



Citizenship is your relationship with others in your home, club, community, state, and nation. The 4-H Citizenship Project encourages 4-H members to gain respect for the needs and concerns of others and teaches them to help others. Members learn life skills that will make them more effective and successful citizens.

## 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.***

### Connections & Events

#### For Juniors

Project Achievement  
Day Contests

#### For Seniors

Citizenship Bowl at 4-H Club Congress

### Resources

Keys to Community Curriculum

Websites:

[www.uscis.gov](http://www.uscis.gov) –

Civics questions for the Naturalization Test.

County Government Book

Municipal Government Book  
Study Chapter

### 4-H Record Book

4-H members practice skills in data collection, organization, and analysis as they document their project activities and goals in their record books. The books provide practical information as well as highlight progress made toward goals.

Juniors and Seniors can enter the state record book competition under Citizenship



## Rules and Regulations

1. Teams will compete in a series of one-on-one elimination contests until the top team is chosen. Teams can have up to 5 members. The teams will be assigned to the first round of competition based on the number drawn. Some teams may be awarded a Bye during the elimination as part of the assignment process.
2. Competition between teams will be in two phases.
  - a. Phase A – Team questions. Each team will be asked five questions. Questions may be scenario questions as to what should you do? Answers are to be given by the team captain, but assistance may come from any team member. Correct responses are worth ten points. A question may be repeated only once. **Answers must be completed within 60 seconds.** Partial credit may be given at the discretion of the judges. After one team has been questioned, the other team will enter the contest room and be asked the same five questions. At the conclusion of phase A the scores for phase A will be announced.
  - b. Phase B – Toss-up Round, a total of 20 individual questions will be asked.
    - i. The first contestant to signal will answer the question within five seconds after being acknowledged by the moderator. Failure to do so will cost that team 10 points. Any contestant answering a question without having a light lit or being acknowledged by the moderator will lose 10 points. If an answer is given incorrectly, members of the other team have the opportunity to answer the question immediately without having to reread. No points are deducted for giving an incorrect answer. Team members are not allowed to discuss the answers in this phase. No partial credit is available in Phase B except for bonus questions.
    - ii. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer, and the question will be dropped and neither team will forfeit points.
    - iii. When a signal is pushed before the question is completely read, the moderator shall stop reading the question when the light goes on. After being acknowledged, the contestant may answer the question. If correct, the team will receive credit. The judge may not ask the contestant to explain their answer. If the answer is incorrect, the question shall then be completely reread, and members of the other team will have the opportunity to answer it.
    - iv. All questions correctly answered will be worth 15 points in Phase B.
3. The winning team will be determined by the highest total score from Phases A and B. In the event of a tie, the two teams will be asked five additional Phase B questions.
4. Answers and interpretations of questions will be the sole responsibility and final recall of the judges. A team member will have the privilege to ask the judge's panel to verify an answer that he/she feels is correct. If a coach challenges the judge's decision, the captain must call "time out" immediately (before the next question is read). A decision made by the judges after the answer is verified will be final.
5. Questions cannot be recorded within the contest room by audio, handwritten, electronic, or other means.
6. Any questions or areas not covered by these rules will be decided by the 4-H Citizenship Bowl Committee. All decisions are final.