

# 2017 Kansas 4-H Livestock Quiz Bowl Rules

## Eligibility:

1. The general Livestock Quiz Bowl has one division. A team consists of four individuals and one alternate (if desired). Contestants must already have reached his or her 9<sup>th</sup> birthday, and may not have reached his or her 19<sup>th</sup> birthday, before January 1. **If a team has one or more members who are under 14 years of age, that team will be ineligible to qualify for national competition at the designated National 4-H Livestock Quiz Bowl at Aksarben.**
2. Individuals who have competed in the National 4-H Livestock Quiz Bowl contest at Aksarben are not eligible to participate in this contest.
3. There are no individual entries in this contest, only teams.
4. Team members need not be enrolled in any specific 4-H livestock projects.
5. A team will consist of four members and up to 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 on in competition. Recommended procedure for Quiz Bowl team member substitution is as follows:
  - Each team may name a fifth youth as an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
  - If an alternate enters play, he/she must remain in the contest for the rest of that phase.
  - Substitution during the contest needs to be approved by moderator. In the event a four-member team enters competition and one member is unable to continue, and there is no designated alternate, the resulting three member team will be allowed to continue; however, they forfeit the Phase I questions directed toward the fourth team member.
6. Counties should encourage all 4-H members to study and compete for the county/district team on an open participation basis. County/district team members may be selected in a manner determined by the county/district.
7. In keeping with National 4-H rules, contestants who have participated in **any** post-secondary (university, college, junior college or technical school) course work or training for post-secondary competition in the subject area of this contest, including academic quadrathlon-type contests, are not eligible to compete.

## General Rules:

1. Selection for matches will be done through a written exam administered at 8:00am on Saturday, August 19<sup>th</sup>. **The eight teams with the highest total team score on the exam will advance to head-to-head competition.** *Up to four scores will be counted.* If a team consists of four members and one alternate, only four individuals can take the test and will need to be designated at the time of registration. Ties will be broken based upon lowest combined ranking of members when considering the overall individual rankings. A secondary tie-breaker will be the lowest scoring team member who is ranked higher overall in the individual rankings.  
  
**NEW SCHEDULE FOR 2017** – the entire Livestock Quiz Bowl will be held on Sunday afternoon, August 20<sup>th</sup>. The contest orientation for the 8 teams who qualify for head-to-head competition will be held on Sunday at 12:30pm in Weber 123. The first preliminary round will officially begin by 1:00pm, or when teams have been assigned a competition room immediately following orientation. The semi-finals will immediately follow the prelims as soon as both brackets are ready to advance to that round. The finals are estimated to begin at 2:30pm, but could begin sooner. Once the top two teams are settled in the competition room, Umberger 105, the final round will begin. This event will be conducted in a time efficient manner to move on to the awards ceremony and get families on the road headed home as early as possible.
2. **Team Captain:** A team captain is designated and must be seated nearest the moderator, who is positioned between the two teams. Contestants will wear nametags and/or have cards with their contestant number 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.
3. **Viewing:** Contestants cannot view matches in either division until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches in either division, but must remain quiet throughout the event. Parents, spectators, and coaches also will not be permitted to view a round and leave the contest room, until their team is eliminated or a new round begins. There shall be NO correspondence between any member, parent, spectator, or coach who has viewed any part of a round and a contestant who is in the holding room and/or has not yet competed. No electronic devices are allowed in the contest room. Parents, spectators, coaches, and contestants may not bring any writing, recording devices, or other similar materials into a contest room. Other specific rules about public and participant viewing will be announced at orientation.
4. Each contestant will be given the opportunity to test the proper functioning of game equipment.
5. **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.**
6. **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 moderator and judge(s) is final.
  - A protest of a question or answer may be made only by a team member or coach of either team, and then only at the time a particular question is read or answer given. Once the moderator has begun the next question, the protests are not valid.
  - Coaches are allowed to use reference material to defend a protest, but have a maximum of two minutes to find the reference.

- If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
    1. 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.
    2. An answer is protested (either correct or incorrect) - at least one judge and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
    3. A question is protested after an answer is given (correct or incorrect) - at least one judge and moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss or gain of points or the question may be allowed with the appropriate gain or loss of points as in the situation above.
  - Abuse of protest provisions may result in one or more of the following: Dismissal of team coach from the contest area; dismissal or replacement of the team member; dismissal of entire team with forfeiture of any points or ranking.
  - 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 constructive suggestions, complaints or criticism at the conclusion of the contest.
  - 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.
7. **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). If still tied after this; the play becomes "sudden death" form with the first team to achieve a higher score becoming the winner. Questions for "sudden death" play will be selected by judges.
8. Teams may not bring or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided for contestants.
8. 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. **Selection for matches will be done through a written exam administered at 8:00am on Saturday, August 19<sup>th</sup>. The eight teams with the highest team total score on the exam will advance to head-to-head competition on Sunday, August 20<sup>th</sup>.** Qualifying teams will be seeded based on test score. The exact procedure followed will be determined by the number of teams participating and the time allowed for the contest.
2. Due to time constraints single elimination procedure will be used. Phases listed below may be altered prior to the start of the competition depending on time constraints.

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:** Phase One will consist of eight (8) one-on-one questions that will be asked of each team. **Correct answers are worth 10 points with no deduction for incorrect answers.** During the one-on-one competition, only one member of each team who the specific question is directed to will be eligible to respond. This eligibility will rotate with each question beginning with the captain of each team, and rotating to the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> contestant of each team, respectively, until all eight (8) questions have been asked. This means that a pair of individuals (one member from each team) will be asked two (2) questions. If neither contestant buzzes in, the question dies and no points are awarded or lost. No teammate assistance may be offered or received in this phase. A contestant must buzz within five (5) seconds after the question is read and answers must be started within five (5) seconds of the contestant being recognized by the moderator (starting an answer after the 5second 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.
    - The moderator shall indicate prior to reading each question which two contestants are eligible to respond. If the first recognized contestant fails to respond or answers incorrectly, the moderator will offer the question to the other contestant. The moderator will read the correct answer if both contestants answer the question incorrectly or no answers are given.
    - Each question shall be addressed to only one member of each team, beginning with the team captain and progressing with subsequent questions to the number 2, 3, 4 contestants, respectively. If neither contestant buzzes in, the question dies and no points are awarded or lost. The next pair of contestants are read a new question.
    - A contestant must be recognized by the moderator prior to beginning his/her answer. Any member answering a question without being acknowledged will result in the deduction of 10 points from the team score. The opposing contestant has the option of answering the question within five (5) seconds after receiving an offer from the moderator.
    - If a contestant buzzes in and fails to respond to the question in the form of an answer, a five (5) point penalty will be assessed.
    - There will be a five (5) point deduction if any contestant, other than the two designated contestants, responds.
    - If the equipment allows a member of each team to buzz in at the same time or locks out both 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 question will be selected by the judges.
  - **Phase Two:** Phase Two will consist of eight (8) questions. **Correct answers are worth 10 points, with no deductions for incorrect answers.** Each team will have first opportunity to answer four questions on alternating basis. The team may write the question down on the paper provided to them when it is first read. The team shall discuss questions prior to answering, but only the team captain can report the answer. **Once the team captain begins an answer, no additional help may be offered from teammates.** If anyone other than the team captain answers or additional help is offered, 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 incorrectly, 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. This team may discuss the question only after it has been 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.

- **Phase Three:** Phase Three will consist of regular or toss-up 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.
  1. 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 5 seconds after being acknowledged by the moderator, or will lose ten (10) points. Ten (10) points will be deducted for incomplete or incorrect answers. If an incorrect answer is given, moderator will offer the question to the other team, who has the opportunity to answer after buzzing and being acknowledged. The second team must buzz in within ten (10) seconds of being offered the question. The question will **not** be re-read. If neither team can offer an answer within ten (10) seconds, the moderator will give the correct answer and neither team will forfeit points.
  2. 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 a deduction of ten (10) points. The moderator will NOT indicate whether the answer was correct or incorrect, but only that it was answered without acknowledgement and will offer to the opposing team. The opposing team has the option of answering within ten (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.
  3. 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. The team may write the question down on the paper provided to them when it is first read. Answers must be started within twenty (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 toss-up question or an incorrectly answered toss-up question, the bonus question dies with no points awarded and the moderator will read the next regular question.
  5. Pre-mature buzzing: When the buzzer is pushed before a 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 (10) points will be deducted from the team score. 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.
  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 question will be selected by the judges.

7. Questions will not be re-read, except as in (5) above.
8. The score of both teams will be announced periodically.
9. It is at the judge's discretion to ask for clarification of answers from contestants.

### **Awards**

The Champion Livestock Quiz Bowl team (if all members eligible) will be given the opportunity to participate in the National Invitational 4-H Livestock Quiz Bowl in Grand Island, Nebraska, which is part of AK-SAR-BEN. Eligible senior teams must meet age and all other qualifications established by national rules. Teams with one or more members under age 14 as of January 1 of the current year are ineligible to compete at the national contest. If the Champion team is ineligible or declines to participate, the opportunity will be offered to the Reserve Champion team and so on.