



PROJECT OVERVIEW OR GOAL:

- To encourage youth to expand their knowledge of avian facts, and become proficient in poultry management, and related subjects.
- To allow youth the opportunity to participate in a team-based exercise while also stimulating individual memorization, communication, and leadership skills.
- To allow an opportunity for youth who achieve superior levels of performance in a state competition to attend a national competition.
- To promote the poultry industry.
- To help youth with career guidance.
- To make learning fun.

Resources

State Avian Bowl Site

<https://extension.msstate.edu/programs/4-h-youth-development-animal-systems/poultry-avian-bowl>

National 4-H Poultry and Egg Conference- Contest Information

<https://national4hpoultry.ca.uky.edu/content/avian-bowl>

The complete set of rules and study packet for this contest can be found on the University of Kentucky National 4-H Poultry and Egg Conference website. A copy of the complete manual can be purchased online. Two options are available.

[ADA-compliant downloaded version \(pdf\)](#) is available for \$20.

[Printed copy of 4-H Manual 161](#) is available for \$9 per copy plus shipping.

Contests

Seniors Only (Ages 14-18)

The state winner is eligible to attend the National 4-H Poultry and Egg Conference in Louisville, KY. A senior contestant may enter the National Poultry contest in only one of the poultry contest areas (Poultry Judging, Egg Chef Challenge, Avian Bowl, Chicken Barbecue, or Turkey Barbecue) the same year.

4-H Thrive

Positive Youth Development

Developing Competence

Adults create environments where youth can develop competence in their chosen project area.

Building Confidence

Youth build confidence as they learn to think for themselves, build mastery, and are recognized for their efforts.

Nurturing Caring

Adults nurture a caring environment where mutual trust between youth and adults is established. Caring relationships with adults are key to resilient youth.

Finding Connection

Youth build solid connections which are critical to their well-being.

Forming Character

Create a community where youth play an active role in developing their character.

Determining Contribution

Youth actively contribute to their clubs and communities.

***Mississippi State University is
an equal opportunity
institution.***

Rules and Regulations

2025 Study Sections

Section	Source
Prologue	
Poultry Judging (Examining hens for pigment loss through comparing a good and bad layer)	Pages 10d-10g
Avian Systems (Respiratory and digestive systems plus the feather)	Pages 41-43
Breeds varieties, and strains (English, Mediterranean and Continental only)	Pages 73-77
Eggyclopedia (Nutrient-enhanced eggs through Zeaxanthin)	Pages 136-151b
Biosecurity	Pages 179-180
Avian Influenza	Pages 185-186
Poultry Genetics (Poultry Genetics through Toe Number Genetics)	Pages 203-208
Contributions of individuals from industry, academia, and the government to the advancement of poultry science (1965 through 1968 only)	Pages 217-218

ELIGIBILITY:

Each county may enter one team of not less than two (2), and not more than four (4) 4-H members. Contestants must be a senior 4-H member (ages 14-18) as of January 1st of the current year.

OFFICIALS INCLUDE:

- Moderator- Assumes complete direction of the contest, asks all questions, designates contestants to answer questions, acts as the referee judge, and is in charge at all times.
- Referee Judge- May rule on the acceptability of an answer.
- Timekeeper- Records total elapsed time for each contest and indicates to the moderator the expiration of total time or the expiration of the time allowed in which to answer questions.
- Score Keepers- Two individuals shall keep scores on the contest. One score should be kept so that all points awarded or taken away in penalties may be checked. The second score is kept to maintain scores visible to the moderator, the contestants, and as far as possible, the viewing audience.

QUESTIONS:

- Each team will have the same number of questions within a single round.
- There will be 3 types of questions, which include:
 - Regular Questions– fill-in-the-blank (short answer), multiple choice, and spelling.
 - Bonus Questions– Awarded when a team has answered four questions correctly. Bonus questions will not be passed on to the other team in the event of an incorrect answer. Regardless of the number of members on a team, four (4) questions must be answered correctly by the team before a Bonus Question is earned. There will only be one bonus question per team per game.
 - Tie-breaker Questions

Phase One: Written Examination

Contestants will be given a 25-question written exam to determine the team ranking for the contest. An average team score from the written test (the lowest score dropped) will be used to determine the seeding for the contest. The scores will not be included in oral competition scores.

Phase Two: Quiz Bowl

Teams according to seeding will compete according to the national rules and standards except in cases where changes have been made for the Mississippi contest and are included in this document.

1. A double-elimination tournament will be followed. Any team which loses two games will be eliminated from the contest. The contest will continue until only one team remains with less than two losses.
2. The first person who activates a buzzer must first be acknowledged before starting to answer the question but also must start to answer the question within five (5) seconds after being acknowledged and answer within twenty (20) seconds, or they will lose five (5) points.
3. Timing will begin when the question is complete and when a signal is activated.
4. Any person answering a question without being acknowledged will lose five (5) points.
5. If neither team can offer an answer to the question within ten (10) seconds, the moderator will give the answer, and the question will be dropped and neither team will forfeit points.
6. Electronic devices are permitted in the contest room. Cell phones must be TURNED OFF and OUT OF SIGHT during the competition.

DECISIONS AND INTERPRETATIONS:

Answers and interpretations of questions will be the sole responsibility and final recall of the judge. All decisions of the judge, scorekeepers, and referee-timers are FINAL.

- A team member will have the privilege to ask the judge to verify an answer that he/she feels is incorrect.
- If a coach challenges the judge's decision, the coach must call "time out" immediately (before the next question is read). A decision made by the judge after the answer is verified will be FINAL.

FORMAT:

1. The moderator will ask a question.
2. The first person to activate a buzzer must be ACKNOWLEDGED before starting to answer the question or will LOSE five (5) points.
3. After a contestant has been acknowledged, he/she has five (5) seconds to start their answer or will LOSE five (5) points. The answer must be completed within twenty (20) seconds after initiating the response. The moderator will determine if an answer began within the time limit.
4. Timing begins when the question is complete, signal is activated, and contestant is acknowledged.
5. If a question was read to completion, the judge may ask the contestant to explain, expand, be more specific, or clarify the answer. If the answer given is the same or means the same as the expected answer, it will be accepted. If the answer is different from the expected answer, it will be referred to the judge for the decision.
6. If an incorrect answer is given, the team will lose five (5) points.
7. If the question has been completely read and an incorrect answer given, the moderator will not repeat the question, but the other team will have the opportunity to buzz in within five (5) seconds.
8. In the event of a spelling question, once a contestant begins spelling a word the contestant may stop and begin again but can only re-trace the spelling previously given. The same holds true for a contestant with a fill-in-the blank question. The contestant can restart but not change what has already been said.
9. In the event a buzzer is activated before a question is completely read, the moderator will stop reading the question. Same rules will be acknowledged (5 seconds to begin answering and 20 seconds to answer).
 - If answered correctly, the team will receive five (5) points.
 - If answered incorrectly, the team will lose five (5) points.
 - If a question is INTERRUPTED during the reading and correct for only a portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
 - If an interrupted question is answered incorrectly, the question shall be completely reread, and the other team will have the opportunity to buzz in to answer.