

# 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 Grade 6, read the list of librarian-chosen books, and participate in our trivia competition. Keep in mind that teammates don't have to attend the same school.

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!

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

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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 Managers. 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](https://moonlibrary.org) OR [sewickleylibrary.org](https://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 6th 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, 2027, by 8:00 PM.**

### Contact Information

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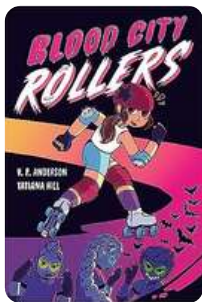
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# 6TH GRADE BATTLE OF THE BOOKS 2027

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

**Tuesday, Feb. 16  
@ 7:00 pm**

**Quaker Valley  
Middle School  
Auditorium**



***Blood City Rollers*  
by V. P. Anderson**

After a dream-shattering fall, a thirteen-year-old figure skater is kidnapped—er, recruited—by a team of vampires who need a human jammer to compete in the Paranormal Roller Derby.



***The Experiment*  
by Rebecca Stead**

Nathan learned at an early age that his family is from another planet. After they are called back to their mothership, he begins to question everything he's been taught to believe about who he is and why he's on Earth.



***A Hero's Guide to Summer Vacation*  
by Pablo Cartaya**

Thirteen-year-old Cuban American Gonzalo joins his estranged grandfather on a road trip to promote his grandfather's fantasy book series.



***The Lions' Run*  
by Sara Pennypacker**

This historical novel follows an orphan during WWII as he becomes involved with the Resistance and discovers unexpected courage within himself.



***May the Best Player Win*  
by Kyla Zhao**

Middle school chess player May Li bets her rival she can win the coveted title of team captain, but when she starts to crumble under the pressure, she wonders if she can still play for fun.



***The Mystery of Locked Rooms*  
by Lindsay Currie**

With her family in danger of losing their home, Sarah joins her best friends in a suspenseful hunt for the treasure hidden behind the riddles, codes, and escape rooms of an abandoned funhouse.



***Not the Worst Friend in the World*  
by Anne Rellihan**

Lou wishes she could turn back time to mend her friendship with Francie, so when Lou befriends Cece, she is eager to prove herself. But as she uncovers the truth about Cece's family, Lou grapples with what being a good friend means.



***The Pecan Sheller*  
by Lupe Ruiz-Flores**

In 1930s San Antonio, thirteen-year-old Petra dreams of going to college. But with her family struggling to make ends meet, she drops out of school to shell pecans and lead a labor movement.



***Please Pay Attention*  
by Jamie Sumner**

After surviving a school shooting that left her feeling helpless in her wheelchair, Bea finds healing and empowerment through horseback riding therapy.



***Ride or Die*  
by Delilah S. Dawson**

In a bid to impress the popular Ems, Brie joins them for a night at an amusement park. But when a dare goes too far, she's left alone in an abandoned part of the park and stumbles upon a group of mysterious teens.



**All summaries are  
courtesy of NoveList.**