



Maryland 4-H State 4-H Dog Quiz Bowl Contest: General Rules

Objectives of the 4-H Dog Quiz Bowl

The primary objective of the Maryland 4-H Dog Quiz Bowl Contest is to provide an opportunity for youth enrolled in 4-H to demonstrate the breadth of their knowledge and understanding of animal science and management in a competitive setting where attitudes of friendliness and fairness prevail.

The 4-H Dog Quiz Bowl offers age-appropriate match questions that are designed to test youth knowledge of the dog project. The practical application of the contestants' knowledge and skills is emphasized. The contest's coordinators strive to provide an educational experience for participants as well as an opportunity for the creation of new friendships.

General

1. Contest date and time: **Sunday, November 7, 2021, Check-in begins at 12:00 PM and the Contest starts at 12:30 PM.**
2. **The 2021 contest will be held virtually using Zoom and QuizBowl Pro in combination as the contest platform.**
 - a. **QuizBowl Pro** software provides match coordination, buzzing, timekeeping, and team scoring components. **Zoom** provides audio and video communication components. Participants will need to have connection to both, QuizBowl Pro and Zoom, during match play.
 - b. In order to participate, each youth will need access to a computer and/or tablet/ smartphone; the device will need internet connection.
 - c. **QuizBowl Pro Software:** More information about this game platform can be found at: <https://www.quizbowlsystems.com/index.html> .
3. This is a contest in which teams compete. Youth and coaches who wish to participate should contact the county/city 4-H office for information about team selection. Team members selected for statewide competition must be registered using the 4HOnline system and approved by their county/city 4-H office. **Entries are due by October 25th.** For more information on the structure of teams, please refer to the section entitled, "Teams".
4. Each county participating in the state contest must submit 100 questions per registered team/individual(s) for the respective age division(s). **QUESTIONS ARE DUE to Ashley Travis by October 25th.** Questions must be submitted in the MS Word template provided and sent electronically to Ashley Travis via e-mail: ashley90@umd.edu. For more information on the format of questions, please refer to the section entitled, "Questions".
5. Statewide competition will be governed by the prescribed procedures and regulations. Additional rules may be promulgated for specific purposes.



6. Points are earned or lost by quickness and accuracy of response to specific questions drawn from 4-H project materials and other references.
7. **Spectators will not be permitted during the match play portions of the contest. Only the team members and coach and contest officials will be admitted into the Zoom Match Rooms. Parents may help youth with technology if required, but may not assist team members with questions or answers. Additional details will be provided during the Contest Overview before the contest begins.**

Contestants and Eligibility

1. **Individuals participating in the statewide contest must be enrolled as a Maryland 4-H member for 2021 in 4-H Online by October 25, 2021. Contest registration must be submitted/verified by the county/city 4-H office via the 4-H Online registration system by October 25, 2021.** Counties will be invoiced for entry fees based on the total number of participants registered from their programs. There will be a \$5.00 entry fee for each contestant.
2. Junior contestants must be between the ages of 8-10; Intermediate contestants must be between the ages of 11-13; and Senior contestants between the ages of 14-18 as of January 1 of the current year.

Teams

1. Each county may enter 2 Junior division teams, 1 Intermediate division team, and 1 Senior division team. A team is composed of at least three (3) but not more than four (4) members and a 5th member designated as an alternate. Counties may enter up to a maximum of eight members per age division (comprised of a team of four members and four additional individuals or a team of four members/one alternate and three additional individuals) in each of the Junior, Intermediate, and Senior divisions. If a county has more than four members, they must identify the members on the team, its alternate, and those entering as individuals.
2. Counties may enter youth as individuals if they do not have enough members for a team. Individual contestants in each age division will be randomly assigned to “Composite Teams” by the contest organizer. All “Individuals” will be assigned to a “Composite Team” by the State 4-H Office prior to the contest. 4-H’ers can only compete on one team.
3. Counties submitting individual names for composite teams must submit the required number of questions in the respective age division(s) in the same fashion as county teams.
4. Coaches may move younger 4-H members to an older age division; however, older 4-H members cannot move down an age level.
5. If a team of 3 is competing against a team of 4 during the “One-on-One” questions, a random draw prior to the start of the game will determine which player on the team of 3 will answer twice.
6. Alternate Substitutions:
 - a. During the match, one (1) team member only may be replaced at the panel when:
 1. The moderator deems it impossible for one of the seated members of the team to continue in the contest; or
 2. The captain of the team requests the replacement of a team member, and
 3. It does not interrupt the flow of the game.
 - b. The team member removed from the match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches.



7. “Composite Teams” are eligible for Team Awards. Members registered as “Individuals” are eligible for Individual Awards.

Questions

1. There are two types of questions, Direct or Fill-in-the-Blank. Pictures of breeds and equipment may be shown for identification.
2. Juniors will be given some Identification Questions.
3. Questions should come from the official sources only and must include the correct answer as well as a reference source and page number.
4. Each team must submit 100 questions for their respective age level.
5. Questions must be typed into the provided Word template.
 - a. Do not type questions or answers in all caps.
 - b. Questions must be submitted electronically to the person listed in the General Information section.
 - c. Questions are due by the Due Date identified in the General Information section.
 - d. Questions that are not submitted in electronic copy, have incorrect reference information, or are late will not be accepted and entry into the contest may be denied for that team.
6. Several other points to consider when preparing questions are:
 - a. Make the level of difficulty for the questions appropriate for the age group. Very difficult questions will not be used. Junior teams should submit one third each of easy, moderate and difficult questions.
 - b. Questions on obscure subjects that only your team might know will not be used.
 - c. True/False or Yes/No questions will not be accepted.
 - d. Questions with code words will either not be used or will be rewritten.
 - e. Repeat questions will not be counted towards the required 100 questions per team.
 - f. Make sure all correct answers are listed for the specific question.
 - g. Be sure that you have the correct edition of the reference and double check to be sure that the page number is correct.
7. Referee Judges will be given a copy of the questions to be used prior to the contest.

Contest Officials

1. **Moderator:** The Moderator is the person who reads the questions, designates contestants to answer the questions and indicates when a contestant has exceeded the allotted time for a question. The Moderator is also responsible for going over the rules and procedures prior to the match. The Moderator will declare the match winner and shall at all times be in control of the matches.
2. **Referee Judges:** At least two (2) Referee Judges, who are knowledgeable dog persons, will rule jointly on the acceptability of any question or answer. It is recommended that one of the Referee Judges should have a veterinary background and the other, knowledge of dog show procedures.
3. **Operator of QuizBowl Pro Software** –The operator of the QuizBowl Pro software will activate the buzzers for each question, activate the timer once contestants have been recognized, mark questions correct or incorrect (which updates the team score), and add points for team bonuses. Contestants must wait to be recognized and unmuted before answering.



4. **Time Keeper:** The Timekeeper will monitor all time intervals and designate when time of response has been exceeded. **The Operator of QuizBowl Pro Software will also serve as the Time Keeper.**
5. **Score Keepers:** At least two (2) individuals shall be used to keep score for each match. One individual will maintain team scores via the QuizBowl Pro software, which will be clearly visible to the Moderator and to the contestants. One additional individual shall keep scores on each contest—one to be written in such a manner that all points awarded or taken away in penalties may be checked.

Equipment

1. **Game Panels** - The QuizBowl Pro software will function as the device to manage which contestant was the first to respond to a question. All other contestants will be locked out once one contestant has buzzed in. **NOTE: Every effort will be made to eliminate discrepancies based on speed of internet connection, but the contest organizers cannot be responsible for one player having a slower connection than another.**
2. **Time Recorder** - The QuizBowl Pro software will serve as the timekeeping device.
3. **Signal Device** - Each participant will need to have access to a smartphone, tablet or computer and the Internet to access QuizBowl Pro software to buzz in during the matches.
NOTE: Please adjust the settings of your device so it will not time out or go to sleep during match play; it is suggested that screens stay active for 30 minutes or longer.
4. **Score Keeping Devices** - The QuizBowl Pro software will keep Team scores, which will be visible to the contestants. Two additional scorekeepers will track individual scores manually, and be used to verify team scores.

Equipment Failure during a Virtual Match

- 1) It shall be the responsibility of each contestant to be assured that all equipment is operating correctly **and is properly charged** at the start of the match. **The contest organizers are not liable for contestant equipment or Internet failures.**
- 2) If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by a contestant, the Moderator, or by either coach.
- 3) **If it is determined, after checking the equipment, that there is a contestant equipment malfunction, if the contestant has access to an alternate device they may use that device and play will resume. If they do NOT have access to an alternate device, play must resume without them.**
- 4) **As long as a team has at least one player with a functioning device, play will continue.**
- 5) **If all four team members' devices fail to function during a match, the team must forfeit the match.**
- 6) **If QuizBowl Pro software fails, play will continue manually, with the exact method of "buzzing" to be determined at that time.**

Procedure of Play

1. Teams will compete in a series of one-on-one elimination contests until the top team is chosen. The contest coordinator will assign teams to the first round of competition before



the contest. Some teams may be awarded a bye during the elimination as a part of the assignment process.

2. Teams are seated at the respective panels facing the moderator and judges but with their backs to the audience. Each contestant is given the opportunity to check the equipment (i.e. buzzers) to assure they are in proper working order.
3. A team captain is designated. The Team Captain should be the one seated nearest to the Moderator.
4. There will be 24 questions per match for Juniors and 32 questions per match for the Intermediate and Senior Levels.
5. A player may not answer a question until they are recognized by the Moderator.
6. Players will have 5 seconds to begin their answer after activating their buzzer and being recognized by the moderator.
7. If a Player activates their buzzer before the Moderator finishes reading the question, then the person and/or team, depending on what part of the round the question is from, must answer the question. If an incorrect answer is given, the other team has the opportunity to answer the question immediately after having it re-read in its entirety. If the opposing team gets the question incorrect, the question is dead and the initial team to buzz in does not get a chance to answer.
8. In the event a team misses a question, the opposing team will be given the opportunity to answer the question immediately without being re-read. NO NEGATIVE POINTS WILL BE GIVEN.
9. If neither team can offer an answer to the question within 10 seconds of completion of the reading the question, the question will be dropped and neither team will forfeit points.
10. Each match will consist of 2 parts: "One-on-One" and Open Questions.
11. One-on-One: The Moderator shall clearly indicate the start of "One-on-One".
 - a. Each question shall be addressed to only one team member of each team, beginning with the number one contestant of each team and progressing with subsequent questions to the number two, three and four contestants respectively.
 - b. In the event that there are only 3 members on a team, there will be a random draw prior to the start of the match to determine the team member who will answer twice.
 - c. **"One-on-One" questions are worth 2 points.**
 - d. Points earned on "One-on-One" will not count towards the "High Score Award".
12. Bonus Questions: The Moderator will announce that a Bonus Question is attached to a question prior to the reading of the question.
 - a. If the original question is not answered correctly, the Bonus Question will be attached to the next question.
 - b. Bonus Questions are to be answered by the Team Captain after the team has conferred. A 15-second Team Conference will be allowed for this purpose with paper and pencil provided for use by the team members.
 - c. If a Bonus Question is asked and then answered incorrectly, it does not go to the other team, it is just attached to the next question.
 - d. A Bonus Question is considered "dead in play" when it has not been answered correctly within three readings or when the moderator comes to another question that has a Bonus Question attached to it.
 - e. **Bonus Questions are worth 2 points.**
13. **Open Questions will be worth 1 point each.**



14. Time Out: Either Team Captain or the Moderator may call for a "Time Out" for clarification of a rule, to permit substitution of a team member, or to allow for unexpected problems. A "Time Out" may only be called after a question has been answered and before the start of the next question.
15. Protests:
- a. Any question and/or answer may be challenged as being unfair or incorrect.
 - b. Protests must be made immediately after a question is answered or the time allotted to answer the question expires.
 - c. Only the Team Captain or Coach may make a Protest. Only one Coach will be recognized from each team.
 - d. The match will not continue until a decision has been made.
 - e. Only the Moderator and the Referee Judges will consider the Protest. **THEIR DECISION, IN ALL CASES, WILL BE FINAL.**
 - f. A one (1) point penalty will be assessed if the protest is not upheld.
 - g. If a protest is upheld, the Moderator will take one of the following actions as it is deemed appropriate:
 - i. A question is protested before the answer is given and the protest upheld – discard the question. No loss or gain of points will result for either team.
 - ii. An answer is protested (either correct or incorrect) – at least one of the referee judges and the Moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - iii. A question is protested after an answer is given (correct or incorrect) – at least one referee judge and the Moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points as in (b) above.
 - h. Abuse of the protest provisions may result in one or more of the following:
 - i. Dismissal of team coach from the contest area.
 - ii. Dismissal (replacement) of team captain.
 - iii. Dismissal of entire team with forfeiture of any points or standing
 - i. Spectators, parents, and visitors may not protest any question, answer, or procedure during the course of play. They may, however, submit in writing to the contest organizers any suggestions, complaints or protests at the conclusion of the contest. Unsportsmanlike conduct or any actions, which are generally accepted as detrimental to the contest, may subject their perpetrators of such actions to dismissal from the immediate area of the contest.
 - j. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources, which are in fact erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and Moderator may challenge the answer and if there is unanimous agreement may elect to accept only the correct answers or to discard the questions with not loss or gain of points to either team.
 - k. Once the Moderator has declared a winner of the game based on scores, there shall be no additional protest allowed.
16. Tie Matches: In the event of a tie, 5 additional questions will be asked. The team with the highest score during the tie-breaking round wins the match. If a tie still remains after the first tie-breaker, the Moderator will ask additional questions until one of the teams earns a one point advantage of the other team. At such time, the team with the one point advantage will be declared the winner.
17. Members and coaches of teams not yet eliminated from the competition may not enter into any competition room to view other matches in progress.



Recorders and Cameras

1. Audio recorders may not be used at any time during the conduct of the match.
2. No recording devices such as videotape cameras, movie cameras, or any other type of camera requiring auxiliary lights may be used during conduct of a match. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.

Awards

1. A trophy will be presented to each team member of the 1st Place Team in each age division (junior, intermediate and senior).
2. Ribbons will be presented to each team member of the 1st – 5th Place Team in each age division (junior, intermediate and senior). Participation Ribbons will be awarded to the remaining contestants.
3. A “High Point” trophy will be presented to the highest scoring individual in each of the age divisions: junior, intermediate and senior.

FOR MORE INFORMATION CONTACT:

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MARYLAND 4-H DOG BOWL REFERENCES

(EFFECTIVE BEGINNING IN 2019)

JUNIOR DIVISION

- *Dog Resource Handbook* (Ohio State University), **2018 edition** – *if you have the 2012 or 2016 Editions you may download the following updates for free from the Ohio 4-H Website at <https://ohio4h.org/statewide-programs/animal-sciences/dog/dog-resources> :*
- [Changes in 2016 Edition](#) (If you currently are using the (c)2012 edition, downloading this file will bring you up-to-date. It has all of the changes for the (c)2016 and (c)2018 versions.)
- [Changes in 2018 Edition](#) (If you currently are using the (c)2016 edition, downloading this file will bring you up-to-date. It has all of the changes for (c)2018 version.)
- *The American Kennel Club's Meet the Breeds: Dog Breeds from A-Z by American Kennel Club, 4th edition, March 2014.*
- *AKC Obedience Regulations* – Page 1 through Novice Chapter and Rally Novice
- *MD 4-H Dog Bowl Reference Sheet*

INTERMEDIATE DIVISION

- *Dog Resource Handbook* (Ohio State University), **2018 edition** – **SEE JUNIOR DIVISION ABOVE**
- *MD 4-H Dog Bowl Reference Sheet*
- *AKC Obedience Regulations* – Page 1 through Open Class and Rally Advanced
- **The American Kennel Club's Meet the Breeds: Dog Breeds from A-Z by American Kennel Club, 4th edition, March 2014.*
- New AKC breeds and changed Group designations, as found on the AKC Website on their Complete List of AKC Recognized Breeds and Miscellaneous Class Breeds List at <http://www.akc.org/dog-breeds/>. Only responsible for information about the Group and from the General Appearance section for **NEW AKC breeds as of March 15, 2021.**

SENIOR DIVISION

- *Dog Resource Handbook* (Ohio State University), **2018 edition** – **SEE JUNIOR DIVISION ABOVE**
- *MD 4-H Dog Bowl Reference Sheet*
- *Dog Owners Home Vet Handbook –4th Edition - 2007*
- *AKC Obedience Regulations* – Page 1 through Open Class, Rally Advanced and Rally Excellent
- *AKC Complete Dog Book, 20th Edition - Pages 1-6 ; Pages 13 – End*
- New AKC breeds and changed Group designations, as found on the AKC Website on their Complete List of AKC Recognized Breeds and Miscellaneous Class Breeds List at <http://www.akc.org/dog-breeds/>. Only responsible for information about the Group and from the General Appearance section for **NEW AKC breeds as of March 15, 2021.**