



## 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. All members must be present for a battle. All electronic devices must be in the off mode. 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> However, omission of the articles *a*, *an*, and *the* at the beginning of a title will be accepted as correct.
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. In the event that neither team answers correctly, the moderator will provide the correct answer.

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. While challenges are not encouraged, the opportunity is provided. The teams are each limited to one challenge per round. If there are no challenges, the final score will be announced, 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 determine whether the challenge is successful or not. An answer may be considered correct by way of inference. If the 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.
  - 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. All teams will be asked one "IWB" question and then all teams will be asked one "Content" question. At the end of the tie breaker round, any teams that are still tied will repeat this process until a winner is determined. No team may acquire points from another team's incorrect answer. Challenges are allowed at the end of a tiebreaker round with the usual challenge time in effect.