



## OBJECTIVES

To 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; And develop teamwork, self-confidence, and decision-making skills.

## ELIGIBILITY

1. Each county is invited to enter one team of up to four contestants.
2. Contestant must be a senior 4-H member (ages 14-18) as of December 31 of the preceding year.
3. 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 an individual cannot continue in competition. Recommended procedure for contestant substitution is as follows:
  - a. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
  - b. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
  - c. Substitution during the contest needs to be approved by the moderator. If 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.

## 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.
2. **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 ask for clarification from a contestant.
3. **Timekeeper:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or moderator will handle the game equipment controls, depending on the equipment setup.
4. **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.

## 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.***

## General Rules

1. **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 cards with their contestant numbers. 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.
2. **Viewing:** Contestants cannot view matches until their team has been eliminated from the competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event. No electronic devices are allowed in the contest room. Spectators may not bring any writing, recording devices or 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.
3. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
4. **Timeouts:** Team members, coaches, moderators, judges, or scorekeepers 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.
5. **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:
    - 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.

## Resources

1. 4-H CCS Materials – available at [www.n4hccs.org](http://www.n4hccs.org)
2. BU6158 - Swine 1: Growing with Swine
3. BU6159 - Swine 2: Becoming Swine Smart
4. BU6160 - Swine 3: Entering the Arena
5. BU6161 - Swine Helpers Guide
6. BU6351 - Beef 1: Bite into Beef
7. BU6352 - Beef 2: Here's the Beef
8. BU6353 - Beef 3: Leading the Charge
9. BU6354 - Beef Helpers Guide
10. BU6367 - Sheep 1: Rams, Lambs and You
11. BU6368 - Sheep 2: Shear Delight
12. BU6369 - Sheep 3: Leading the Flock
13. BU6370 - Sheep Helpers Guide
14. BU7909 - Meat Goat 1: Just Browsing
15. BU7910 - Meat Goat 2: Get Growing with Meat Goats
16. BU7911 - Meat Goat 3: Meating the Future
17. BU7912 - Meat Goat Helpers Guide

## General Rules Continued

- c. Abuse of protest provisions may result in one or more of the following:
    - i. Dismissal of the team coach from the contest area;
    - ii. Dismissal or replacement of the team member;
    - iii. 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 to the contest officials any suggestions, complaints or constructive criticism at the contest's end.
  - e. No source of information is infallible. There may at times be answers given to questions, which agree with recommended sources, which are 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 will have two minutes to use these reference materials to clarify it.
6. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three additional tossup questions until the tie is broken. Questions will be scored as in Phase Three (see below).
7. **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.
8. **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. A single 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.
4. Questions will not be reread, except as in (5) above.
5. The score of both teams will be announced periodically.
6. The judge(s) may ask for clarification of answers.

## Phases of Competition

### PHASE ONE

Phase One will consist of eight (8) questions that will be asked of each team. The team that receives the questions first in a match will be decided at random. While the first team is being asked the questions, the second team will be in a holding room, where they cannot hear the questions. After the first team has completed the 8 questions, the second team of the match will enter and be asked the same 8 questions on a rotating basis within the team. Each individual team member will be asked two questions. 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.

### 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 choices. 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.



## Phases of Competition Continued

### PHASE THREE

Phase Three will consist of regular, tossup 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 tossup question. The first two questions will be regular questions. Every third question will be a tossup question with a bonus attached. The only difference between a regular and a tossup question will be that tossup questions will have a bonus question attached.

1. Scoring and procedures of regular and tossup questions with no Violation of Play: After the regular or tossup 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 reread. 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 tossup questions with Violation of Play: Any member answering regular or tossup 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 reread. 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 tossup question, the moderator reads the bonus question and the team that answered the tossup question is allowed to discuss the question. The question will not be reread. 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 tossup question or an incorrectly answered tossup question, the bonus question becomes a regular question and the cycle of regular, regular, tossup with bonus starts over.
5. Premature 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. If 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 one will be selected by the judges.

