

## OBJECTIVES

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

## ELIGIBILITY

- A. Each county or FFA Chapter may enter multiple teams. Entries will be due to the Ransom County Fair by August 1. Forms will be available on the Ransom county Fair website at [www.ransomcountyfair.com](http://www.ransomcountyfair.com). Entry fees are \$10.00 per team.
- B. Team members must be at least 14 years old as of January 1 of the current year, but have not reached their 19th birthday as of January 1 of the current year.
- C. Team members need not be enrolled in any specific 4-H or FFA projects, but they must be a member of 4-H or FFA.
- D. A team will consist of 4 members. One alternate can be substituted at the conclusion of a round; however, that alternate must remain in competition thereafter. No further substitution is allowed. No substitutions are allowed within a round, unless the moderator deems that an individual cannot continue on in competition. Recommended procedure for Quiz Bowl team member substitution is as follows;
  1. Each team may name an alternate; the alternate is expected to be at the preliminary rounds;
  2. If an alternate enters play, he/she must remain in the contest for the rest of the competition;
  3. The alternate must be from the same county/EPU as the team;
  4. Substitution during the contest needs to be approved by the quiz bowl superintendent.
- E. In the event that a four-member team with no designated alternate enters the competition and one member is unable to continue the competition, 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:

Teams will be notified prior to the Quiz Bowl when and where they should report.

- A. Team Captain: A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will where nametags and/or have cards with their names to provide to the moderator. 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.
- B. 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. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
- C. Each contestant will be given the opportunity to test the proper functioning of game equipment.
- D. Timeouts: Team members, coach, 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. In general, there should be no timeouts in any game unless called by the moderator or judge.
- E. Protests: When a protest is raised, timeout will be called by the moderator. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and

judge(s) is final.

1. A protest of a question or answer may be made only by one of the team members or the coach of either team, 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.
  2. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
    - a) A question is protested before an answer is given and the protest sustained – discard the question. No loss or gain of points for either team.
    - b) 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.
    - c) 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.
  3. 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.
  4. 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.
  5. No source of information is infallible. There may at times be answers given to questions that 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. 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).
- G. Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

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

- A. 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 will determine the exact procedure followed and the time allowed for the contest.
- B. 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.
- C. 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.
  1. **Phase One:** Phase One will consist of sixteen (16) questions. Each individual team member will be asked two questions, for a total of eight questions per team. Questions will be asked in rotation to the two teams and to contestants within the team. Correct answers are worth 10 points with no deduction for incorrect answers. No teammate assistance may be offered or received in this phase. 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). Answers will consist of multiple choice, fill in the blank, and/or completion type questions. The moderator will read the correct answer if incorrect or no answers are given.
  2. **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis. 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). 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 the moderator has offered it to them (not while the team originally asked the question is discussing it). Only the team captain may report the answer.

3. **Phase Three:** Phase Three will consist of regular, toss-up and bonus questions with a 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 3rd 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.
  - a) 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.
  - b) 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.
  - c) 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. Answers must be started within 20 seconds after the question is read. Only one person, the team captain or other designee, may answer the question. If more than one person 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.
  - d) If a bonus question was attached to an unanswered toss-up question or an incorrectly answered toss-up question, the bonus question becomes a regular question and the cycle of regular, regular, toss-up with bonus starts over.
  - e) 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.

- D. Questions will not be re-read, except as in (5) above.
- E. The score of both teams will be announced periodically.
- F. The judge(s) may ask for clarification of answers.

## **EXAMPLE QUIZ BOWL QUESTIONS:**

### **PHASE 1 QUESTIONS:**

1. Multiple Choice: Which of the following is the period of time that a cow is milking?  
A. Gestation B. Rumination C. Lactation
2. When ear notching pigs, the notches for litter number should go in which ear?
3. What is the largest compartment in the ruminant stomach called?

### **PHASE II QUESTIONS:**

1. Why is colostrum important to the newborn animal?
2. Name three quality grades for beef cattle butchered between 9 and 30 months of age?
3. How can you tell if a pig has mange?

### **PHASE III QUESTIONS:**

1. What breed of hog is known for quick and efficient growth and is solid red in color?
2. What three pieces of information are necessary to calculate a frame score on cattle?
3. What disease can infect sheep of any age, but is more commonly seen in lambs, and can be recognized by small red spots at the corners of the lips, which later burst and form scabs?

## **RESOURCES:**

### **4-H Manuals**

- \*4-H 134R Swine Resource Handbook for Market and Breeding Projects (Ohio)
- \*4-H 194R Sheep Resource Handbook for Market and Breeding Projects (Ohio)
- 4-H 117R Beef Resource Handbook for Market, Breeding and Feeder Calf Projects (Ohio)
- BU-6158 Swine 1: Growing with Swine
- BU-6159 Swine 2: Becoming Swine Smart
- BU-6160 Swine 3: Entering the Arena
- BU-6161 Swine Helpers Guide
- BU-6351 Beef 1: Bite Into Beef
- BU-6352 Beef 2: Here's the Beef
- BU-6353 Beef 3: Leading the Charge
- BU-6354 Beef Helpers Guide
- BU-6367 Sheep 1: Rams, Lambs and You
- BU-6368 Sheep 2: Shear Delight
- BU-6369 Sheep 3: Leading the Flock
- BU-6370 Sheep Helpers Guide
- BU-7909 Meat Goat 1: Just Browsing
- BU-7910 Meat Goat 2: Get Growing with Meat Goats
- BU-7911 Meat Goat 3: Meating the Future
- BU-7912 Meat Goat Helpers Guide

### **Other Resources**

- Beef Cattle Handbook
- Sheep Production Handbook
- Pork Industry Handbook