## 5th/6th Grade Bracket Example

*Team matchups will be random and we obviously don't know yet who will advance, this is just an example

Group Stage
Ties are allowed if tied after 24 questions

Quarter
Finals
Round 4
Team 1 vs Team 8

Team 6 vs Team 3

Team 2 vs Team 7

Team 5 vs Team 4
*Rounds 4-6
20 questions -
If tied after 26 questions, teams will write down answers to next 4 questions*

Semi-Finals<br>Round 5<br>Team 1 vs Team 6<br>Team 2 vs Team 5<br>Finals<br>Round 6<br>Team 6 vs Team 2<br>Finals will be<br>during assembly<br>on April 10th

## 3rd/4th Grade Bracket Example

*Team matchups will be random and we obviously don't know yet who will advance, this is just an example

## Group Stage

20 questions, will be a tie if tied after 24 questions


- We will have all battles running at the same time, and will start all rounds simultaneously, so please do not start your battle until we give the go ahead to start.
- We have a very limited time for each battle, so we ask that you keep the students focused and move through the questions at a quick pace. Once a team has answered correctly, move quickly onto the next question.


## Battle Format -

- Battles are broken up into the following stages:
a. Rounds 1-3: Group Stage. Each team is part of a group and they will play everyone in their group. For 3 rd/4th grade, the top 2 teams of each group will advance to the next stage, as well as the 2 best 3rd place teams. If a team loses in these rounds, they still get a chance to participate in at least 3 battles. For 5th/6th grade, all teams will advance to the quarter-final stage. The first 3 battles they are competing in will determine their seed for the next rounds, so the wins/losses and points they score still matter.
i. The bracket website will automatically calculate which teams advance based on their win-loss record, as well as points scored for and against each team if necessary.
ii. Please make sure ALL teams stay in the gym/cafeteria during rounds 1-3. All teams for both grade groups will be participating in each round. Teams will stay at the chairs in your area until we announce for them to move for the next round.
iii. After Round 3, please keep your teams at their chairs with you. We will announce at the end of Round 3 which 3rd/4th grade teams are moving onto the next round and which teams are not advancing. The teams that are eliminated will head back to class at this point.
b. Rounds 4-6: Single-Elimination. Please keep your teams at their chairs with you after each round and we will announce who is moving on. The eliminated teams will go back to class, but not until all other teams are done competing for that round and we announce it.
i. The last battle round we will do on April 9th for 3rd/4th grade and 5th/6th is Round 5.
c. The finalists will battle in an assembly in front of the school on Wednesday, April 10th (Round 6).


## Battle Rules/Process Detailed Rules-

1. Make sure students don't have anything in their hands and are not wearing their B.O.B. lanyards.
2. The team on the left (Team A) will be given odd numbered questions, the team on the right (Team B) will be given even numbered questions. The moderator will be the one reading all the questions and telling the team if the answer is correct or incorrect.
3. Each battle will consist of 20 regular round questions.
4. Only the team captain will answer for the team. If the captain is gone, the co-captain will answer.
5. Be loud enough that BOTH teams in your group can hear the questions clearly but not too loud that other teams can overhear the question being asked.
6. The moderator will read the question. Make sure to say the number of the question you are on, as this will help the scorekeeper (ie Question \#1- In what book....). Make sure the team knows that it's their turn for the question. For example you might say - "Question 1: Bookbadgers ..." or "Question 1: Team A..." The kids will all be wearing team buttons with their name on them so you will know what their team name is. At the end of the question, the scorekeeper will start a 30 second timer on their phone. If the team asks to have the question repeated, the moderator can repeat it, but that counts as part of their 30 seconds.
7. The team will consult with each other, then the team captain will give the answer.
8. The first answer the team captain gives will be the only accepted answer.
9. A correct title is worth 1 point. Some of the book titles are very long. The teams are not required to give the full book title as long as the moderator knows what book they are referring to. Use your best judgment here and give kids the benefit of the doubt if you can tell they know what book it is.
a. For example, instead of saying "Unusual Chickens for the Exceptional Poultry Farmer" we will accept "Unusual Chickens" or something similar.
b. Instead of saying "Phineas L. Maguire Erupts....The First Experiment" we will accept "Phineas Maguire" or something similar.
10. A correct author is worth 1 point. They must give the author's first and last name to earn the point. If the first team knows the title, but gets the author wrong, the stealing team can answer the author correctly and earn 1 point.
a. Pronunciation does not matter, as long as you can tell what they are trying to say. Be sensitive to those students that may have speech issues when trying to pronounce titles/authors.
i. For example, John Scieska. The correct pronunciation is "Shesca" (like Fresca) but any pronunciation that makes sense is ok.
11. If you are the scorekeeper, say " 10 seconds" when there are 10 seconds remaining. The teams know to expect this 10 second warning. At the end of the 30 seconds, the scorekeeper will announce time is out.
12. If the team cannot answer the correct question in the time allotted or gives the wrong answer, the other team can 'steal' their points. The moderator will reread the question to the opposing team, then the scorekeeper will start a 10 second timer. The stealing team can get points for answering the correct title and/or author within 10 seconds. 1 point for the title and 1 point for the author.
a. Any part of the question can be stolen. If a team correctly answers the title of the book but does not know the author, the other team has a chance to steal the author. If the first team correctly answers the author but does not know the title, the other team has a chance to steal the title.
b. If neither team answers the question correctly, at this point the moderator can
share the correct answer.
13. The scorekeeper will record the score for each question on your score sheet. Every point matters for the battles, so please be very accurate with your points recorded on the sheet.
14. If a team steals, they still get to answer their question next, ie if the team on the right (Team B) steals question \#1, it is still their turn to have question \#2 read to them first since they get all even numbered questions.
15. If a team has begun to answer before time is up, they get to complete their answer.
16. If the teams are tied after 20 questions, tiebreaker questions will be asked. See Tiebreaker section below if tied after 20 questions.
17. At the end of each battle, please put your questions back in the manila folder, including all tiebreaker questions and bring the folder and score sheet to the battle headquarters tables. Please make sure an adult is bringing us the score sheet and folder; do not give it to a student to bring to us. The headquarters people will input the scores into the bracket and give the scorekeeper the next round of questions. Return to your battle area and keep your teams there. We will announce when it is time for teams to move to their next area.
18. Once your battle has finished, please help students be quiet and respectful of other battles that may still be going on around them. Make sure to bring your score sheet and manila folder to the battle headquarters as soon as you've told the teams the score.
19. After round 3 , we will announce the results of which teams are moving on to round 4. At this point, the teams that are eliminated will head back to class. Then we will announce the matchups for round 4 and what tables they will be at.
20. Follow steps \#17-18 after round 4 and after results are entered in the bracket, we will announce who is moving on to round 5 . Even though the teams that lost at this point will know they are eliminated, we don't want anyone heading back to class until the round is complete to minimize disruption to those that are still battling.
21. The moderator and scorekeeper will stay in the same area, at the same group of chairs throughout each round, unless we tell you otherwise. Rounds 1-3 will have 10 battles going on at once. Round 4 will have 8 battles going on at once. Round 5 will have 4 battles going on at once.
22. If your assigned area no longer has a battle happening and the teams have moved on to other areas, you are welcome to leave at that point or stay and help with crowd control or anything else we might need. You can also stay and quietly watch any other battles going on.

## Tiebreaker Rules -

- Each packet will contain tiebreaker questions. Please keep these inside your packet unless you need them.
- Tiebreaker rules in the Group Stage (Rounds 1-3)
- 2 tiebreaker questions will be asked in the same format as the regular battles. The team on the left is asked the odd question and the team on the right is asked the even question.
- If the first team does not know the first answer after 30 seconds, the opposing team has 10 seconds to answer.
- Ask both questions, so that each team has the chance to go first.
- If there is still a tie after the 2 questions, ask the next 2 tiebreaker questions in the same format.
- If there is still a tie after the 4 tiebreaker questions ( 24 total questions), the teams will tie.
- Tiebreaker rules for rounds 4 and on:
- Starting with round 4 , we must have a winner for each battle.
- 2 tiebreaker questions will be asked in the same format as the regular battles. The team on the left is asked the odd question and the team on the right is asked the even question.
- If the first team does not know the first answer after 30 seconds, the opposing team has 10 seconds to steal.
- Ask both questions, so that each team has the chance to go first.
- If there is still a tie after the 2 questions, ask the next 2 tiebreaker questions in the same format.
- If there is still a tie at that point, ask 2 more questions, for a total of 6 tiebreaker questions.
- If there is still a tie after the 6 tiebreaker questions asked in this format, you will provide each team with the tiebreaker paper included in your packet and a pencil.
- You have 4 questions to use for this section. You will read a question, and the teams will have 45 seconds to consult with each other and they will write down their answer with the title and the author. You will read all 4 questions to them, one at a time, giving them 45 seconds in between to consult and write their answers. After all 4 questions are asked, look at the teams' answers and total their points from there. Give 1 point for each correct title and 1 point for each correct author. Spelling does NOT matter, as long as you can tell what they were trying to write.
- Whoever has the most points after that point will be the winner! If there is still a tie after the 4 questions answered on paper, come find someone in charge (Laurie Jo, Josh, Kylie, McKenna, Heather) and we will give additional tiebreaker questions. We hope it will not get to that point, but will have a plan if needed.
- For any tiebreaker questions you end up using, please put an " $x$ " through those numbers or cross out the questions and bring us that sheet when you turn in your scoresheet for that round. That way we know which tiebreaker questions have been used in case we need any later on.


## THANK YOU for volunteering! We couldn't do this without each of you and appreciate you so much!!!

