



## National 4-H Livestock Quiz Bowl Contest *Presented by American Foods Group*



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Tuesday, November 19, 2019

Superintendent – Steve Pritchard  
222 South 4<sup>th</sup> Street  
Albion, NE 68620

### Contest Committee

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## **RULES AND REGULATIONS**

### **I. Outcomes:**

- A. Youth develop positive interests and attitudes about animal science and related careers;
- B. Youth gain a base of knowledge of the animal science projects;
- C. Youth will utilize skills and abilities to solve everyday situations;
- D. Participants will process information, analyze complex problems and make informed decisions regarding current agricultural, environmental, and livestock industry issues;
- F. An increased number of participants seek out higher education opportunities and careers related to animal science.

Youth participating in livestock quiz bowl have demonstrated decision making, problem solving, critical thinking, self-confidence and teamwork skills in preparing and competition.

### **II. Team and Contestant Eligibility:**

- A. Each state in the U.S. is invited to enter one team of up to four contestants. Entry forms must be completed and returned with a \$150 entry fee per team by October 15<sup>th</sup>. Registration forms will be sent to state 4-H leaders and/or Animal Science Department heads by August 15. Registration forms and other information will be available at the University of Maryland Extension - Charles County website – <https://extension.umd.edu/charles-county/4-h-youth>. *Participating states must submit 10 Current Event questions using the listed references cited. Current Event questions must include the correct answer and source of the question. Send Current Event questions to Steve Pritchard at – [spritchard1@unl.edu](mailto:spritchard1@unl.edu) by October 15<sup>th</sup>.*
- B. Contestant must already have reached his or her 14th birthday, and may not have reached his or her 19th birthday, before January 1 of the year in which the National 4-H Livestock Quiz Bowl Contest is held. However, the State 4-H Leader may grant a special authorization to compete, for youth with developmental disabilities who exceed the upper age limit.
- C. An individual may enter the National 4-H Livestock Quiz Bowl Contest only once. Participating members of a team entry (even if they are designated alternate by

- low score) are ineligible to enter this event again as a part of another team.
- D. Contestants must not have completed post-secondary coursework in the subject area of National 4-H Livestock Quiz Bowl Contest, nor has he or she participated in training for post-secondary competition in the subject area of National 4-H Livestock Quiz Bowl Contest.
    - 1. Any contestant enrolled in post-secondary education must submit a transcript of completed and/or enrolled coursework with entry materials.
  - E. All contestants must be members of 4-H in the state they are representing during the year in which the National 4-H Livestock Quiz Bowl Contest is held.
  - F. The contestant(s) or team(s) of contestants must be certified as the official state entry by the State 4-H Leader or by a person designated by the State 4-H Leader.
  - G. A team will consist of four contestants. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue on in competition. Recommended procedure for contestant substitution is as follows:
    - 1. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
    - 2. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
    - 3. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three member team will be allowed to continue; however, they will forfeit the Phase I questions directed toward the fourth team member.
  - H. Complete and return the Team Entry Form, 4-H Livestock Quiz Bowl Contest, along with entry fee to the North American International Livestock Exposition, P.O. Box 37130, Louisville, KY 40233 by October 15. A copy of the team entry form should be sent to the contest superintendent (Steve Pritchard, 222 South 4<sup>th</sup> Street, Albion, NE 68620 or emailed to [spritchard1@unl.edu](mailto:spritchard1@unl.edu)). A general list of resource materials that may help (not all encompassing) for this contest is included in the rules section of the contest.
  - I. A coaches' meeting will be held at 8:00 p.m. on Monday, November 18 at the Crowne Plaza Hotel – Room TBD. Contest instructions will be given at this time. Coaches should be prepared to check names, addresses and ages of contestants.
  - J. All contestants and coaches will report to the Kentucky Exposition Center on Tuesday, November 19 at 9:30 a.m. At this time, contestants will receive final instructions regarding the contest and will be directed to a holding room.

### III. Officials

- A. **Moderator:** The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges.
- B. **Judge:** The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may not ask for clarification from a contestant.
- C. **Timekeeper:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
- D. **Scorekeeper:** Two scorekeepers will keep a running score on each match. One score

keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. The second scorekeeper will maintain a written record of all scoring transactions.

#### **GENERAL RULES:**

1. **Teams:** Teams will be notified prior to the National 4-H Livestock Quiz Bowl Contest as to when and where they should report. Teams that fail to check-in within 10 minutes of their scheduled match will forfeit the match unless excused by the National Quiz Bowl Superintendent.
2. **Dress Code:** No contestant shall wear any clothing, pins, or badges that will in anyway reveal their identity or the state, which they represent. Professional attire recommended and no hats are to be worn.
3. **Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will wear identification tags and/or have tent cards with their name. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.
4. **Viewing:** Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches, but must remain quiet throughout the event. No electronic devices are allowed in contest room. Spectators may not bring any writing, recording devices or other similar materials into a contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
5. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
6. **Timeouts:** Team members, coaches, moderators, judges, scorekeepers, or National 4-H Livestock Quiz Bowl Committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Coaches are also allowed to call for one, thirty (30) second timeout, during the toss up round (Phase III) at their discretion. Timeouts may be called only after a question has been answered and before the start of the next question.
7. **Protests:** When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
  - a. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time a particular question is read or the answer given. Once the moderator has begun the next question, the protest is not valid.
  - b. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
    - (1) If a question is protested before an answer is given and the protest sustained – the moderator will discard the question. No loss or gain of points for either team.
    - (2) If an answer is protested (either correct or incorrect) - at least one of the judges and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
    - (3) If a question is protested after an answer is given (correct or incorrect) - at least one judge and the moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss of points

- or the question may be allowed with the appropriate gain or loss of points as in the situation above.
- c. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.
  - d. 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 officials any suggestions, complaints or constructive criticism at the conclusion of the contest.
  - e. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
  - f. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
8. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three additional toss-up questions until the tie is broken. Questions will be scored as in Phase Three (see below). If still tied after this series of questions, the match becomes “Sudden Death” play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for “Sudden Death” play will be selected by the judges.
  9. **Aids and Materials:** Teams may not bring or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided.
  10. **Final Score:** Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

#### **METHOD OF QUIZ BOWL COMPETITION:**

1. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double elimination procedure will be used.
3. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.
  - a. **Phase One:** Phase One will consist of eight (8) one-on-one questions. During the one-on-one competition, only one member of each team who the specific question is directed to will be eligible to respond. This eligibility will rotate with each question beginning with the captain of each team, and rotating to the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> contestants of each team, respectively, until all eight questions have been asked. This means each pair of individuals (one member from each team) will be asked two questions. Correct answers are worth 10 points with no deduction for incorrect answers. If neither contestant buzzes in, the question dies and no points are awarded or lost. No teammate assistance may be offered or received in this phase. A contestant must buzz-in within 5 seconds after the question is read and answers must be started within 5 seconds of the contestant being recognized by the moderator (starting an answer after the 5 second buzzer goes off is not acceptable). Answers will consist of multiple choice; fill in the blank, and/or completion type questions.

- The moderator shall indicate prior to reading of each question which two contestants are eligible to respond. If the first recognized contestant fails to respond or answers incorrectly, the moderator will offer the question to the other contestant. The moderator will read the correct answer if both contestants answer the question incorrectly or no answers are given.
- Each question shall be addressed to only one member of each team, beginning with the team captain and progressing with subsequent questions to the number 2, 3, and 4 contestants, respectively. If neither contestant buzzes in, the question dies and no points are awarded or lost. The next pair of contestants gets a new question.
- A contestant must be recognized by the moderator prior to beginning his/her answer. Any member answering a question without being acknowledged will result in the deduction of 10 points from the team score. The opposing contestant has the option of answering the question within 5 seconds after receiving an offer from the moderator.
- If a contestant buzzes in and fails to respond to the question in the form of an answer, a five-point penalty will be assessed.
- There will be a five-point deduction if any contestant, other than the two designated contestants, responds.
- If the equipment allows a member of each team to buzz in at the same time or locks out both team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new question will be selected by the judges.

b. **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis. Each team may write the question down on the paper provided to them when it is first read. Correct answers are worth 10 points, with no deductions for incorrect answers. The team shall discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded. Answers must be started within 20 seconds after the question is read (starting an answer after the 20-second buzzer goes off is not acceptable). Teams are not required to buzz in to provide their answer. Questions shall primarily be fill-in-the-blank, completion, or short answer, but may include some multiple choice. When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it. The opposing team may discuss the question and shall have 20 seconds (from the time the moderator offers the question) to begin an answer to the question. Correct answers are worth 10 points, with no deductions for incorrect answers. This team may discuss the question only, after being offered to them, by the moderator (**not** while the team originally asked the question is discussing it). Only the team captain may report the answer. Teams are not required to buzz in before answering the question.

c. **Phase Three:** Phase Three will consist of regular, toss-up and bonus questions with a possible total of sixteen (16) questions worth 15 points each. During this phase, any team member from either team may buzz in to answer a regular or toss-up question. The first two questions will be regular questions. Every 3<sup>rd</sup> question will be a toss-up question with a bonus attached. The only difference between a regular and a toss-up question will be that toss-up questions will have a bonus question attached.

(1) Scoring and procedures of regular and toss-up questions with no Violation of Play: After the regular or toss-up question has been read, the first individual from either team to signal will answer the question within five seconds after being acknowledged by the moderator, or will lose 10 points. Ten points will be deducted for incomplete or incorrect answers. In the event of an incorrect answer, the other team has the opportunity to answer after buzzing and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The question will not be re-read. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.

(2) Scoring and procedures of regular and toss-up questions with Violation of Play: Any member answering regular or toss-up questions without being acknowledged will result in the deduction of 10 points from the team score. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The question will not be re-read. The second team must buzz in and be acknowledged by the moderator before answering.

(3) Bonus questions: If a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question and the team that answered the toss-up question is allowed to discuss the question. The question will not be re-read. The team may write the question down on the paper provided to them when it is first read. Answers must be started within 20 seconds after the question is read. Only the team captain may answer the question. If anyone other than the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth 15 points. All parts of bonus questions must be answered correctly. No points are deducted for incorrect or incomplete answers to bonus questions. The opposing team does not have the opportunity to answer bonus questions.

(4) If a bonus question was attached to an unanswered toss-up question or an incorrectly answered toss-up question, the bonus question dies with no points awarded and the moderator will read the next regular question.

(5) Pre-mature buzzing: When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, ten points will be deducted from the team score. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter. If the answer is not complete and correct, the question will then be completely re-read and the other team will have the opportunity to answer it after buzzing and being acknowledged.

(6) Both teams buzz at the same time: If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new question will be selected by the judges.

4. Questions will not be re-read, except as in (c-5) above.
5. The score of both teams will be announced periodically.
6. The judge(s) may not ask for clarification of answers from contestants.