select two correct title and author cards (Division I) or write **only two titles** (Division II and III) on an answer sheet that correctly answers the question to receive the **full 4 points per question**.

Additional points will not be given for more than two titles. Students will be directed to **ONLY hold up or write in two titles regardless of** if there are more titles that also can answer the question. Author information is not needed for this round. Maximum points for this round are 40.

ALL teams will have a chance to quietly discuss their answers with their teammates before agreeing on an answer. Team Captain will submit the final answer sheet for their group.

PLEASE NOTE: Teams only need to **select two cards** or write **two correct titles** to get the maximum **full 4** points even if questions that can be answered by more than two books.

DIVISION I - Questions answerable by two titles, group activity

For Division I, the Questioner will read each question aloud. Then, the Timekeeper will give a time limit of up to **45 seconds**. Timekeeper can decrease time if all teams have selected their

two title/author cards before 45 seconds behind their privacy shields. Referee can assist with monitoring to make sure all teams are ready to reveal answers.

Captains will hold up two title/author cards to submit their final answer when the Timekeeper says *"Time is up. Please raise your two answer cards"*. The Scorekeeper(s) will record the team's answers on their score sheets. The Questioner will state the correct answers for each question immediately after the scores have been recorded.

DIVISION II and III - Questions answerable by two titles, group activity

Captains will record their team's answer sheets behind their team's privacy shield. Referees will watch to make sure teams do not change answers or look at another team's answer sheet. The Timekeeper will allow for up to **20 minutes** to answer all the Double Book questions, leaving **5 minutes** to settle any challenges before the 60-minute break begins.

Once teams are done, the Team Captain can raise a hand and submit their team answer sheets to the Referee, who will give it to the Scorekeepers to check.

If necessary, once the round is over, the Timekeeper will announce, *"Time is up. Pencils down, please."*

Once all the answer sheets have been collected, the Questioner will post an answer key for all teams to read. Referee will call up one to two teams at a call to review the answer sheet. If not challenges occur, the Questioner will then dismiss the teams for the 60-minute break.

If a team wants to challenge any questions in Round 4 – Double Book Challenge - they discuss the use of their team's challenge cards first and if the team agrees, then the Team Captain may challenge one of the Double Book Challenge questions. The challenging team notifies their coach and request access to their set of books.

The Referee collects one of the team's challenge cards and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the book in question right away. Timekeeper will allow 2-3 minutes for challenging teams to find text evidence.

The Judge will determine if the team's challenge is valid and will adjust their score, if needed. Then, the Judge will update the Scorekeepers to keep or amend the team's score for that round.

Refer to pages 5-7 for more on Challenges.

PLEASE NOTE: Division II and III teams will **only need to write in two book titles** as stated on the Acceptable Titles list (attached). Therefore, author's last names are not needed during this round.

After Round 4, all participants will go with their team coaches for their school/parent-provided 60-minute meal break.

Beginning at 12:30pm, families and friends will be invited to the Kahuku High and Intermediate Cafeteria to cheer and witness the final rounds of the competition and watch the award ceremony.

Upon returning from break, student participants will be directed to sit in a designated area for the Buzzer Rounds. There will be a designated seating areas for the family members, teachers, and special guests.

4th TYPE OF COMPETITION: Buzzer

Rounds 5 and 6 - Read Aloud Questioning, on stage as an individual (3 q's at a time)

The final part of the competition is scheduled to start at 12:45pm. One division at a time will be invited to the stage to participate in the Buzzer Rounds with everyone else invited to watch.

Each division will have at least **two chances** to go up to the stage to participate in the Buzzer Rounds with a break in between their rounds.

PLEASE NOTE: This year, penalties will be in the form of **one-point deductions** during the Buzzer Rounds. Teams who buzz in and state the wrong answer or fail to answer at all within **5 seconds** will lose one point for their team.

Students may buzz in before the Questioner finishes the question BUT ONLY **after at least one keyword is read aloud**.

Once the buzzer is activated, the Questioner stops reading the question.

Students must wait until the Questioner calls their team name before stating their answer.

If a buzzer is activated before any **keywords** are read aloud from the Questioner, then that question will be eligible for a re-read excluding the first team member who buzzed in prematurely.

For example, "In which book" is read.

Buzzer is activated.

The student does not get a chance to answer. No points will be deducted, though.

Therefore, the only penalty will be the loss of the student's turn, as a buzzer cover will be placed over the student's team buzzer for the re-reading of the question.

Buzzers are reset and the question is read again.

The other team members can buzz in even if the question is not read in its entirety.

For example, "In which book is there a ***flying***..." (*flying* is the keyword)

2nd opportunity of buzzing can cut off the Questioner from the completing the question.

Once an answer is given, Scorekeepers will announce if it is a correct answer and award 1 or 2 points and/or deduct a 1 point, if incorrect.

To alleviate any whispering between teams while on stage, additional referees will be on hand to monitor teams.

Multiple Buzzer Lights Triggered Simultaneously

Division I

In the event of two or more buzzers lighting up simultaneously, team members should not answer but wait for the Referee to provide a deck of title/author cards and a privacy shield.

Remaining team members on stage may not answer or help the team member at the microphone/buzzer.

Teams will have **10 seconds** (instead of 5 seconds) once the cards and shields are in place to select the correct title/author card when the Timekeeper says, "Time is up. Cards up." Scorekeeper will award points to both teams if they are both correct.

Division II and III

For Division II and III, Dry Erase paddle boards, Dry Erase pens, and privacy shields will be given to the team members at the Buzzer by the Referee. The Questioner will instruct the students who had simultaneous buzzers to pick up the Dry Erase Pen and Paddle to write down the **correct title** without verbalizing it. If all teams answer correctly (without looking at each other's answers) they will be awarded 2 points for the question. Students will have 30 seconds to write down their answers.

Please note, this is the only time students who **write down the title only** (instead of the title and author) will receive **2 points**.

OFFICIAL COMPETITION RULES

1. Teams may challenge answers **3 times** throughout the **entire** competition.
2. All students must remain focused on their team's answers not their competitor's.
3. No more than 3 participants per team will be allowed per round.
4. Referees may ask a disruptive student to sit out a round or have an alternate team member participate instead (if available).
5. Volunteers will vote on teams that demonstrate Good **SPORT**smanship (being **S**SUPPORTIVE, **P**PATIENT, **OPTIMISTIC, **R**ESPECTFUL and a **T**EAMPLAYER throughout the event). There will be a special Good Sportsmanship acknowledgement during the award ceremony.**

A. GROUP QUESTIONING ROUNDS – Verbal questioning, as a group

# of Rounds	2
Questions per Round	18
Points Distribution	2 points possible per question (1 point for correct title and 1 point for correct author) Max points per round are 36
Question Format	Questions will be in the following format, " <i>In which book...</i> " or " <i>In what book...</i> "
Timing	45 minutes scheduled The time of round is based on # of challenges.
Team or Solo	All division teams need to <u>work together as a team</u> to come up with their answers for this round.
How to Answer	Team Captains (the teammate who holds up the chosen title/author card or the teammate who writes down the answer) will submit the final answer for their team to the Scorekeepers. DIVISION I answers need to be submitted by holding out a laminated title/author card to the Scorekeepers at the end of the 10 second allotment after each

	<p>question is read. Time can be shortened if teams are ready. Referee and Timekeeper can decide.</p> <p>DIVISION II and III answers need to be submitted by writing down the <u>ACCEPTABLE</u> book title (attached) and the last name of the author on a dry erase paddle board. Answers need to be shown to the Scorekeepers at the end of the 30 second allotment after each question is read. Time can be shortened if teams are ready. Referee and Timekeeper can decide.</p> <p>Incorrect spelling or punctuation will not be penalized if the answer is clear.</p>
Referees	<p>Referees will observe teams to ensure no answers are changed after the Timekeeper announces time is up. Referees also observe teams to make sure teams are focused on their team only. Small privacy shields will be used during the Group Questioning Rounds.</p>
Score-keepers	<p>Score sheets will reflect which questions were answered correctly. Scorekeepers will write scores on scoreboards after challenges have been settled for these two rounds.</p> <p>Scores will be announced by the emcee twice throughout the competition: after the 60-minute break and after the 15-minute break.</p>
Challenges	<p>If a team wants to challenge the question, they raise one of their challenge cards.</p> <p>The Referee collects one of the team's three challenge cards and records the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.</p> <p>The round will continue.</p> <p>Once the round is complete, teams can settle any challenges with the Judge.</p> <p>Judge will notify Scorekeeper of any score adjustments.</p>

	Teams will be allowed 2-3 minutes to find text evidence in their coaches' copies of the books.
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B. MATCHING ROUNDS – Paper Quizzes, both as group and individuals, depending on Division

# of Rounds	1
Questions per Round	13 for Division I 10 or 15 for Division II and III (10 for a 3-person team or 15 for a 2-person team)
Points Distribution	2 points per illustration 1 point per character or quotation Max points per round are 26 for Division I. Max points per round are 30 for Division II and III.
Question Format	DIVISION I – Small portions of illustrations from the booklist will be shown to all the teams one at a time. The Questioner will play a slideshow on a projector screen to view the illustration. Each picture poster will be numbered. The slideshow will loop so teams can see each image multiple times, if needed. DIVISION II and III – Division II and III will be given a paper quiz with 10 or 15 characters to correctly match. Teams of 3 will have 10 characters, while teams of 2 will have 15 characters.
Timing	10-15 minutes scheduled to answer, and 5 minutes are reserved for challenges. The time of rounds are based on # of challenges.
Team or Solo	DIVISION I teams work together and submit one team Picture Match answer sheet.

	<p>DIVISION II and III work alone.</p> <p>Each team member will receive a unique quiz.</p> <p>Collectively, all the correct answers for each unique quiz will count for their team.</p>
How to Answer	<p>DIVISION I –</p> <p>Once the students see the numbered image on the slideshow, the teams quietly discuss which book it belongs to behind their privacy shields. Team Captains write the corresponding number on their team’s Picture Match answer sheet.</p> <p>There will only be 13 images shown. One for each book.</p> <p>DIVISION II and III –</p> <p>Each team member matches the characters to the correct title on a paper quiz.</p> <p>Each team member will have a unique quiz to prevent any intended or unintended assistance by other team members.</p> <p>Teams of 3 will be given a paper quiz with 10 characters to match to the correct titles. Teams of 2 will get 15 characters so their points will collectively add up to the max 30 points.</p>
Referees	<p>DIVISION I –</p> <p>Division I teams will have their name pre-printed on their quizzes. Referees will pass out the Picture Match sheet to teams before the round begins.</p> <p>The Questioner will start the slideshow and make sure the projector screen is viewable to all teams. After agreeing with team members, the Team Captain will write down the correct picture # by the book title on their Picture Match sheet.</p> <p>Referees will observe teams to ensure teams are not looking at other team’s sheets or changing their answers based on other team’s answers.</p>

	<p>DIVISION II and III –</p> <p>The Questioner will instruct students to not turn over their quizzes until it is time. Also, they must write their Team Name <u>and</u> their Student Name on the back of their quiz.</p> <p>The Referee and Timekeeper will pass out the paper quizzes (faced down) with clipboards and writing utensils. Any quizzes without names risk not being counted toward the team score. All team members will have their own unique quiz different than their teammates.</p> <p>While the quiz is being distributed, the Questioner, Scorekeepers, Timekeepers, and Referees will make sure no one turns over their paper quiz before the proper time.</p> <p>Once the Referee verifies all team members have written their names, then they signal to the Timekeeper that it is okay to announce, “You may begin matching.”</p> <p>During the quiz, the Referees will make sure no one is talking or looking at other quizzes, etc.</p> <p>The Timekeeper will allow 10 to 15 minutes for this round and then announce <i>“Time’s up. Pencils down. Turn over your quiz.”</i></p> <p>The Referee will collect all the quizzes. The quizzes will be given to the Scorekeepers to check and add points during the break.</p> <p>The Questioner will post the correct answers per quiz.</p> <p>Five minutes will remain for challenges.</p>
Score-keepers	<p>DIVISION I–</p> <p>Team answer sheets need to have the correct title letter listed by the characters to receive points.</p> <p>The answer sheets will be given to the Scorekeepers to check and award points during the next round and/or 60-minute break.</p>

	<p>DIVISION II and III –</p> <p>The Scorekeepers will receive the quizzes after 10 to 15 minutes of playing time, depending on how quickly team members finish their quizzes.</p> <p>Each team member's score will be added together for one collective team score.</p> <p>The quizzes will be given to the Scorekeepers to check and award points during the next round and/or the 60-minute break.</p>
Questioner	<p>Questioner will reveal answers via a second slideshow with the titles and authors clearly identified per image (for Division I) and by posting answer sheets up (for Division II and III).</p> <p>Students may check the answers to see if they were correctly matched.</p> <p>Students will not be able to see their worksheet once it is given to the Scorekeepers, though.</p>
Challenges	<p>If students want to challenge any matches based off their memory of their answers, they discuss the use of one of their team's challenge cards first and if the team agrees, then students may challenge one of the quiz questions.</p> <p>Coaches are notified and access to the coach's set of books is requested.</p> <p>The Referee collects a challenge card from the team and records the student's name and the team name/round/question, then hands the information to the Judge. The Judge will begin to review the books in question.</p> <p>Students and teams can settle any challenges with the Judge, right away, before moving on to the next round.</p>

C. DOUBLE BOOK CHALLENGE – Paper Quiz, done as a group

# of Rounds	1
Questions per Round	10
Points Distribution	<p>4 points per question (2 points per book, 2 books needed per question)</p> <p>Max points per round is 40 for all divisions.</p>
Question Format	<p>This special round will feature questions that can be answered by <u>two books</u> from the reading list. For Division I, questions will be read aloud by the Questioner. The question will sound like this, “<i>Name two books where...</i>”</p> <p>For Division II and III, the teams will be given a Double Book Challenge Worksheet that they need to complete as a team.</p>
Timing	<p>20 minutes scheduled for answering but can be done in less time if teams finish early. 5 minutes of the round are reserved for challenges.</p> <p>The time of rounds are based on # of challenges.</p> <p>Challenges should be done right away.</p> <p>Teams will have 2 to 3 minutes to find text evidence of their challenge.</p>
Team or Solo	All teams work together to come up with their final answers.
How to Answer	<p>DIVISION I</p> <p>Team answers need to be submitted by holding out two laminated title/author cards to the Scorekeepers at the end of the 45 second allotment after each question is read. Timekeeper can decrease time if all teams have selected their two title/author cards before 45 seconds behind their privacy shields. Referee can</p>

	<p>assist with monitoring to make sure all teams are ready to reveal answers</p> <p>DIVISION II and III Team answers need to be submitted by writing down two <u>ACCEPTABLE</u> book titles (attached) on their team answer sheet.</p> <p>Incorrect spelling or punctuation will not be penalized if the answer is clear.</p> <p>Only two book titles are needed, although more books may also fit the criteria of the question. Author last names are not needed for this round.</p>
Referees	<p>Referees will observe to ensure teams are not looking at other team's answers or changing their answers based on another team's answers.</p> <p>The Timekeeper will allow up to 25 minutes for this round, reserving some time to deal with challenges, if necessary.</p> <p>Once teams are done, the Team Captain can raise a hand and submit their team answer sheets to the Referee, who will give it to the Scorekeepers to check.</p> <p>Team members are to remain in their seat until all team members are done with their paper quiz.</p>
Score-keepers	<p>Scorekeepers will write scores on scoreboards after challenges have been settled for this round.</p> <p>Scores will be announced by the emcee twice throughout the competition: after the 60-minute break and after the 15-minute break.</p>
Questioner	<p>For Division I, The Questioner will state the correct answers for each question immediately after the scores have been recorded.</p>

	<p>For Division II and III, Once all the answer sheets have been collected, the Questioner will post an answer key for all teams to review.</p> <p>Referee will call up teams to review the answer sheets one or two at a time.</p> <p>The Questioner will then dismiss the teams for the 60-minute break.</p>
Challenges	<p>If a team wants to challenge any questions in Round 4 – Double Book Challenge - based off their memory of their answers, they discuss the use of their team’s challenge cards first and if the team agrees, then the Team Captain may challenge one of the Double Book Challenge questions.</p> <p>Coaches are notified and access to coaches’ books are requested.</p> <p>The Referee collects a challenge card and records the team name/round/question, then hands the information to the Judge.</p> <p>Timekeeper will give teams 2 to 3 minutes to find text evidence of the challenge.</p> <p>The Judge will determine if the team’s challenge is valid and will adjust their score, if needed. Then, the Judge will update the Scorekeepers to keep or amend the team’s score for that round.</p>

D. BUZZER ROUNDS – Verbal questioning on stage, as individuals

# of Rounds	2
Questions per Round	18
Points Distribution	<p>2 points possible per question (1 point for correct title and 1 point for correct author)</p> <p>Max points per round are 36.</p>

Question Format	Questions will be read aloud by the Division Questioner in the following format, <i>“In which book...”</i> or <i>“In what book...”</i> .
Timing	75 minutes scheduled The time of rounds are based on # of challenges.
Team or Solo	Team members need to answer these questions as individuals, without any help from their teammates.
How to Answer	<p>Students must line up so that only one team member is at the table with the buzzers.</p> <p>The Questioner will ask 3 questions per team member.</p> <p>After three questions, the team member rotates to the back of their team line and the next team member gets a chance to answer 3 questions for their team.</p> <p>Students may buzz in before the Questioner finishes the question BUT ONLY <i>after at least one keyword is read aloud</i>.</p> <p>Team members need to wait until,</p> <ol style="list-style-type: none"> 1. their buzzer lights up indicating they are the first to buzz in. 2. the Questioner says their team name. <p>The Questioner will not complete the Question.</p> <p>The student who buzzes in first and is recognized by the Questioner, must <i>say</i> the title and/or author within 5 seconds without requesting or receiving any help from their teammates.</p> <p>Students must say the correct title or author in five seconds to get points. If it takes more time to say the rest of the correct answer, they will still receive full points.</p>

	<p>The audience or parent coaches may not coach members of the team or talk while the battle is going on.</p> <p>If a buzzer is activated before any keywords are read aloud from the Questioner, then that question will be eligible for a re-read excluding the first team member who buzzed in premature.</p> <p>For example, "In which book" is read.</p> <p>Buzzer is activated.</p> <p>The student does not get a chance to answer. No points will be deducted, though.</p> <p>Therefore, the only penalty will be the loss of their turn, as a buzzer cover will be placed over their team's buzzer for the re-reading of the question.</p> <p>Buzzers are reset and the question is read again.</p> <p>The other team members can buzz in even if the question is not read in its entirety.</p> <p>For example, "In which book is there a flying..." (<i>flying</i> is the keyword)</p> <p>2nd opportunity of buzzing can cut off the Questioner from the completing the question.</p> <p>Once an answer is given, Scorekeepers will announce if it is a correct answer and award 1 or 2 points and/or deduct a 1 point, if incorrect.</p> <p>To alleviate any whispering between teams while on stage, additional referees will be on hand to monitor teams.</p> <p>If no team answers correctly, the Questioner will state the answer to the question and the Scorekeeper will not issue any points.</p> <p>Students who buzz in and state an incorrect answer will be penalized with a one-point deduction maximum per question</p>
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	<p>for their team- (i.e., if the team answers both author and title incorrectly, they will only be penalized for one point).</p> <p>If a student answers the question partially correct (i.e., only the title and not the author or vice versa) then their team will earn one point, and the round continues onto the next question.</p> <p>Remaining competitors will not get a chance to buzz in with the missing title or author.</p> <p><u>Multiple Buzzer Lights Simultaneously Triggered</u></p> <p>Although rare, if multiple buzzer lights simultaneously get triggered the procedures change.</p> <p>DIVISION I</p> <p>The only time Laminated title/author cards and privacy shields will be used during this Buzzer Round for Division I will be <u>if</u> there are Multiple Buzzer Lights Simultaneously Triggered. The Scorekeepers may issue points to all teams if answered correctly.</p> <p>DIVISION II and III</p> <p>In the event of Multiple Buzzer Lights Simultaneously Triggered, Division II and III students will be given a privacy shield and need to immediately write down their answers on a small dry erase paddle boards and show them to the Scorekeepers when time is up.</p> <p>Division II and III will be given 30 seconds to submit the correct <u>title only</u> in the event of Multiple Buzzer Lights Simultaneously Triggered. The Scorekeepers may issue points to all teams if answered correctly.</p>
Referees	<p>Referees will observe to ensure participants have their hands on their laps at the start of the questioning rather than hovering over the buzzer.</p> <p>The Timekeeper will allow approximately 75 minutes for these buzzer rounds, so all divisions can compete consecutively.</p>

	<p>Wired buzzers each equipped with large flashing lights will be used to determine who buzzed first. A built-in timer will ensure that each competitor only has 5 seconds to answer. There will be a master reset buzzer that will also be used between questionings.</p> <p>Referees will also enforce the following rules:</p> <p>All students must rotate to the back of their team line every 3 questions.</p> <p>No other team member is helping the team member who is at the buzzer.</p> <p>Students who interrupt others or shout out answers will be warned once by the Referees. If after a verbal warning, the student interrupts or shouts out answers, the student will be asked to sit out and be replaced by the alternate (if available) for the duration of their division Buzzer Round by one of the Referees and/or by coach.</p>
Score-keepers	<p>Students who buzz in and state an incorrect answer <i>will be penalized with a one-point deduction</i> for their team.</p> <p>Score sheets will reflect which questions were answered correctly and which questions had one-point penalty deductions.</p> <p>Scorekeepers will write scores on scoreboards after challenges have been settled for this round.</p> <p>Scores will be announced by the emcee twice throughout the competition: <i>after</i> the 60-minute break and <i>after</i> the 15-minute break.</p>

E. TIEBREAKER (if necessary)

1. In the event of a tie, a special Buzzer Round will be held with questions that can only be answered by one book.
2. The first team to **earn 6 points** will win. If title and author are correctly stated, that student earns **two** points for his or her team. If the student only states the correct title but not the author or vice versa, then the student earns only **one** point.
3. The other team(s) **does not** get a chance to provide the missing information for incomplete answers.
4. Students may buzz in before the Questioner finishes the question **BUT ONLY** after a keyword has been read aloud and the team's
 - a. buzzer lights up indicating they are the first to buzz in.
 - b. the Questioner says their team's name.

The Questioner will not finish the question.

5. The student who buzzes in first must **say** the title and/or author within 5 seconds without requesting or receiving any help from their teammates.
6. All team members will be invited to the buzzer table during tiebreaking rounds. Any member of the tiebreaker teams can hit the buzzer to answer to the question for their team.
7. Teams may lose points if they buzz in and state the wrong title and author. The tiebreaker will be determined by the team who earns 6 points not by a team that loses 6 points.

F. CHALLENGES

1. Each team will receive **3 numbered red challenge cards** at the beginning of the competition. As the teams use their challenge cards, Referees will work with the Scorekeepers to indicate usage of red challenge cards on the Scoreboards to track which teams challenged questions throughout the rounds.

2. Challenges can be made by Team Captains during all rounds. Team Captains challenge by holding up one of their team's three red challenge cards after discussing it with their team.
3. During the Buzzer Rounds, **any** student can challenge **IF** their team still has a challenge card(s) by holding up one of their team's three red challenge cards.
4. In the event there are challenges, the dispute will be reviewed by Judges who will decide if the challenge is valid and assign points accordingly. Play will resume and no team will earn points until challenges are resolved at the end of their current Division's buzzer round.
5. Judges will ask students to find evidence in the book to back their claim. If students are unable to do this, then they need to give the Judges enough information to state their claim.
6. Judges will not be affiliated with any school team, will have read the books on their division list, and will have access to all the books featured in the competition.

If there is a faulty question, Judges may throw out the question and all teams who challenged would receive their challenge card back.

G. WINNING

1. The Scorekeepers will check in with the Judges to verify challenge statuses, disputed points, and tiebreakers.
2. Then, Scorekeepers will finalize their scores to determine the 1st, 2nd, and 3rd place winners per division. Winners will be announced during the closing ceremony by the emcee.
3. This year, the competition volunteers will also vote on a Good Sportsmanship award. Teams will be observed throughout the competition to see if they demonstrate the following characteristics: **SSUPPORTIVE, PPATIENT, OPTIMISTIC, RESPECTFUL and a TEAMPLAYER.**

7th Annual Ko'olauloa Battle of the Books, 2024-2025
ACCEPTABLE (SHORTENED) TITLES AND AUTHORS LIST

Division I - 1 st and 2 nd Grade Titles		Authors
1	This Is Not My Hat	Klassen
2	A Sick Day for Amos McGee	Stead
3	Joseph Had a Little Overcoat	Taback
4	Punky Aloha	Tuiasoa
5	Owl Moon	Yolen
6	Leilani Blessed and Grateful	Bowman
7	Maui and the Secret of Fire	Tune
8	How Hau Became Hau'ula	'Ikuwā
9	The Day the Crayons Quit	Daywalt
10	The Empty Pot	Demi
11	Skater Cielo	Katstaller
12	Kohala Kuamo'o	Kawai'ae'a
13	Ricky Ricotta's Mighty Robot	Pilkey
Division II – 3 rd and 4 th Grades Titles		Authors
1	Eddie Wen' Go	Lyman
2	Dinosaurs Before Dark	Osborne
3	The Lemonade War	Davies
4	Charlotte's Web	White
5	Tuesdays at the Castle	George
6	Ramona the Pest	Cleary
7	The Wild Robot	Brown
8	Strong Like the Sea	Swore
9	The Boxcar Children	Warner
10	Cardboard Kingdom	Sell
11	Surfer of the Century	Crowe
12	Rosie Revere	Beaty
13	Sadako and the Paper Cranes	Coerr
Division III – 5 th and 6 th Grade Titles		Authors
1	Bunnicula	Howe
2	Wonder	Palacio
3	The Kite Fighters	Park
4	No Talking	Clements
5	The Tale of Despereaux	DiCamillo
6	One Boy, No Water	Parker
7	Bud. Not Buddy	Curtis
8	The Girl Who Drank the Moon	Barnhill
9	The Fourteenth Goldfish	Holm
10	Smile	Telgemeier
11	Keeper of the Lost Cities	Messenger
12	Hatchet	Paulsen
13	Lei and the Fire Goddess	Maunakea

- Titles in **bold, red font** are new titles to the competition.
- Teams only need to say the shortened titles and author's last names at the district-wide finale.
- Correct spelling and punctuation are NOT needed if scorekeepers can make out the answer. |