

TOURNEY TIMES

TOURNEY RULES

LOCAL TOURNEY

Friday, October 22nd
@ your library

As mentioned under "What Now?", there will be a local tourney to decide which two teams will represent Flower Memorial Library if more than 2 teams register. The double elimination format will be followed. The teams with the top 2 score totals will then compete in the Regional.

The questions will be a mixture of formats — either "In what book..." with author & title answers or requiring a specific answer & author (ex. "What color was..." — Blue and John Doe).

If a local tourney is not necessary (2 or fewer teams registered), the prepared questions will be used for practice during a study session on this date.

REGIONAL TOURNEY

Thursday, November 11th
@ Flower Memorial Library

The two Flower Memorial Library teams will be competing against teams from other North Country Public libraries to determine who will win the Teen Reads Trophy!

Snacks and activities will be provided for the teams as they await their games.

Please note: The following rules apply to both the Local Tourney and the Regional Tourney.

1. There will be twenty (20) questions to a game. Each question will be read through once before timing begins and an answer is given. Questions will be presented orally & through PowerPoint.
2. Each team has twenty (20) seconds to give the correct book title and author. A warning will be given when ten (10) seconds remain.
3. Team members may confer with each other if they wish but only the selected spokesperson may answer. Answers from another member of the team will not be accepted.
4. A correct response is composed of two parts, the title or specific answer and author of the work as written on the official list.
5. The team receives five (5) points for each correct title/specific answer and three (3) points if they can correctly give the full name of the author, for a possible total of eight (8) points per question. Points will not be awarded for partially correct answer components.
6. Only one answer may be given in the allotted time period — the first answer spoken aloud by the spokesperson will be what is judged.
7. If, at the end of twenty seconds, the team is unable to answer the question, the opposing team has five seconds to give the correct answer. They are allowed only one answer by their spokesperson.
8. Initial articles, like "A" and "The", in titles will be disregarded when determining if a title is given correctly. All other words in the title must be correct.
9. Only team members may challenge a question. If there is a challenge, the judges will consult the page numbers referenced for the question. Team members have until the next question is asked to challenge a question. No challenges will be accepted after that time. If a challenge is deemed valid, the team originally asked the question will be provided with the new question.
10. At the beginning of the Tourney, the Questioner will read the list of titles and authors so team members may hear the proper pronunciation of each. The pronunciation of the title, specific answer and author shall be deemed acceptable if it understood by the Questioner/Judge(s). No challenges for pronunciation.
11. If a team member is absent the remaining players may choose to either play with the members available or forfeit the game. Only players registered for the team may participate.
12. The audience may not coach members of the teams or talk while the game is going on. Audience members breaking this rule will be asked to leave the room.
13. Teams waiting to compete in games may not watch current games in session.
14. Cell phones must be turned off or set to vibrate.
15. All books, title lists, and other material related to the program are not allowed on Tourney day.
16. All team members must remain in their seats at all times.

TEEN READS TOURNAMENT

Gather your friends and form a

TEAM

Only 10 titles to
READ

Against other teens you will
COMPETE

WHAT NOW?

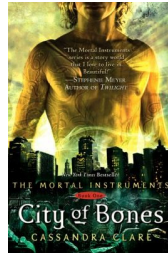
- There are 10 books in the Tourney. Decide which team members will read what. Questions from each book will be in each game.
- Start reading!! All of the books listed to the right are owned by multiple libraries.
- If our copy is checked-out, place a hold through the online catalog (www.northcountrylibraries.org) or ask library staff to help you.
- Keep in contact with your team. Swap email, cell or other contact info.
- If more than 2 teams sign-up at our library, we will have a local tourney to decide which 2 teams will represent us at the Regional Tourney. (See Tourney heading for more info on this.) If 2 or fewer teams register, a study session will be held to prepare for the Regional Tourney.

All teams must be registered at their public library by Friday, October 1st. Only those listed on the form are eligible to compete.

All registered teams must be present at their library on Friday, October 22nd. More details will be shared with teams after registration ends.

THE BOOKS

Covers may vary - rely on author & title information. Summaries provided by NCLS CAtalog.



City of Bones by Cassandra Clare

Suddenly able to see demons and the Darkhunters who are dedicated to returning them to their own dimension, fifteen-year-old Clary Fray is drawn into this bizzare world when her mother disappears and Clary herself is almost killed by a monster.



Maze Runner by James Dashner

Sixteen-year-old Thomas wakes up with no memory in the middle of a maze and realizes he must work with the community in which he finds himself if he is to escape.



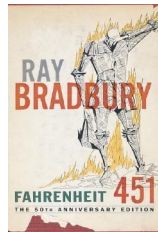
Deadline by Chris Crutcher

Given the medical diagnosis of one year to live, high school senior Ben Wolf decides to fulfill his greatest fantasies, ponders his life's purpose and legacy, and converses through dreams with a spiritual guide known as "Hey-Soos."



The Revenge of the Shadow King by Derek Benz and J.S. Lewis

When Max Sumner and three friends play a magical card game called Round Table, they realize that it is up to them to prevent the wicked creatures of the cards from destroying their world.



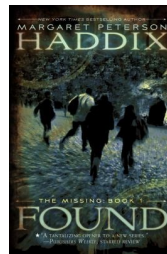
Fahrenheit 451 by Ray Bradbury

Guy Montag, a fire-fighter and book-burner for the State, discovers that in order to remain human he must preserve the books that attest to his humanity in this classic science fiction novel.



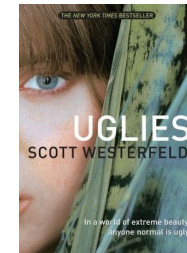
The Ruins of Gorlan by John Flanagan

From the land down under comes this exciting series that has been compared to Lord Of The Rings and Redwall. This book features the coming-of-age of a foundling who is convinced that his father died a hero in battle.



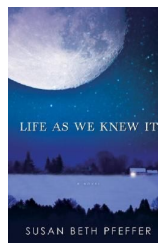
Found by Margaret Peterson Haddix

When thirteen-year-olds Jonah and Chip, who are both adopted, learn they were discovered on a plane that appeared out of nowhere, full of babies with no adults on board, they realize that they have uncovered a mystery involving time travel and two opposing forces, each trying to repair the fabric of time.



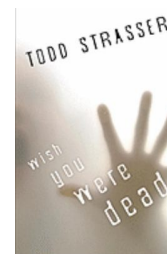
Uglies by Scott Westerfeld

Everybody gets to be supermodel gorgeous. What could be wrong with that? Tally is about to turn sixteen, and she can't wait. Not for her license -- for turning pretty... But when her new friend Shay runs away, Tally learns about a whole new side of the pretty world -- and it isn't very pretty.



Life As We Knew It by Susan Beth Pfeffer

Through journal entries sixteen-year-old Miranda describes her family's struggle to survive after a meteor hits the moon, causing worldwide tsunamis, earthquakes, and volcanic eruptions.



Wish You Were Dead by Todd Strasser

Madison, a senior at a suburban New York high school, tries to uncover who is responsible for the disappearance of her friends, popular students mentioned in the posts of an anonymous blogger, while she, herself, is being stalked online and in-person.