



Idaho State 4-H Livestock Quiz Bowl Contest

Saturday, August 24 2019 at 9:00 a.m.
Treasure Valley Community College Caldwell Center
205 S. 6th Ave
Caldwell, Idaho

OBJECTIVES

- A. Stimulate learning in a subject matter area;
- B. Reward 4-H members for knowledge gained in a subject matter area;
- C. Provide a competitive setting where attitudes of friendliness and fairness prevail;
- D. Develop teamwork, self-confidence and decision-making skills.

RULES AND REGULATIONS

Entry

1. The Livestock Quiz Bowl has one division. Each county in Idaho is invited to enter up to three teams.
2. The cost to enter the contest is \$25 per team. **Lunch IS NOT provided.** Money for the teams must accompany the registration in order to be qualified to attend.
3. Entries are due by Wednesday, August 7, 2019 Entries after that date will NOT be accepted. **No late entries.**
4. An Extension Educator from the participants' county must approve the registration in order to validate the registration of the teams. Registration will be online this year.
5. Coaches will be given the opportunity to review their team entry prior to the contest.
6. Changes to teams will not be allowed on the day of the contest.

Eligibility:

A team consists of four individuals and one alternate (if desired). Contestants must be currently enrolled 4-H members through Idaho 4-H Online and approved by the county extension office. Contestants must already have reached his or her 8th birthday, and may not have reached his or her 19th birthday, before January 1, 2019. If a team has one or more members who are under 14 years of age, that team will be ineligible to qualify for the competition at Western 4-H Roundup in Denver, Colorado.

Contestants must be on a team in order to participate.

Team:

A team will consist of four members, plus one alternate. 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 in the competition. Recommended procedure for Quiz Bowl team member 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**.

General Rules:

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. Western business casual dress or nice show ring attire is recommended.
3. Team Captain: A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. 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 cell phones, or electronic devices allowed in contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
5. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort; no note taking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s). Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.
6. Contest Equipment: Each contestant will be given the opportunity to test the proper functioning of game equipment.
7. Timeouts: Team captain, moderator, judges, scorers, or Quiz Bowl committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question. Time outs are limited to 20 seconds.
8. 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. Protest protocol: The coach or team member will raise their hand to be recognized by moderator or judge. Once recognized from the contest judge or moderator, the member may give appropriate contest material to validate protest. At no time should a coach or team member approach the moderator, judges table or scoring table. If this occurs, coach or team member will be immediately dismissed.
 - b. 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.



- c.** If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
- i.** 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.
 - ii.** 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.
 - iii.** 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.
 - iv.** If a protest is overruled by the judge or the moderator the team will lose one point.
 - v.** 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.
 - vi.** 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 protests at the conclusion of the contest.
- 9.** 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.
 - 10.** 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.
 - 11.** Ties: If both teams are tied at the end of a match, the moderator will read additional toss-up questions until the tie is broken in a sudden death round. Sudden death will follow normal game play and rules for a toss-up round.
 - 12.** Aids and Materials: Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
 - 13.** Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.
 - 14.** In the event of an incorrect answer, the question will NOT be offered to the opposing team.
 - 15.** In the event of an incorrect answer, the moderator will NOT read the correct answer.
 - 16.** Questions will not be re-read.
 - 17.** No coaches will be allowed in the holding room at any time.

**Officials:**

1. **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 or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. **Judge:** A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant. When possible, at least two judges should be used for quiz bowls covering multiple species.
3. **Time Keeper:** 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.
4. **Score Keeper:** One or 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. If a second scorer is available, he/she will maintain a written record of all scoring transactions. It is recommended to have two score keepers.

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. Typically, if eight teams or fewer are entered, 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.

Phase One: One-on-One Phase

- a. Phase One will consist of eight (8) questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seat 2, 3, and 4. The contestant to buzz in first and acknowledged by the moderator earns the opportunity to answer the question.
- b. Answers must be started within 10 seconds after the question is read.
- c. Correct answers are worth 1 point. Incorrect, incomplete or failing to begin answer within 5 seconds of being acknowledged by the moderator will result in a 1 point deduction.
- d. No teammate assistance may be offered or received in this phase.

Phase Two: Team Phase

- a. Phase Two will consist of ten (10) questions. Each team will be asked five questions each on alternating basis.



- b. Correct answers are worth 1 point, with no deductions for incorrect answers.
- c. The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
- d. Answers must be started within 10 seconds after the question is read.
- e. Team captain may defer to another team member, but must inform moderator which member will answer.

Phase Three: Toss Up / Bonus Phase

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Answers must be started within 10 seconds after the question is read.
- c. Toss Up Questions:
 - i. Any team member from either team may buzz in to answer a toss-up question.
 - ii. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator or will lose 1 point.
 - iii. Every fourth question will be a toss-up question with a bonus attached.
- d. Bonus Questions:
 - i. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - 1. If a team fails to answer the toss-up question, the BONUS question WILL NOT carry forward to the next question.
 - ii. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
 - iii. Answers must be started within 10 seconds after the question is read (starting an answer after the 10-second buzzer goes off is not acceptable).
 - iv. When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.
 - v. Team captain may defer to another team member, but must inform moderator which member will answer
- e. Phase Three Scoring:
 - i. Toss up questions are worth 1 point each, with a 1 point deduction for incorrect or incomplete answers.
 - ii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in Phases 1 and 3 to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. Team Participation Bonus Points will not be awarded in Phase II or Sudden Death Round Tie Breaker. After having earned this team bonus once within a phase,



both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.

1. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
2. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

Scoring

Phase 1:

- A: Correct +1 pts
- B. Incorrect, incomplete, or failing to respond within allotted time -1 pts
- C. Team Participation Bonus +2

Phase 2:

- A: Correct +1 pts
- B. Incorrect, incomplete, or failing to respond within allotted time No deduction

Phase 3:

Toss Up:

- A: Correct +1 pts
- B. Incorrect, incomplete, or failing to respond within allotted time -1 pts

Bonus:

- A: Correct +3 pts
- B. Incorrect, incomplete, or failing to respond within allotted time No deduction
- Team Participation Bonus +2

Sudden Death Round: Only in Case of Tie Following Match Conclusion

- A: Correct +1 pts
- B. Incorrect, incomplete, or failing to respond within allotted time -1 pts

Awards

- Awards will be given to the top five (5) placing teams and the top five (5) individuals. The high placing team with all team members that are 14 before January 1 will qualify to attend the Western National 4-H Roundup Livestock Quiz Bowl Contest to be held in January of 20120 (age requirement follow Western 4-H Roundup rules).



a. Scores will be kept for each individual contestant. Only those contestants who have participated in three or more matches will be considered for the top individual awards. The three high match scores for each individual will be used in cases where individuals participate in more than three matches. Contestants' must have a score greater than zero to be eligible for an individual award.

b. Ties for individual awards will be broken on the basis of: 1. High average score for the entire contest 2. High individual match scores 3. Total number of points earned in the contest.

Contest Information

Standard References:

- 4H 134R Swine Resource Handbook for Market & Breeding Projects – Ohio State University
- 4H 194R Sheep Resource Handbook for Market & Breeding Projects – Ohio State University
- 4H 117R Beef Resource Handbook for Market & Breeding Projects – Ohio State University
- 4H 135R Goat Resource Handbook for Marketing & Breeding Projects - Ohio State University

Additionally there may be limited questions on dairy and small animal production, including poultry and rabbits, from these references:

- National 4-H Curriculum-Poultry 1-3
- 4H 228R Rabbit Resource Handbook – Ohio State University
- 4H 127R Dairy Resource Handbook – Ohio State University

If you are in need of these resources, please contact your local Extension Educator to ask for the manual, or order from the Ohio State University website at <http://estore.osu-extension.org>

Current Resources:

A small percentage of questions may be based on current events in the beef, dairy, goat, sheep, and swine industries. Study major issues that have affected the livestock industry in many ways such as: animal diseases, exports, animal ID, environmental issues, and regulatory changes. The following on-line resources will be used to develop these questions:

1. American Sheep Industry Association website at www.sheepusa.org
2. National Cattlemen's Beef Association website at: www.beefusa.org
3. National Pork Board website at: www.porkboard.org
4. Pork Magazine (questions related to current industry issues) website at: www.porkmag.com
5. Beef Magazine (questions related to current industry issues) website at: www.beef-mag.com
6. American Boar Goat Association: www.abga.org
7. American Dairy Association & Dairy Council, Inc.: www.adadc.com
8. ***NEW*** Scientific Farm Animal Production: An Introduction (11th Edition) by Thomas G. Field (Author),