

Battle of the Books Information for Students

BOB is a fun way to show your love of reading and earn some great prizes for it! All you need to do is grab up to four friends (as teams should be made up of five or fewer people) from 7&8th Grade, read the list of librarian-chosen books, and participate in our trivia competition. Keep in mind that you don't all have to attend the same school to be a team.

As a team, decide who's going to read which books and how many books everyone wants to read. You can have each team member read two books, all of the books, or some other combination. It's up to you!

IMPORTANT: Teams will be required to correctly spell authors' last names to receive full credit during the Battle.

Your team will need a responsible adult (18 years or older) to be your **Team Manager**. The Manager is there to help you get organized, practice for the battle, and provide transportation the night of the event. In the past, teams have asked a parent, teacher, older sibling, or school librarian to be their Team Manager. The Team Manager is also responsible for attending the Battle and keeping score for a different team.

Here are some rules to know before checking out BOB books from your library:

- **BOB books can only be borrowed on a library card belonging to a team member. Please limit checkouts to three books per team member.**
- **If your library charges fines, fines for BOB books are \$0.25/day overdue.**
- **If your library doesn't have the book you want, ask a librarian to order you a copy from another library.**

Questions? Visit moonlibrary.org OR sewickleylibrary.org for more info.

The Night of Battle

On the night of the Battle, your team will need to arrive at Quaker Valley Middle School at least 15 minutes before the start time. You'll check in, set up your area, and fill out any necessary forms. Your Team Manager must be present, as they will be working as a Scorekeeper for a different team during the Battle.

The Battle Moderator will begin by asking the first question twice. Then, teams will have **20 seconds to write down their answers**. Play will continue in this manner for the next five questions. The Moderator will announce the answers for the first five questions. **If your team answers correctly, you will earn four points, plus a bonus point if you have correctly spelled the author's last name.** This means that each question is worth, at most, five points. Please note that there is no partial credit given for answers.

The Moderator and Judges will decide if an answer is correct, and **that decision is final**. Play will resume for the rest of the round. There will be three rounds, and every round will include one question from each book. At the end of each round, scorecards will be collected and verified, and at the end of the third round, the Judges will tally all scores. If there is a tie, a lightning round will take place between the tied teams. Once a clear winner has been determined, the Battle Moderator will announce the winners. **The top three teams will receive prizes.**

Interested yet?? To get started, grab this booklist and a registration form. Find up to four friends in 7&8th Grade, find a responsible adult to be a Team Manager, create a name for your team, and start reading!!! All final registration forms are due **January 31, 2026 by 8:00 PM.**

Contact Information

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7&8th Grade

BATTLE OF E A THE BOOKS

2026

**Moon Township
Public Library
&
Sewickley Public
Library**

**Wednesday, Feb. 18
@ 7:00 pm**

**Quaker Valley
Middle School
Auditorium**



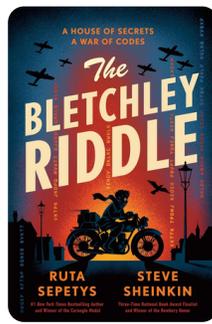
Sunrise on the Reaping by Suzanne Collins
It's the 50th annual Hunger Games, and as the games begin, District 12 tribute Haymitch Abernathy realizes he's been set up to fail, but something in him wants to fight.



Mid-Air by Alicia D. Williams
Thirteen-year-old Isaiah grapples with the loss of his best friend as he strives to fit into a world that expects him to toughen up, which leads him on a exploration of identity and vulnerability.



Bye Forever, I Guess by Jodi Meadows
When a wrong-number text message from another gamer called Traveler offers her a chance at connection, prickly thirteen-year-old Ingrid, who doesn't trust easily, becomes fast friends with Traveler until she suspects they are a student at her school, forcing her to make difficult decision.



The Bletchley Riddle by Ruta Sepetys and Steve Sheinkin
Jakob Novis and his quirky younger sister Lizzie find themselves at Bletchley Park, the home of WWII codebreakers working to decrypt the Nazi's Enigma cipher. The two struggle to unravel a mystery surrounding their mother's disappearance against the backdrop of the Battle of Britain and Hitler's feared invasion.



Lunar New Year Love Story by Gene Luen Yang
Val is ready to give up on love. It's led to nothing but secrets and heartbreak, and she's pretty sure she's cursed—no one in her family, for generations, has ever had any luck with love. But then a chance encounter with a pair of cute lion dancers sparks something in Val. Is it real love? Could this be her chance to break the family curse? Or is she destined to live with a broken heart forever?



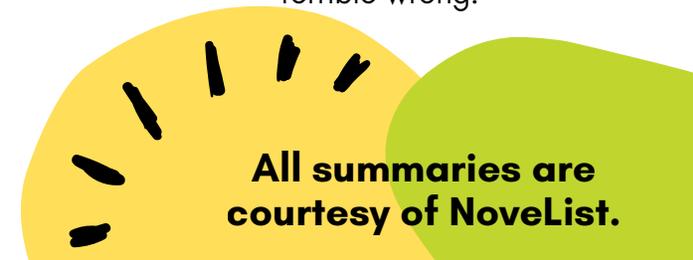
Find Her by Ginger Reno
Twelve-year-old Wren fights to find her missing Cherokee mother, while also navigating a chilling town mystery, a new friendship, and a family in need of healing.



The Ruby Code by Jessica Khoury
Bullied at school and home, Ash finds respite from his unhappy life in virtual reality games. One night, he spends his meager savings to help a stranger, who gives him a copy of an old game called *The Glass Realm*. While exploring the game, Ash meets an NPC shopkeeper named Ruby. But from the start, Ruby seems different than the other townsfolk—especially when she and Ash stumble upon a quest designed not for the player but for Ruby. When Ruby begins developing powerful abilities that can rewrite the very code of the game, they realize she is far more than a pre-programmed side character.



Dragonfruit by Makiia Lucier
Forced into a life of exile, Hanalei of Tamarind is reunited with her childhood best friend Sam to find a rare dragonfruit whose magic can save his mother, the princess — offering Hanalei the chance to return home and right a terrible wrong.



All summaries are courtesy of **NovelList**.