Oregon Battle of the Books (OBOB) State Tournament Schedule

Room locations to be announced. All times are tentative, be prepared to be flexible.

Chemeketa Community College, April 9, 2016



ELEMENTARY SCHOOL (Division 1)

8:00-8:55	8:30 - 8:55	9:00 am	9:45 First	11:00 approx.	12:00- 12:15	12:30 "Sweet	1:00 approx.	1:30 approx.	2:00 approx.
Registration	Mandatory	Opening	Round Elem.	Announcement	Rosanne Parry	16" Elem.	"Great 8"	"Fab 4" Elem.	Elem.
for Volunteers	Training: ALL	Celebration	Pool Play	Elem. Bracket	Presentation in	Bracket Play	Elem. teams	teams starts	Championship in
& 24 Elem.	Elem. Coaches	Building 6	Competition	Play "Sweet 16"	Auditorium. 11:00-	starts.	otal to		Auditorium
School Teams	and Volunteers	Auditorium.		in Lobby and	11:55 12:20-12:45		, announcement	results in Lobby	
Building 6, 1st	Bldg. 6 Hospitality	Introduction of		Auditorium	Signing in the	results in Lobby.	results in Lobby		
floor lobby.	Room (No	all 24			Lobby				
	M.S.or H.S.)	Elem.School							
		teams							

Building 6 Lobby: Throughout the day, **Third Street Books** of McMinnville will be selling 2016-17 OBOB titles, 2016-17 BCCCA titles, Rosanne Parry's titles and offering a 10% discount for five or more books purchased.

MIDDLE SCHOOL (Division 2) & HIGH SCHOOL (Division 3)

9:15	9:45-10:10	10:15 Opening	11:00 First	12:00- 12:15	1:30	2:00 approx.	2:45 approx.	3:15-4:15 approx.
Registration	Mandatory	Celebration	Round MS &	Rosanne Parry	"Sweet 16"	"Great 8" MS	"Fab 4"	MS & HS
for	Training: ALL	Building 6	HS School Pool	Presentation in	MS. &	& HS Bracket	MS & HS	Championship in
Volunteers, 21	MS & HS	Auditorium.	Play	Auditorium	"Terrific 12"	Play	Bracket Play	Auditorium
MS & 15 HS	Coaches	Introduction of all	Competition.	11:00-11:55 12:20-	HS teams	Announcement	Announcement	Teams alternate
Teams	Bldg. 6	21 MS & 15 HS		12:45 Signing in the	Bracket Play	results in Lobby.	results in Lobby.	times depending on
Building 6, 1st	Hospitality	teams		Lobby 12:20	starts.			finishing time.
floor lobby	Room			Announcement Results				
				in Lobby &	results in Lobby.			
				Auditorium				