

8th Ko‘olauloa Battle of the Books Official Competition Guide

April 11, 2026

Attendance Times

Teams, Coaches, and Volunteers: 9:00 AM–3:00 PM

Friends and Families: 12:30 PM–3:00 PM

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Participants

This year's competitors include:

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

What's New This Year

- This year, Divisions II–III share an event space. To minimize distractions, the divisions will alternate activities: while one division completes the Group Questioning rounds, the other will complete the Matching Quiz and Double Books Challenge. The divisions will then switch.
- Coaches will receive blank name tags upon arrival. They should fill out each nametag with the name of a competitor from their team(s) and make sure they are affixed to the upper-left side of that competitor's shirt.
- Coaches are encouraged to track their teams' scores. They can then compare their records with the official scores during the second break. To maintain order, only one coach per division may review posted scores with division volunteers.
- The second break before the buzzer rounds will last 25 minutes to allow coaches time to compare scores with officials.
- The name of the Good Sportsmanship Award has been changed to the Good Sport Award to promote inclusivity.
- Clarification of challenge rules during Tie-Breaker Rounds has been added.

Introduction

The Ko'olauloa Battle of the Books brings together competitors, families, coaches, volunteers, and local schools to celebrate reading, academic growth, and friendly competition. This guide provides all required information for participating in the competition, including the program schedule, environment, preparation, gameplay procedures, role of officials, and a gameplay walkthrough for each round.

The competition is a partnership among the Kahuku Public and School Library, Friends of the Library Kahuku, local schools, parents, and community volunteers. Each year, feedback from participants helps refine procedures so that the event remains enjoyable, fair, and well organized. All participants and supporters contribute to making Battle of the Books a valued event in the Ko'olauloa/North Shore community.

Because the competition follows a tightly scheduled format, this guide explains each phase in detail and identifies expectations for competitors, parents, coaches, and officials. Reading this information ahead of time ensures that everyone arrives prepared and that the day runs efficiently.

Schedule

Coaches and teams should arrive at the venue ***no later than 9am*** on the day of competition.

Time	Activity	Note
9:00–9:45 AM	Team Check-in	Register and Make Name Tags
9:45–10:00 AM	Welcome and Orientation	All Divisions Attend
10:00–10:45 AM	Group Questioning	Divisions II–III will alternate these activities this year.
10:45–11:05 AM	Matching Quiz	
11:05–11:30 AM	Double Book Challenge	
11:30–12:30 PM	Lunch Break	
12:30–12:45 PM	Seating Opens for Audience	Competitors report to the cafeteria for seating.
12:45–2:00 PM	Buzzer Rounds	All Divisions Attend
2:00–2:25 PM	Break	Judges: Finalize Scores
---	Potential Tie-Breaker Round	Occurs in the event of a tie.
2:25–3:00 PM	Awards Ceremony	All Divisions Attend

Event Structure and Environment

This section explains where each phase of the competition takes place so that competitors, parents, and coaches know where to report at each stage.

Early Rounds (Closed to the Public)

The early rounds of the competition take place in designated quiet spaces that are assigned by division. These rounds are closed to the public. The divisions are divided by grades:

- **Division I (Grades 1–2)**
- **Division II (Grades 3–4)**
- **Division III (Grades 5–6)**

Volunteers will direct teams to these locations after orientation.

Note: Teams must remain in their assigned areas until their division is released for the midday break or moved to the stage for the final rounds.

Buzzer Rounds (Open to Families)

Buzzer rounds take place in a public space, and families and friends can attend.

- After the lunch break, all competitors gather in Kahuku High & Intermediate School Cafeteria, where the buzzer rounds for all divisions will take place.
- Competitors sit in the designated competitors' section.
- Families, teachers, and guests sit in the designated audience section.

Competition Preparation

Preparation is essential to ensure teams are ready for each round and can participate without delay. This section outlines what competitors, parents, and coaches should do before and during check-in.

Arrival and Registration

Teams and coaches must arrive **no later than 9:00 AM**. This allows sufficient time to park, check in at the registration desk, use the restroom, and be seated before the competition begins. Because the **welcome orientation starts promptly at 9:45am**, late arrivals may miss instructions or delay their division.

Upon arrival, volunteers will direct teams to the waiting area. Competitors should remain with their teams unless otherwise instructed.

Media Release and Filming

The event may be filmed by library staff, volunteers, and families for promotional and educational purposes. A media release form is required for all participating competitors. Please note that staff, volunteers, and families **cannot opt out of filming**.

Team Guidelines

Team Names

Teams must have a unique team name for identification and scoring (e.g., *DragonMasters*, *Thunderbolts*).

Team Composition

The preferred team size is three competitors. However, teams may participate with two competitors or four competitors. In the latter situation, one member serves as an alternate. No more than three competitors may compete in a single round, but teams of four may rotate their members between rounds as needed.

Team Captains

All teams must select a team captain, who will serve as the primary communicator to answer submissions and challenges during most rounds.

Team Coaches

All teams must be accompanied by coaches, who will supervise and support their teams throughout the day. Coaches do not participate during gameplay. In the event of a challenge, coaches may present a copy of the competition books to their team when the team is called before the judge.

What Teams Should Bring

Teams should arrive prepared with the books, food, and personal items needed to participate comfortably throughout the full competition day.

Books

Teams must have access to their division's complete book set so they can provide text or picture evidence during challenges. Therefore, they should **bring a complete set of division books to the competition.**

Note: Please return borrowed book bundles the week after the competition.

Food and Drinks

Lunch is **not** provided, so families or schools must supply meals and beverages for their competitors. Food and drinks help competitors stay focused during breaks. Consider bringing:

- Lunch for each competitor
- Water bottles
- Snacks for morning and afternoon breaks

Personal and Team Items

Teams may bring small personal or organizational items to stay comfortable and prepared, as long as they do not disrupt or interfere with gameplay. Teams are encouraged to minimize these items due to the risk of loss.

The Battle of the Books team cannot provide a secure location for such items. We suggest that personal items stay with parents or guardians.

Scoring and Challenges

This section explains how points are awarded, how penalties are applied, and how challenges are managed throughout the competition. All teams must understand these procedures before competing.

Scoring Overview

Each round uses a specific scoring structure:

- Group Questioning
 - 1 point: Correct title
 - 1 point: Correct author
 - Maximum: 36 points per round
- Matching Quiz
 - Division I: 2 points per correct picture
 - Divisions II–III: 1 point per correct character
 - Maximum: 26 points (Division I), 30 points (Divisions II–III)
- Double Book Challenge
 - 1 point per correct title
 - Maximum: 20 points
- Buzzer Rounds
 - 1 point: Correct title
 - 1 point: Correct author
 - -1 point: if both title and author are incorrect
 - Maximum: 36 points per round
- Tie-breaker Round
 - 1 point: Correct title
 - 1 point: Correct author
 - -1 point: if both the book title and author are incorrect.
 - Maximum: 6 points per round

Scorekeepers record all results and update scoreboards after challenges are resolved, with scores announced by the emcee:

- Following the 60-minute lunch break
- Following the 25-minute break after the Buzzer Rounds

Penalties

Penalties apply only during Buzzer Rounds and Tie-Breaker Rounds. During these rounds, competitors can earn up to 2 points per question. Competitors can also lose up to 1 point per question in this round.

- 1 point for correct book title
- 1 point for correct author
- -1 point if both the book title and author are incorrect

Challenges

Each team receives 3 challenge cards at the start of the competition. Challenge usage is tracked on the scoreboard.

- Each challenge uses one card, regardless of the outcome.
- Once all challenge cards are used, the team may not issue additional challenges.

Competitors may issue challenges during all rounds. However, the moment when challenges are reviewed varies according to the round. Please review each round's Step-by-step Guide for Participants for in-depth information about challenges within that round.

Question Errors

Battle of the Books questions are created by a team of volunteers, who work hard to support this community event. However, errors may occur. If a judge determines that a challenged question is fundamentally flawed, the question may be removed from the competition, and challenge cards will be returned to challengers. Judges have final authority in determining whether a question is fundamentally flawed.

Score Finalization

At the end of the competition:

- All challenges are resolved before the final scores are confirmed.
- Scorekeepers verify scores with the Judges.
- Final placements (1st, 2nd, 3rd) are determined for each division.
- Winners are announced during the awards ceremony.

Officials and Their Roles

Each division is staffed with a team of officials who maintain fairness, accuracy, and pacing throughout the event. Competitors and coaches will interact with these officials during various rounds, so understanding their responsibilities is important.

- **Questioner:** Read all questions aloud and announce correct answers.
- **Scorekeeper(s):** Record scores, manage scoreboards, and ensure accuracy.
- **Referee(s):** Monitor behavior, ensure no competitive advantage is gained improperly, and collect challenge cards, along with the specific details of the challenge.
- **Timekeeper:** Manage all timing requirements and ensure rounds stay on schedule.
- **Judge(s):** Review challenges and issue final rulings based on textual evidence.

Understanding these roles helps teams know who to approach and what to expect during each phase of the competition.

Scores

Scorekeepers track scores throughout the competition. We encourage coaches to track scores privately as well. Scores will be announced by the emcee twice throughout the competition:

- Following the 60-minute lunch break
- Following the 25-minute break after the Buzzer Rounds

Prior to the awards ceremony, **one** coach from each school should visit the division-volunteer area to compare their schools' tracked scores against the official scores. If coaches make note of a discrepancy, they should immediately notify the officials, so that scores can be double-checked.

Good Sport Awards

One team from each division will receive the Good Sport award. Volunteers will vote to make these awards based on their observation of teams throughout the day. They are looking for teams that are:

- **Supportive**
- **Patient**
- **Optimistic**
- **Respectful**
- **Team oriented**

Note: Winning teams will be recognized during the awards ceremony.

Gameplay

Gameplay consists of four distinct types of competition, each designed to test a different skill. Rounds follow a structured progression.

The following sections detail each round, its setup, and step-by-step gameplay. Each section ends with guidance for coaches and officials.

Group
Questioning

Matching
Quiz

Double Book
Challenge

Buzzer

Group Questioning

This round introduces team-based verbal questioning of 18 questions per round. The Questioner reads each question aloud, and teams discuss quietly before submitting their final answer. Answers must include both author and title.

- Division I: Submits answers with preprinted cards containing both title and author.
- Divisions II–III: Writes title and author on paddles from memory.

Potential Points

Competitors can earn up to 2 points per question for a total of 36 points per round.

- Division I: Earns 2 points per correct submission.
- Division II–III: Can potentially earn 1 point for identifying the title of the book and 1 point for identifying its author.

Setup for Group Questioning

Each division is seated in a separate area to minimize distractions. Volunteers will direct teams to the appropriate seating location.

- All teams will sit at tables near the Questioner.
- Teams are seated behind privacy shields during the Group Questioning Rounds.
- Scorekeepers, Referees, Timekeepers, and each Division Judge will arrange themselves around the teams as they see fit.

Group Questioning: Step-by-Step Guide for Participants

This is a team challenge, so each team works together to answer questions.

1. The Questioner explains the instructions for the Group Questioning rounds.
Competitors should listen carefully and stay quiet until instructions are fully given.
2. The Questioner reads the question aloud.

Example Question: In which book does a flying banana save the day?

3. Team members quietly discuss their answer behind their privacy shield and agree on one final response.
4. The Team Captain gets ready to submit the answer using the method required for their division:
 - **Division I:** Choose and hold up the correct title/author cards.
 - **Divisions II–III:** Write the [acceptable book title](#) and name of author from memory on the dry-erase paddle. (Spelling and punctuation will not be penalized if the answer is clear.)
5. Teams must give their answer before time runs out:
 - **Division I:** 10 seconds
 - **Divisions II–III:** Up to 30 seconds
6. Once time is called, the Team Captain must hold up the answer, displaying it to the Scorekeepers and keeping it steady and visible until the Scorekeeper records it.
7. The Questioner announces the correct title and author. Teams should stay quiet and wait for the official answer before reacting.
8. After hearing the official answer, teams may raise a challenge immediately if they believe they gave a correct answer that conflicts with the official answer. To do so, they discuss the question and agree to make a challenge. If they agree, the Team Captain holds up a red challenge card to signal the request.
9. Referees will assist teams with challenges, collecting 1 challenge card for each challenged question along with challenge details. The round then continues.

10. When the round ends, challenges are resolved. When the Referee calls the team to prove their challenge, the team moves to the judge's table. At that point:
- The team's Coach provides a full book bundle to the competitors.
 - Competitors have 2 minutes to use the bundle to attempt to prove their challenge.

Guidance for Coaches

Coaches support their teams by helping maintain focus and ensuring competitors follow procedures, but they may not assist with answers. Coaches should:

- Remain near their team but refrain from helping, signaling, or confirming answers.
- Monitor competitor behavior and encourage quiet teamwork.
- Monitor for challenges.
- Provide book bundles if competitors raise a challenge.
- Track team scores.

Group Questioning: Guidance for Officials

This section outlines what Questioners, Scorekeepers, Referees, Timekeepers, and Judges do during each question of the Group Questioning rounds:

Questioner

- Announce the question number and read the question clearly.
- Wait until all Scorekeepers have recorded answers before announcing the correct answer.

Timekeeper

- Starts the timer as soon as the Questioner finishes reading the question.
- Calls time (“Time is up”) when the limit is reached.
- Ensure all Captains raise or reveal responses immediately.
- Coordinate with the Referee to determine whether a round may end early. (Timekeepers may end the round once the Referee confirms all competitors are finished.)

Scorekeepers

- Accept answers from Team Captains.
- Accurately record whether teams answer each question correctly or incorrectly.
- Add “C” to score sheet if a team challenges a question.
- Write teams’ scores on scoreboard after challenges have been settled.

Referees

- Ensure teams stop writing or selecting answers when time is called.
- Confirm that no answers are changed after Timekeeper ends the turn.
- Monitor competitors to ensure they are not looking at other teams’ cards or paddles.
- Monitor for challenges.
- During challenges:
 - Collect one challenge card if a team makes a challenge
 - Record the team’s name, round number, and question number
 - Give recorded information to the Judge

- At the end of the round, one at a time, call up teams that challenged so they can present their case to the judge – coaches may provide book bundles at that point.
- Allow teams 2 minutes to locate text or picture evidence.
- Coordinate with the Timekeepers to determine whether a round may end early. (The Referee must confirm that all competitors are finished before the round can end.)

Judges

During challenges judges will:

- Accept teams' challenge information from the Referee.
- Review challenge information immediately, while round continues.
- Settle challenges with teams at the end of the round.
- Issue a final ruling and communicate any score changes to Scorekeepers.

Matching Quiz

This round consists of a matching activity with either 10, 13, or 15 questions. The variation is based on Division and team size:

- There are 13 total questions for Division I teams.
- There are 10–15 questions for Divisions II and III, based on team size:
 - 10 questions per participant for 3-person teams
 - 15 questions per participant for 2-person teams

Division Volunteers provide pictures or quizzes, and:

- Division I: Works as a team to identify the source book from an picture.
- Division II–III: Works individually to identify the relevant character from a book.

Potential Points

Competitors can earn 2 points for identifying an picture or 1 point for identifying a character for a total of:

- 13 points for Division I
- 30 points for Divisions II and III

Setup for the Matching Quiz

Players and officials remain in their early-round locations:

- Each division's participants remain seated at tables near the Questioner.
- Scorekeepers, Referees, Timekeepers, and each Division Judge remain arranged around the teams as they see fit.

Matching Quiz: Step-by-Step Guide for Participants

This is a team challenge for Division I, so each team works together to answer questions. However, this is an individual challenge for Divisions II–III, so participants work independently.

Because the rules for this section vary widely by division, they are divided into two sections:

Division I (Picture Matching)

1. The Questioner explains the instructions for the matching round. Competitors should listen carefully and stay quiet until instructions are fully given.
2. Referees distribute quizzes to each team. Team names are preprinted on the quizzes.
3. The Questioner displays a looping slideshow for competitors.
4. Each numbered slide shows a numbered, cropped section of a picture taken from one of the competition books. Competitors will match the picture slide to its title using their quizzes:



• Absent Author	PICTURE # _____
• The Book with No Pictures	PICTURE # _____
• A Chair for My Mother	PICTURE # _____
• The Giving Tree	PICTURE # _____
• The Island-Below-the-Star	PICTURE # _____
• Ivy + Bean	PICTURE # _____
• Last Stop on Market Street	PICTURE # _____
• <u>Miss Rumphius</u>	PICTURE # _____
• Rise of the Earth Dragon	PICTURE # _____
• Shark King	PICTURE # _____
• <u>Hi'iaka and Pana'ewa</u>	PICTURE # _____
• Eyes that Kiss in the Corners	PICTURE # _____
• The Haunted House Next Door	PICTURE # _____

5. Since the slideshow is looped, competitors will have multiple chances to view each picture slide.
6. Competitors work as a team to identify the picture, then the Team Captain writes the correct picture slide number next to a book title on the team's quiz. Each book title appears once.
7. All competitors must finish within the time limit of 15 minutes.
8. When time is called, competitors must stop writing immediately and put their pencils down. Referees will collect their quizzes.

9. Once quizzes are collected, the correct answers will be posted and teams can view when called by Division Volunteers.
10. If a competitor thinks an answer was scored incorrectly, they may discuss the question with their teammates and agree to make a challenge. If the team agrees, the Team Captain holds up a red challenge card to signal the request.
Note: Participants will rely on their memory of their answers to make challenges.
11. Referees will assist teams with challenges, collecting 1 challenge card for each challenged question along with challenge details.
12. When the Referee calls the team to prove their challenge, the team moves to the judge's table. At that point:
 - The team's Coaches provide a full book bundle to the competitors.
 - Competitors will have 2 minutes to attempt to prove their challenge.
13. When challenges are resolved (or if no challenge is raised), Scorekeepers begin to check quizzes, while teams prepare for the next round.

Division II-III (Character Matching)

1. The Questioner explains the instructions for the matching round. Competitors should listen carefully and stay quiet until instructions are fully given.
2. Referees distribute quizzes to each competitor.
3. Competitors can print their name and their team's name on the back of their quizzes, but they **must not** turn the quiz over until the Questioner gives permission.
4. When the Questioner begins the round, competitors may turn over their quizzes and begin working.
5. Each quiz contains a list of characters and book titles. Competitors will match the correct title to each character.

Characters Add Title Letter Below.

1	Jack Hank	
2	Becky Small	
3	Latasha	
4	Hillary Keo	
5	Anatasia	
6	Nancy Weep	
7	Sharla	
8	Juliana Koor	
9	Tom Watson	
10	Kimmy	

Titles

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

6. Competitors must work quietly:
 - No talking to teammates or other teams
 - No sharing or comparing answers
 - No looking at other quizzes
7. All competitors must finish within the time limit of 15 minutes.
8. Once quizzes are collected, the correct answers will display in a slideshow.
9. If a competitor thinks an answer was scored incorrectly, they may discuss the question with their teammates and agree to make a challenge. If the team agrees, the Team Captain holds up a red challenge card to signal the request.
Note: Participants will rely on their memory of their answers to make challenges.
10. Referees will assist teams with challenges, collecting 1 challenge card for each challenged question along with challenge details.
11. When the Referee calls the team to prove their challenge, the team moves to the judge's table. At that point:
 - The team's Coaches provide a full book bundle to the competitors.
 - Competitors will have 2 minutes to attempt to prove their challenge.
12. When challenges are resolved (or if no challenge is raised), Scorekeepers begin to check quizzes, while teams prepare for the next round.

Guidance for Coaches

Coaches support their teams by helping maintain focus and ensuring competitors follow procedures, but they may not assist with matching quizzes. They should:

- Monitor competitors to ensure Division I teams work quietly and Division II–III competitors work individually.
- Prepare to bring book bundles to competitors immediately if a challenge is raised.

Matching Quiz: Guidance for Officials

Questioner

- Division I:
 - Present the quiz slideshow and ensure all competitors can see it.
 - After quizzes are collected, present the answers slideshow.
- Division II–III:
 - Instruct competitors not to turn over their quizzes until they are prompted to do so.
 - Instruct competitors to print their names and team names on the back of their quiz.
 - After quizzes are collected, post correct answer sheets in designated location for team review.

Timekeeper

- Helps Referees pass out quizzes:
 - Division I
 - Assures each team receives the quiz containing its team name.
 - Division II–III
 - Passes out quizzes, clipboards, and pencils to individuals.
 - Assures that 3-person teams receive quizzes A, B, and C (one for each team member).
 - Assures that 2-person teams receive quizzes D and E (one for each team member).
 - Assures that all quizzes are face down.
- Watch competitors to ensure they do not turn over their quizzes before prompted to do so.
- Track the 10–15 minutes of play and then announce *“Time’s up. Pencils down. Turn over your quiz.”*
- Stay for challenges (2 minutes per challenge).

Scorekeepers

- Score quiz answers after collection. Working during other rounds or the lunch break to complete this task.

- Add “C” to score sheet if a team challenges a question.
- Edit scores for valid challenges.
- Double-check scores!

Referees

- Help Timekeepers pass out quizzes:
 - Division I
 - Assures each team receives the quiz containing its team name.
 - Division II–III
 - Passes out quizzes, clipboards, and pencils to individuals.
 - Assures that 3-person teams receive quizzes A, B, and C (one for each team member).
 - Assures that 2-person teams receive quizzes D and E (one for each team member).
 - Assures that all quizzes are face down.
- Verify that all Division II–III competitors add their names and their team’s name to their quizzes. Once all participants do so, notify the Timekeeper.
- Ensure that competitors are not looking at other’s answers or changing their answers based on the work of others.
- Collect quizzes promptly.
- Record and deliver challenge information to the Judge.

Judges

- Review challenges using textual/visual evidence.
- Provide rulings to Scorekeepers before lunchtime.

Double Book Challenge

This round is a team-based quiz round in which competitors answer 10 questions with the titles of *at least* two different books. This round highlights thematic and narrative similarities across the reading list. Teams must list two correct titles to earn full points for each question, but they *should not list more than two*. Additional titles, even if accurate, will not earn additional points. Only the first two titles count.

- Division I: Answers verbal questions as a group using laminated title/author cards.
- Division II: As a group, answers verbal questions in writing.

Potential Points

Competitors can earn up to 2 points per question for a total of 20 points:

- 1 point for identifying 1st title
- 1 point for identifying 2nd title

Setup for Double Book Challenge

Players and officials remain in their early-round locations:

- Each division's participants remain seated at tables near the Questioner.
- Scorekeepers, Referees, Timekeepers, and each Division Judge remain arranged around the teams as they see fit.

Double Book Challenge:

Step-by-Step Guide for Participants

This is a team challenge, so each team works together to answer questions.

- Division I completes this challenge as a verbal activity, providing answers with laminated cards.
- Divisions II–III complete this challenge as a written activity, providing answers using a quiz.

Because the rules for this section vary widely by division, they are divided into two sections:

Division I (Verbal Activity)

1. The Questioner explains the instructions for the Double-Book round. Competitors should listen carefully and stay quiet until instructions are fully given.
2. The Questioner reads the question aloud. Example: “Name only two books in which flying frogs appear.”
3. Team members quietly discuss the answers behind their privacy shield.
4. The Team Captain selects *exactly two* laminated title/author cards.
5. All teams must finish within the time limit of 45 seconds.
 - Round may end in less than 45 seconds if all teams have displayed their answers.
 - If all teams have not displayed their answers at the 45-second mark, the Timekeeper will say, “Time is up. Please raise your two answer cards.” The Captain must immediately raise the answer cards and keep them steady until they are recorded.
6. Scorekeepers record the teams’ displayed answers.
7. The Questioner then states the correct titles.
8. If a team thinks an answer was scored incorrectly, they may challenge. To do so, they discuss the question with their teammates and agree to make a challenge. If the team agrees, the Team Captain holds up a red challenge card to signal the request.

9. Referees will assist teams with challenges, collecting one challenge card for each challenged question along with challenge details.
10. When the Referee calls the team to prove their challenge, the team moves to the judge's table. At that point:
 - The team's Coaches provide a full book bundle to the competitors.
 - Competitors will have 2 minutes to attempt to prove their challenge.
11. When challenges are resolved (or if no challenge is raised), Scorekeepers begin to check quizzes, while teams prepare for the next round.

Divisions II–III (Team-Quiz Activity)

1. The Referee distributes one quiz per team.
2. The Questioner explains the instructions for the Double-Book round. Competitors should listen carefully and stay quiet until instructions are fully given.
3. Teams discuss quietly and select **two book titles** that answer each question.
 - Author names are not required for this round.
4. The Team Captain works behind the privacy shield to write answers on the team's quiz.
5. All teams must finish within the time limit of 20 minutes.
 - When a team completes its quiz, its Captain should raise a hand. A referee will collect the quiz.
 - Round may end in less than 20 minutes if all teams have completed their quizzes.
 - If all teams have not completed their quizzes at the 20-minute mark, the Timekeeper will say, "Time is up. Pencils down please." The Captain must immediately stop writing.
6. After all quizzes are collected, the Questioner posts an answer key for review.
7. The referee will call teams up to review the answer key. Teams review answers quietly and then return to their seats.
 - If a team thinks an answer was scored incorrectly, they may make a challenge. To do so, they discuss the question with their teammates

and agree to make a challenge. If the team agrees, the Team Captain holds up a red challenge card to signal the request.

8. Referees will assist teams with challenges, collecting 1 challenge card for each challenged question along with challenge details.
9. When the Referee calls the team to prove their challenge, the team moves to the judge's table. At that point:
 - The team's Coaches provide a full book bundle to the competitors.
 - Competitors use the bundle to attempt to prove their challenge.

Guidance for Coaches

Coaches support their teams by helping maintain focus and ensuring competitors follow procedures, but they may not assist with picture or character matching. They should:

- Monitor competitors to ensure Division teams work quietly.
- In the event of a challenge, prepare to bring book bundles to competitors when the team is called to meet with the judge

Double Book Challenge: Guidance for Officials

Questioner

- Explain division-specific rules for the Double-Book Challenge.
- For Division I, read each question clearly.
- Allow adequate time for Scorekeepers to record answers before announcing correct titles for Division I.
- Allow adequate time for the Referee to collect quizzes before posting the answer keys for Divisions II–III.

Timekeeper

- Division I:
 - Track the 45-second time limit for Division I questions.
 - Monitor Scorekeepers for verification that all answers have been recorded.
 - If Scorekeepers indicate that all answers are recorded before the end of the 45-second time limit, notify the Questioner that gameplay may continue.
 - If time runs out, announce “Time is up. Please raise your two answer cards” at 45-second time mark.
 - Remain available to time challenges at end of round (2 minutes per question).
- Division II–III:
 - Track the 20-minute time limit for Division II–III questions.
 - Monitor Scorekeepers for verification that all answers have been recorded.
 - If Scorekeepers indicate that all answers are recorded, quizzes are collected before the end of the 20-minute time limit, notify the Questioner to post answer keys.
 - If time runs out, announce “Time is up.” Pencils down, please” at 20-minute time mark.
 - Remain available to time challenges at the end of round (2 minutes per question).

Scorekeepers

- Division I:
 - Accept answers from team captains.
 - Accurately record whether teams answer questions correctly or incorrectly.
 - Add “C” to scoresheet if a team challenges a question.

- Notify Timekeeper if all group answers are submitted and recorded before the 45-second time limit.
 - Apply correct point values.
 - Update scores after any challenges are resolved.
- Division II:
 - Score all team quizzes.
 - Notify Timekeeper if all group answers are submitted and recorded before the 20-minute time limit.
 - Apply correct point values.
 - Update scores after any challenges are resolved.

Referees

- Division I:
 - Monitor teams to ensure no answer-sharing or mid-round answer changes.
 - Record and deliver challenge information to the Judge.
 - Ensure all teams remain seated until the round ends.
- Division II–III
 - Monitor teams to ensure no answer-sharing or mid-round answer changes.
 - Distribute quizzes.
 - Collect quizzes promptly when teams finish.
 - Record and deliver challenge information to the Judge.
 - Ensure all teams remain seated until the round ends.

Judges

- Review challenges promptly using textual evidence.
- Issue rulings before the lunch break.
- Communicate score adjustments to Scorekeepers.

Buzzer Rounds

The Buzzer Rounds are the final stage of competition, and they are open to friends and family. Although competitors are lined up by team during these rounds, each team member answers questions as an individual, meaning they cannot seek support from their teammates during their turn(s) at the buzzer. Each competitor answers **three consecutive questions** before rotating to the back of their team's line.

Potential Points

Competitors can earn up to 2 points per question for a total of 36 points per round. Competitors can also lose up to 1 point per question in this round.

- 1 point for correct book title
- 1 point for correct author
- -1 point if both the book title and author are incorrect

Setup for Buzzer Rounds

- Prior to competition, competitors sit in the designated competitor area near the stage.
- During competition, each team lines up behind a buzzer, with only one competitor from each team standing near the buzzer table at a time.
- Referees are positioned near each team to prevent whispering.
- Scorekeepers, the Timekeeper, and the Judge are positioned so they can view the lights on the buzzers, track timing, and validate answers.
- Judges stand near the Questioner to signal them to pause if a team buzzes in.

Buzzer Rounds: Step-by-Step Guide for Participants

Participants answer questions individually in this round, taking turns at the buzzer for their team. Each participant answers three questions in a row.

1. Competitors line up as a team. Only the first competitor steps up to the buzzer table.
2. The Questioner begins reading a question aloud:
 - The Questioner will read the first portion of the question and then pause.
 - The first word after the pause is the “keyword” of the question, meaning it is the first word in the question that provides meaningful information.
3. **Competitors should not buzz in before the keyword is spoken.** Buzzing in before the keyword results in:
 - A penalty for the offending team:
 - A cover is placed over the team’s buzzer, preventing the team from buzzing in again to answer the same question.
 - No points are deducted.
 - A reread of the question for all other teams, who then have an opportunity to answer the question.
4. When a competitor’s buzzer lights up:
 - The Questioner immediately stops reading the question.
 - They must wait for the Questioner to call their team’s name.
 - When called upon, they have 5 seconds to provide an answer.
5. Competitors must state:
 - The appropriate book’s title
 - The appropriate book’s author
6. The Scorekeeper will award 1 point for each correct title and 1 point for each correct author.
7. The Scorekeeper will deduct 1 point if a competitor fails to answer or answers both halves of the answer incorrectly. No points are deducted if the competitor correctly identifies either the book’s title or author.
8. After three questions, the competitor rotates to the back of their team’s line.
9. During the Buzzer Round, the competitors at the buzzer table may issue a challenge if their team still has challenge cards available. (Cards are kept at the buzzer table during the round.) To do so a competitor raises a red challenge card. (Competitors cannot discuss the decision to issue the challenge with their team.)
10. During challenges Referees:
 - Collect one challenge card.

- Record the team’s name, round number, and question number.
 - Give recorded information to the Judge.
 - At the end of the round, one at a time, call up teams that challenged so they can present their case to the judge – coaches may provide book bundles at that point.
 - Allow teams 2 minutes to locate text or picture evidence.
11. When the round ends, challenges are resolved. When the Referee calls the competitor to prove their challenge, they will move to the Judge’s table. At that point:
- The team’s coaches provide a full book bundle to the competitor who issued the challenge.
 - The competitor uses the bundle to attempt to prove the challenge in 2 minutes or less. (Competitors may not ask their team for assistance.)

Buzzer Ties

If multiple buzzers are triggered simultaneously, the following procedures take effect:

- Division I
 - The Referee delivers laminated title/author cards and privacy shields to the competitors that buzzed in at the same time.
 - The competitors have 10 seconds to select the correct card.
 - All teams that select correctly receive full credit (2 points).
 - No verbal answer is permitted in this scenario.
- Division II–III
 - The Referee delivers dry-erase paddles and privacy shields to the competitors that buzzed in at the same time.
 - Students have 30 seconds to write title only.
 - All correct answers earn 2 points, meaning more than one team can score for that question.

Guidance for Coaches

Coaches must sit in the audience area and may not:

- Signal answers
- Whisper guidance
- Interfere with timing or scoring

Coaches may, however, provide a book bundle to a student challenger from their team after the Buzzer Round to assist in proving the challenge.

Buzzer Rounds: Guidance for Officials

Questioner

- Explain division-specific rules for the Buzzer Rounds
- Read each question # and question clearly, pausing before the keyword.
- Stop reading immediately when a buzzer sounds.
- Recognize the correct team by name before accepting an answer.
- Announce correct answers only after Scorekeepers have marked the response.
- Announce “Rotate, please” after every 3 questions.

Timekeeper

- Monitor the master buzzer timer and enforce the 5-second answer window.
- Reset buzzers between questions.

Maintain overall pacing, so the division completes both rounds within the allotted time.

Scorekeepers

- Track points earned for each correct title and/or author.
- Track one-point deductions.
- Note a ‘C’ on the scoresheet if there is a challenge.
- Update scoreboards after the Judge resolves challenges.
- Double check final scores and write your teams’ final scores on the FINAL COMPETITION SCORE SHEET.

Referees

- Ensure students at the buzzers keep their hands on their thighs until the keyword is read.
- Prevent whispering or signaling between team members on stage.
- Delivers and removes supplies in the event of a buzzer tie:
 - Division I: The Referee delivers laminated title/author cards and privacy shields to the competitors that buzzed in at the same time.
 - Division II–III: The Referee delivers dry-erase paddles and privacy shields to the competitors that buzzed in at the same time.
- Collect challenge cards and relay details to the Judge.
- Escort challengers to the Judge at the end of the round.

Judges

- Review challenges promptly using textual evidence.
- Issue rulings quickly so final scores can be tallied.
- Communicate score adjustments to Scorekeepers.
- Double check final scores and totals on the scoreboard with Scorekeepers.

Tie-Breaker Round

A tiebreaker round only takes place if two or more teams within the same division finish with identical final scores. The purpose of the tiebreaker is to determine a clear winner using a fast-paced buzzer format. The round uses buzzer-style questioning, and each question only has one correct answer.

Potential Points

Competitors can earn up to 2 points per question for a total of 6 points in the tie-breaker round. Competitors can also lose up to 1 point per question in this round.

- 1 point for correct book title
- 1 point for correct author
- -1 point if both the book title and author are incorrect

The first team to score 6 points wins the round.

Setup for Tie-Breaker Round

During the tie-breaker round, each team stands at its own buzzer table. All members of the team are present at the table, allowing any member to press the buzzer and answer the question. Only the competitor who pressed the buzzer can answer the question. They must do so without consulting their teammates.

Tie-Breaker Round: Step-by-step Guide for Participants

Participants work in a group to press the buzzer in this round, but they answer questions as individuals. They also issue challenges and prove them as individuals.

1. All competitors from each team step up to the team's buzzer table.
2. The Questioner begins reading a question aloud:
 - The Questioner will read the first portion of the question and then pause.
 - The first word after the pause is the "keyword" of the question, meaning it is the first word in the question that provides meaningful information.
3. **Competitors should not buzz in before the keyword is spoken.** Buzzing in before the buzzer results in:
 - A penalty for the offending team:
 - A cover is placed over the team's buzzer, preventing the team from buzzing in again to answer the same question.
 - No points are deducted.
 - A reread of the question for the other team(s), who can answer it.
4. When a competitor's buzzer lights up:
 - They must wait for the Questioner to call their team's name.
 - When called upon, they have 5 seconds to provide an answer.
5. Competitors must state:
 - The appropriate book's title
 - The appropriate book's author
6. The Scorekeeper will award 1 point for each correct title and 1 point for each correct author.
7. The Scorekeeper will deduct 1 point if a competitor fails to answer or answers both halves of the answer incorrectly. No points are deducted if the competitor correctly identifies either the book's title or author.
8. The round continues until one team reaches 6 points.
9. During the Tie-breaker Round, **any competitor at the buzzer table** may issue a challenge if their team still has challenge cards available. (Cards are kept at the buzzer table during the round.) **Competitors cannot discuss the decision to issue the challenge with their team.** To issue a challenge, the competitor raises a red challenge card.
10. Referees will assist the competitor with the challenge, collecting 1 challenge card for each challenged question.
12. Challenges are resolved immediately during the tie-breaker round. When the Referee calls for the competitor to prove their challenge:

- The team's Coaches provide a full book bundle to the competitors.
 - The competitor who issued the challenge uses the bundle to attempt to prove the challenge. (They may not ask their team for assistance.)
13. Upon receipt of a book bundle, the challenger has 2 minutes to prove their challenge.

Guidance for Coaches

Coaches must sit in the audience area and may not:

- Signal answers
- Whisper guidance
- Interfere with timing or scoring

Coaches may provide a book bundle to a student challenger ~~from their team~~ after the Buzzer Round to assist in proving the challenge.

Tie-Breaker Round: Guidance for Officials

Questioner

- Explain division-specific rules for the Tie-Breaker Round.
- Read each question # and question clearly, pausing before the keyword.
- Stop reading immediately when a buzzer sounds.
- Recognize the correct student by team name before accepting an answer.
- Announce correct answers only after Scorekeepers have marked the response.

Timekeeper

- Monitor the master buzzer timer and enforce the 5 second answer window for questions, as well as the 2-minute answer window for challenges.
- Reset buzzers between questions.
- Maintain overall pacing, so the division completes both rounds within the allotted time.

Scorekeepers

- Track points earned for each correct title and/or author.
- Track 1-point deductions.
- Update scoreboards after the Judge resolves challenges.

Referees

- Ensure students at the buzzers keep their hands on their thighs until the keyword is read.
- Prevent whispering or signaling between team members on stage.
- Delivers and removes supplies in the event of a buzzer tie:
 - Division I: The Referee delivers laminated title/author cards and privacy shields to the competitors that buzzed in at the same time.
 - Division II–III: The Referee delivers dry-erase paddles and privacy shields to the competitors that buzzed in at the same time.
- Collect challenge cards.

Judges

- Review challenges promptly using textual evidence.
- Issue rulings immediately.
- Communicate score adjustments to Scorekeepers.