

**LSTA/Oregon
Association of School
Libraries**

Oregon Battle of the Books

**2010-2011
Handbook**

Website: <http://oboblsta.pbworks.com/>



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Introduction

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

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

New lists of sixteen titles for each level are compiled each year by the selection committee based on the "Criteria for the Selection of Titles." An attempt is made to vary the titles chosen according to genre and difficulty so that readers may encounter a broad range of books.

History

The original idea for Battle of the Books came from a radio program sponsored by the Chicago Public Library in the early 1940s. Prior to 2006, several schools in Oregon had their own Battle of the Books competitions. In 2006, OASL President Allen Kopf formed a committee to submit a grant to LSTA for a statewide Battle of the Books program. Upon receipt of the grant, the committee moved forward with the statewide plan to be implemented in the 2007-2008 school year. The OBOB Committee is now in the 2010-2011 year with support of an LSTA continuing grant.

Organization

The Oregon Battle of the Books is organized locally by the participating school system, regionally (OASL Regions) by a regional committee, and statewide by the OASL OBOB Committee.

The OBOB Committee will oversee the collection and distribution of information, questions, and book lists. At this time, the OASL OBOB Committee is assuming regional committees will be responsible for the regional competitions, while the OBOB Committee will oversee the state competition.

Player and Team Guidelines

- All students participating must be in grades 3-5, 6-8, or 9-12 for the current school year.
- Each team must have a sponsor from their school who is a school library media specialist, library paraprofessional, or other school staff member.
- Composition of the team members may not change once the regional battles have started.
- Regional competitions do not require participation in a district/county/ESD competition. State battles require participation in the regional competitions.
- Each school may send only one team, per division, to the regional competition (grant recipients must attend the regional competitions), and each region may send their top two teams to the state competition.
- Teams are usually made up of four members, with one optional alternate, for a total of five members. However, no more than four students may participate in a battle.
- There may be only one alternate. This alternate may take the place of a player for a battle. When the alternate is used, the alternate must remain in competition for the entire battle. No other substitutions may be made.
- No other person may assist in answering any question directed to a team, or any challenge decisions, including the team's coach. The Judge will disqualify a team determined to be receiving outside help.
- In the event of a situation that is not specifically addressed in the OBOB rules, the decision of the Judge is final.
- The OBOB Committee has the authority to refuse to allow a team to participate in the event of unsportsmanlike behavior or other extenuating circumstances.

School Registration Clarification:

Students who are currently homeschooled may participate in OBOB as a member of a school team within the public school attendance boundaries of the school in which the student's parents reside (as per ORS 339.60). Homeschooled students may not, however, form a team on their own. Homeschooled students wishing to participate in OBOB should contact their local school library for OBOB related class and/or practice requirements (ORS 339.60, Sec B(e)). Homeschooled students may be placed on a school OBOB team at the local level following the same procedures and guidelines used for traditional students.

Coach Guidelines and Responsibilities

- Prepare the teams by reviewing procedures and rules.
- For each regional and state battle, the coach or designee will serve as a Judge.
- Conduct practice battles which follow OBOB protocol.
- Encourage and moderate discussions about the books.
- Encourage as many student participants and teams as possible.
- Direct teams in writing their own practice questions if additional questions are desired.

- Offer moral support to teams during battles without actually offering any input to help them with their answers.
- Must secure adult supervision for the team at all regional and state competitions.
- Reinforce that the focus of this program is to celebrate the love of reading, and promote good sportsmanship for both teams and spectators.
- Must bring sets of books to regional and state competition.
- Provide at least one volunteer, preferably two, at regional and state, and communicate with the regional manager if this is an issue.
- Communicate and confirm attendance at regional and state.
- Check in when the whole OBOB team arrives.



Oregon Battle of the Books

Regional and State Battle Rules & Procedures

1. There will be 16 questions at local, regional, and state battles (8 "In Which Book" and 8 "Content"). The final match at regional and state battles will consist of 32 questions.
2. Competitions begin with a round robin pool with the top scoring teams going into a single elimination tournament. All teams play at least twice.
3. Each team will bring a set of the OBOB books and hand them to the Moderator when they enter the room of the competition.
4. Teams are usually made up of four members with one optional alternate, for a total of five members. Of the four competing members, one will serve as the spokesperson throughout each battle. Alternate members will sit in a designated area during battles.
5. Two teams will compete during a single battle. A coin toss will be held before the start of each battle. The winning team decides where they want to sit. Efforts will be made to ensure teams can quietly discuss answers amongst themselves without fear of being overheard by the other competing team.
6. The team that sits on the left of the Moderator will always be given first chance at the odd numbered questions, and the team on the right will always be given first chance at the even questions.
7. The Moderator will review the rules with the participating teams and find out who is serving as the spokesperson for each team. Answers will be accepted only from that spokesperson; no other team member's answer shall be heard or recorded during that battle.
8. The "odd" team (on the Moderator's left) will go first and be read question number one.
9. The Moderator will shuffle the question cards. The Moderator will ask a question, prefacing the question with the name of the team it is directed to. Timing starts immediately after the question has been read for the first time. Teams will have 15 seconds to quietly discuss the question amongst themselves. Only the first answer the spokesperson gives will be accepted; the team cannot use up the time left to guess other answers. Moderator will not ask for more information or details. Acceptance (or not) must be based on what the spokesperson responds, without prompting.
10. Discussion must stop as soon as time is called, and the question must be answered immediately. If the spokesperson doesn't immediately begin to answer, or if discussion continues, the Moderator turns to the other team and reads the question to them. When time is called the spokesperson will be given a chance to answer without hesitation.
11. During a battle, a team's spokesperson may request a repeat of a question. All repeats must take place within the time limit, which starts after the question is read for the first time.
12. "In Which Book" questions will be read first and are worth a total of 5 points. In the case of a partially correct response, the first correct response (whether it be author or title) will be worth 3 points, and the second correct response will be worth 2 points. Book titles and authors must be stated as listed on the official OBOB book lists and OBOB website. <http://oboblsta.pbworks.com>
13. For "Content" questions, 5 points are given for the complete answer. Designated two-part questions will be scored with 3 points for the first answer given and 2 points for the second answer given.
14. If a team gives an incorrect answer, the question is repeated to the other team with another 15 seconds to discuss. In the case of an "In Which Book" or two-part "Content"

- question, if part of an answer is correct, the portion they have right is revealed prior to the question being passed to the other team to attempt to pick up the other half. Note: If the acquiring team does not answer correctly, play does NOT pass back to the other team.
15. Regardless of who scored on the previous question, even-numbered questions will be read to the even team, and odd-numbered questions will be read to the odd team. This means that an acquiring team may get to answer two questions in a row; the one it acquired, followed by their own.
 16. If a team has begun its response before time is called, they will be allowed to complete their response.
 17. If a question is being read and the spokesperson interrupts the reader, that team must answer the question immediately.
 18. At the end of a battle, the Moderator announces and allows *15 seconds* for challenges to be articulated through the team's spokesperson only. The teams are each limited to one challenge per round. If there are no challenges, the final score will be announced, and a winner will be declared. The battle will be considered complete, and no further challenges will be entertained. The teams will be sent on to their next battle.
 19. Accepting the score: Teams will accept and confirm the score. The battle will be considered complete when each team has been provided an opportunity for challenges and the score sheets have been initialed by each spokesperson.
 20. An answer is considered correct even if mispronounced, as long as the Judge can discern it.
 21. Multiple questions may appear on certain titles and some titles may not be asked about at all.
 22. Teams may not use a title/author list or any notes.
 23. In the event of a CHALLENGE, this procedure will be followed
 - a. The challenging team will have 2 minutes to find and mark the page numbers (with a post-it note) where the answer can be found in the book they named. The Moderator will not provide page numbers.
 - b. The Timekeeper will begin timing after the Moderator recognizes the challenge and copies of the book are given to the challenging team.
 - c. The official Timekeeper will announce the end of the 2 minute time period (no countdown) and discussion must stop.
 - d. The challenging team's spokesperson will show the Judges the exact wording supporting their challenge.
 - e. The Judges determines whether the challenge is successful or not. An answer may be considered correct by way of inference. If the Judges accepts the challenge as successful, and the other conditions for gaining a score were fulfilled, the points shall be awarded and the scores amended.
 - f. Only one team will be awarded the points for a correct answer.
 - g. The Judges and Scorekeeper will amend the points. Amending points may mean points are removed from the team who was presented the question and awarded to the challenging team.
 - h. The decision of the Judges is final.
 24. Bracket seeding for quarterfinals is based on total points earned in pool play. Wins in the preliminary rounds do not determine which teams move on to the semifinals. Each team plays two times during pool play. If there is a tie for the last spot in bracket play, there will be a tiebreaker battle.
 25. At the regional and state competitions, a tiebreaker battle may be played to break a tie between two or more teams. The tiebreaker rules are the same as above. As soon as one team has more points, after an even number of questions have been read, that team is declared the winner. Challenges are allowed at the end of a tiebreaker battle with the usual challenge time in effect.

The following must be available for each battle:

- A packet of OBOB questions
- A copy of each of the OBOB Battle Books
- A copy of the Official Book List
- A copy of the Official Handbook
- A coin for the coin toss
- Sufficient score sheets
- A stopwatch and clipboard

Battle Officials

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

Moderator's Role

Site Procedures

- Cluster team chairs in such a way that team members can confer easily with physical separation between the two teams.
- Have teams face the Moderator (with backs to the audience).
- Moderator sits or stands at the front of the room facing the teams.
- When coaches act as Judges, they should sit one on either side of Moderator.
- Teams will hand the Moderator a set of OBOB books when they enter the room.

Moderator's Role

- Speak slowly and clearly.
- Introduce yourself and the teams.
- Politely request cell phones be turned off.
- Remove the questions for this battle from the envelope.
- Ask the Timekeeper to do the coin toss.
- While the coin toss is occurring, state aloud that you will be shuffling the questions and numbering the front of each of the cards 1 through 8.
- The team winning the coin toss may choose whether they wish to answer even or odd questions. If the team chooses odd questions, they sit on the Moderator's left. The team sitting on the Moderator's right will receive even questions.
- Remind the audience they are to be silent spectators.
- Ask the Scorekeepers and Judges if they have the teams' school names on the score sheet and on the board. Say, "_____ School is answering odd numbered questions and _____ School is answering even numbered questions." The Scorekeeper will keep score on the white board or chalkboard where the teams can see it. One of the Judges will keep score on the official paper score sheet.
- Ask each team the name of their spokesperson. Look for the colored dot on that student's nametag.
- Inform the teams that you will be reading "In Which Book" questions first followed by "Content" questions.
- Prior to reading each question, state clearly the team's school name and the question number. This helps the Scorekeeper and Judges.
- Only the team's spokesperson can give the Moderator an answer to the question. Only the first answer the Spokesperson gives will be accepted.
- Moderator's response should be "Correct" or "Incorrect". Confer with Judges to reach consensus, if necessary.

- If the team does not get the answer correct, the question will be repeated to the opposing team who then has 15 seconds to collaborate. Each team can answer a question only once.
- Read the question in its entirety, then look up and make eye contact with that team.
- Teams have 15 seconds to collaborate.
- A spokesperson may ask to have a question repeated as many times as he or she wants within the 15 second collaboration time.
- If a team needs the entire 15 seconds to collaborate, the spokesperson must answer immediately when time is called.
- The Moderator will award 5 points for each correct answer. In the case of partially correct "In Which Book" questions, three points is given for a correct title or author, and play then passes to the other team. This team is given 15 seconds to collaborate and may be awarded 2 points for a correct response.
- Occasionally there will be a two-part "Content" question. State that clearly before reading the question. Award 5 points for a completely correct answer. A partially correct answer will be awarded 3 points, and play will then pass to the opposing team. That team may earn 2 points for a correct response. Consult with the Scorekeeper to be certain points have been recorded correctly.
- Do not score partial points for "Content" questions unless it is a designated two-part question.
- At the end of the battle, ask, "Are there any challenges?" and allow 15 seconds for a challenge from either team's spokesperson. If there are no challenges, the battle is over.
- If there is a challenge, refer to the "Protocol for Challenges".
- At the conclusion of a challenge, the scores may need to be adjusted.
- Ask the spokespersons to initial the final score on the score sheet.
- Hand the official score sheet to the OBOB runner who will take it to the scoring room.

Coach's Role

- Teams will hand the Moderator their set of OBOB books when they enter the room.
- For each regional and state battle, the coach or designee will serve as a Judge.
- When the battle is finished, encourage your team to respond cheerfully to the other team: "Good Job" or "Great Battle" or something similar.
- Remind team members to thank battle officials.
- Remember to have the team take their book set with them.
- Do not allow parents or team members to argue about the questions/answers.

Judge's Role

- If the answer given is the same as what is on the card the Moderator will say, "Correct".
- If the spokesperson's answer is not exactly the same as the answer on the card, the Moderator may consult with the Judges. If consensus cannot be reached between Judges, the Moderator will render the decision.
- The Judges may also need to determine if the correct answer has been given within the prescribed time.
- The Judges will make certain there is no help given to teams by others outside the team.
- One of the Judges will keep the official score on the sheet provided.
- If the Moderator forgets to ask if there are any challenges, remind him/her.

Then circle "Yes" on the score sheet that the challenge was offered.

- If neither team has a challenge, the battle is over.
- If one or both teams choose to challenge, assist the Moderator following the "Challenge Protocol".
- The decisions made by the Moderators and Judges in the room are ALWAYS FINAL and there is NO further discussion.
- Give official score sheet to the Moderator for the spokespersons to initial at the end of the battle. The Moderator will hand the score sheet to the OBOB runner.

Scorekeeper's Role

- The Scorekeeper will keep the official score on a chalkboard or white board where it is visible to both teams. One of the Judges will also keep score on the official OBOB score sheet.
- After the Timer has conducted the coin toss, and the winner of the coin toss has chosen to answer even or odd numbered questions, write the school names on the board.
- Listen as the Moderator announces the school name and question number and award the points correctly.
- Add up the scores at the end of the battle.
- Compare scores with the Judge's paper score sheet.

The basics of scoring:

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

Smith School (odd questions)

questions)

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Etc.

Jones School (even

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Etc.

Timekeeper's Role

- Oversees the coin toss. (Suggest letting the team that enters the area first call the coin toss.) Toss a coin and let that team say "heads" or "tails".
- The team that wins the coin toss may choose to answer either the odd numbered or even numbered questions.
- The team answering the odd numbered questions will sit on the Moderator's left. The team answering the even numbered questions will sit on the Moderator's right.
- The Moderator will read each question aloud. Start the stopwatch as soon as the Moderator finishes reading the question. Time for 15 seconds and verbally call "TIME" when the 15 second collaboration time is up. A team's spokesperson may choose to answer in less than 15 seconds. Once the spokesperson begins to answer, stop timing.
- If the team uses the entire 15 seconds to collaborate, they must answer immediately upon "TIME" being announced.
- At the end of the battle, the Moderator will ask each spokesperson if there is a challenge. Provide 15 seconds for a decision to challenge to be determined.
- If a team chooses to challenge a question, they will have 2 minutes to find the page or passage in the book supporting their answer. Begin timing this 2 minute period when the Moderator hands the team their book. Call "TIME" when 2 minutes have elapsed. The team may find their page before the 2 minutes are up. If the spokesperson hands the book to the Moderator indicating they are finished, stop timing.
- Announce the end of the 2 minute time period. All team discussion must stop, and the Spokesperson must give an answer.

Protocol for Challenges

- After the battle, the Moderator will ask both team spokespersons if they want to challenge only ONE question.
- The teams have 15 seconds for their spokesperson to respond.
- If both teams wish to challenge a question, handle one team at a time. The team to the Moderator's left should go first. The other team must remain silent.
- Ask the team which question they wish to challenge. Read the question aloud. The team must give the same answer to the question that they gave during the battle.
- The challenging team will have 2 minutes to find and mark the page numbers (with a post-it note) where the answer can be found in the book they named. The Moderator will not provide page numbers.
- The Moderator will provide the team with both copies of the book.
- The Timekeeper will begin timing after the Moderator provides the books to the challenging team. The other team must remain quiet during the 2 minutes.

- The Timekeeper will announce the end of the 2 minute time period, and discussion must stop.
- Only the challenging team's spokesperson will show the Judge the exact wording that supports their challenge.
- The Moderator and Judges determine whether the challenge is successful or not. An answer may be considered correct by way of inference. If the Moderator and Judges accept the challenge as successful, and the other conditions for gaining a score were fulfilled, the points shall be awarded and the scores amended.
- Only one team will be awarded the points for a correct answer by the Judge.
- The Moderator, or a Judge, will explain the decision and process of amending points to the teams.
- The Judges and Scorekeeper will amend the points. Amending points may mean points are removed from the team who was presented the question and awarded to the challenging team.
- The Judges' decision is ALWAYS FINAL and there is NO further discussion.

Frequently Asked Questions

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

Visit the website at: <http://oboblsta.pbworks.com/>

How does a student participate?

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

Who competes at the Regional OBOB battles?

Any school registered in OBOB may send one team per division. Grant recipients must participate.

Students who are currently homeschooled may participate in OBOB as a member of a school team within the public school attendance boundaries of the school in which the student's parents reside (as per ORS 339.60). Homeschooled students may not, however, form a team on their own. Homeschooled students wishing to participate in OBOB should contact their local school library for OBOB related class and/or practice requirements (ORS 339.60, Sec B(e)). Homeschooled students may be placed on a school OBOB team at the local level following the same procedures and guidelines used for traditional students.

Where do the students get the books?

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

When do the students read the books?

The school battles should be completed by the end of February. Reading through the summer is completely optional but available to students. Students should have plenty of time to read the books during the school year.

What is a battle?

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

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

Your 5 member team, 4 members and alternate, may not change after the names have been sent in to the regional coordinator as listed on the OBOB website. Team names need to be submitted to the regional coordinator two weeks prior to regional competition.

How do alternates participate in the regional/state level competition?

An alternate may only replace a team member between battles; never during a battle. Players may not be substituted once a battle has begun EXCEPT in the event of an illness or emergency.

Do students have to read all the books?

No. Many students read only about half of the books. There are a few readers who complete the whole list, but there are some who might only be able to read five of the books.

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

It is best to start small. The first time you conduct a battle, we recommend that you do it alone at your school site. However, it is always good to have other schools in your district or in your area conduct their own battles.

How do I get started?

A place to start is by joining OASL! Go to our website: <http://www.oasl.info>. Have your school purchase books from the book list and develop an in-house reading incentive system to encourage students to read these books. Request questions for your competition by registering your school in OBOB (via our website) and begin to find sponsors and helpers to support and conduct your local battle at your site or region.

May I use the OBOB logo?

The logo is available for any Oregon Battle of the Books promotional activity, with the proviso that the Oregon Association of School Libraries must be given credit for their sponsorship. Should the logo be used by any commercial entity, the sponsorship credit must be printed somewhere on the same page on which the logo is used.

Who else is participating in Oregon?

Participants are listed on the OBOB website.

Who can I contact if I need help?

You can contact one of the OBOB participants in your area.

Do we need to have awards for the winning teams?

We suggest that you find ways to honor all participants.

How can I find out more information?

Information is posted on our OBOB Webpage. If you have questions, please contact us. <http://oboblsta.pbworks.com/>

Criteria for the selection of titles

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

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

Number of titles:

16 titles per division
Grade level/reading level
Balanced grade/reading level

Interest:

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

Quality of the books:

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

Books on previous lists:

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

Availability of titles:

Books should be currently available in paperback format whenever possible

Intellectual freedom:

*In accordance with the Library Bill of Rights and its interpretations, titles that otherwise meet the selection criteria will not be excluded:
"because of the origin, background or views of those contributing to their creation;" or
"because of partisan or doctrinal disapproval;" or
"because of actual or suspected parental objections;" or
"in an effort to avoid controversy with parents."*

Promotional Ideas

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

- Involve parents, teachers, administrators, and the public as much as possible.
- Use video recordings from local battles in previous years.
- Do group orientations for students, staff, and parents.
- Do booktalks using battle books.
- Make bookmarks from each level's official book list.
- Organize bookmark contests with students.
- Design visible displays or bulletin boards publicizing the program.
- Saturate school bulletins, district newsletters, and other handouts with program information.
- Encourage teachers to read books or portions of books aloud to students.
- Hold contests to redesign book covers, design a school logo for Battle of the Books, prepare for the toughest questions, etc.
- Have students create large posters of book covers to display.
- Develop a variety of study guides or literature units related to the battle books that include games, crossword puzzles, "first line" quizzes, etc.
- Create a large display including title/author lists, participant's names, and places to chart each student's progress.
- Hold a party or a library sleep-over for students who read all of the books on their list.
- Purchase unabridged audio recordings
- Take team pictures and prominently display them.
- Create murals about OBOB books to place on display in the lobby.
- All school read: pick one book from the OBOB selection for the WHOLE school to read.
- Classroom teachers meet, read, and discuss the OBOB books.
- OBOB blog for school community.
- Book stores: ask for promotional area.
- Free book giveaway: focus on OBOB titles for summer reading.
- Distribute bookmarks.
- Create a school logo contest which any student is able to enter. Use requirements such as: Oregon Battle of the Books, school, year listed, and specific size needed for logo. Students can be the judges for greater investment, and the winner's logo is included on the school t-shirt the teams wear to Regionals/State. This has been done with a color printer/iron on transfer with success. The logo winner also receives a t-shirt.

The list is only limited by your own creativity and time! Students who participate in the Oregon Battle of the Books are usually easy to motivate and are enthusiastic. (Do not forget to save a copy of everything you do as a guide for next year).

How to Manage Public Relations

The real key to a publicity campaign is planning. Keep a schedule or timeline for yourself as a reminder of when to notify the parents of impending competitions, when to call the media, when to submit newsletters for district publications, when to bring in your camera to record momentous events, etc. Please include in publicity items that the Oregon Battle of the Books is sponsored by the Oregon Association of School Libraries.

- Local newspapers, local radio and television stations, as well as statewide publications, are anxious to read and hear about what is occurring in the schools. Even if you have to take the pictures and write the articles, record the interviews, or set up the video gear yourself, it will be worth the effort. Communications with the parents and the community about this popular school program will also open channels that can later be utilized when support for this and other worthy programs may be needed.
- Do a presentation on the Oregon Battle of the Books for open house.
- Get local merchants to display not only the books but also rules and prizes.
- Invite local dignitaries to assist with battles.
- Send out regular parent letters and news releases.
- Send individual invitations to school board and city council members to attend Oregon Battle of the Books finals in their communities. (Also, invite school board/city council members to be officials!)
- Create a link at your local school to OBOB webpages.
- Connect public library webpages to the OBOB webpages.
- Connect with Youth Services at local public libraries for support (displays, promotion, etc.)
- Present at a PTO/PTA or board meeting.
- Present a mock battle at a board meeting and other various locations.

The Oregon Battle of the Books Committee will be keeping historical data and will be in contact with the media. Please send digital photographs, as well as local news reports, to the Oregon Battle of the Books Chair for use in statewide publicity.

Just remember to communicate with those around you who might otherwise miss out on important events. Also, save everything you do - every invitation you send, every letter home, every news item, every photo you take, every timeline you prepare. You may wish to reuse items, or remind yourself about ideas from year to year.

Sample Battle of Books Questions

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

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

In which book does one of the characters write a love note as a prank?

Little Women by Louisa May Alcott p. _

In which book does a character receive a postcard with a skyscraper on the front?

Play to the Angel by Maurine Dahlberg p. _

In which book is a tombstone used for something other than marking a grave?

The Wright Brothers by Russell Freedman p. _

In which book does a child get to work alongside adults as an assistant in a hospital?

Close Encounters of a Third World Kind by Jennifer J. Stewart p. _

In which book does the main character live on a 12 acre rock surrounded by water?

Al Capone Does My Shirts by Jennifer Choldenko p. _

In which book does a family participate in "Las Posadas"?

Becoming Naomi Leon by Pam Munoz Ryan p. _

In which book is a character saving money to buy a gorilla?

Clementine by Sara Pennypacker p. _

In which book does a character lose both parents in a boating accident?

The Fellowship of the Ring by J. R. R. Tolkien p. _

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

Little Women

What does Amy do to destroy Jo's book?

Answer: burn it in the fireplace
p. _ Author: Louisa May Alcott

Play to the Angel

What prized possession does Greta's mother plan to sell?

Answer: a piano
p. _ Author: Maurine Dahlberg

The Wright Brothers

What do the Wright Brothers do with a damaged tombstone?

Answer: they build a printing press
p. _ Author: Russell Freedman

Close Encounters of a Third World Kind

Two Parts: What two jobs are assigned to Annie?

Answer: care for her sister AND help in the hospital

p. _ Author: Jennifer J. Stewart

Al Capone Does My Shirts

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

Answer: Alcatraz
p. _ Author: Jennifer Choldenko

Becoming Naomi Leon

What festival do Naomi and Owen attend?

Answer: "Las Posadas"
p. _ Author: Pam Munoz Ryan

Clementine by

Two Parts: What are the two things that Clementine fears?

Answer: pointy things AND boomerangs
p. _ Author: Sara Pennypacker