



Battle Buzzers & Questions:

TEAM COMPETITION TIPS!

Huddle Questions

In the Grand Finale, approximately every 4 questions, there will be a huddle question [worth 2 points]! Players do not need to buzz in for this kind of question. Instead the players will be given a chance to "huddle up" [gather together] prior to the question being read. They will be supplied with pencil and paper on which to write their answer, and the question will begin, "In the book *name of the book title*, ..." If both teams supply a correct answer, both teams receive points. It is possible to get partial points if the written answer warrants it. The answer to these types of questions will come from the book's content.

Frequent Button Pushers

We want to encourage cooperative TEAM play, so if a single player is dominating the questions [they have answered 6 correctly - almost one third of the entire battle!] they will be "quizzed out" and have their button removed. We want to celebrate their success - with the rewarding of a special pin to wear - but we also want their teammates to have an opportunity to participate as well. Have in mind that if a player quizzes out, the rest of the team needs to be ready to step up. If a team player has been quizzed out in the Grand Finale they will still be able to participate in huddle questions.

On occasion a player buzzes in frequently without knowing the answers to the questions. This can be frustrating to teammates who may know the answers but don't have an opportunity to answer. We suggest discussing this situation with your team. Often this situation is not apparent until the In-School Battle because players have not had a chance to "hit the buzzers" before. Although the library cannot loan out its buzzers, there are other simple ways to practice and try to correct this problem before the battles that count. For example, just hit the table with your hand or raise your hand or jump up to answer a question. Discuss with your team the fact that each player has read different books and there will only be one or two questions on each book during the battle, so there shouldn't be one player who is always buzzing in...

Strategy

We recommend discussing with your team some strategy :) As you can see from reading through how the questions and the battles work, there are different choices that need to be made about how/when to buzz in!

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