**RULES**

1. Each team will have a maximum of six members. No additions or substitutions to the team following the School challenge will be permitted.
2. Each team chooses one person to be the runner (bring the answers to the judge) and one person to be the scribe (write down the answers). Both the runner and scribe will help to answer questions. After each round, you may change your scribe and runner. Runners will **walk** the answer to the judges!
3. Each challenge will have three rounds with 10 question in each round. If there is a tie, one round of three additional questions will take place. Then if there is still a tie, we go to sudden death.
4. You have 30 seconds to answer each question
5. One point will be given for each correct answer. Half points are not given. Correct spelling is not necessary, but the judges must be able to identify the word.
6. The Quizmaster will announce the title of the book, ask the question and then repeat the question. The timer starts and the runners may come forward after the second reading of the question.
7. If you don’t understand the question, teams may ask the Quizmaster to make the question clearer, but you must ask the Quizmaster to do so immediately after the second reading of the question.
8. The Quizmaster will announce the official answer to every question. You may challenge an official answer if you believe we have the wrong answer by one team member raising his or her hand. You may not question whether or not your answer counts.
9. The decision of the judges is final.
10. Teachers, librarians and audience members may not help the teams in any way during the event. Electronic devices, books and notes are not permitted.

*Remember:  Discuss questions VERY quietly.
Remember:  Have Fun!*

The team with the most points moves on to the next Challenge,

which will be held at \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.