

2026 Kansas 4-H Livestock Quiz Bowl Rules

ELIGIBILITY

1. **Member Eligibility** – The Livestock Quiz Bowl has one division. This is a team-only event. A team consists of four (4) individuals and one (1) optional alternate (if desired). Contestants must already have reached his or her 9th birthday, and may not have reached his or her 19th birthday, before January 1. **If a team has one or more members who are under 14 years of age, that entire team will be *ineligible* to qualify for competition at the designated National 4-H Livestock Quiz Bowl at NAILE in Louisville, KY.** *The contest is designed with the competitive intensity of a state-level event to give youth the opportunity to display their advanced skills in active listening, critical thinking, decision making, reasoning ability, communication skills, and public speaking. Participants should understand the basic concepts of this event for it to be a positive experience that fosters experiential learning.*
2. **National Contest Participants** – Individuals who have competed in the National 4-H Livestock Quiz Bowl at NAILE are not eligible to participate in this contest.
3. **Team Entry** – There are no individual entries in this contest, only teams. A county may enter one (1) team for this contest. Districts may enter as many teams as there are counties comprising their district (Kansas 4-H Policy 12.5.2). Each team registered **MUST** include 4 members to be eligible to participate. **The deadline to enter is August 1, which is the deadline for all contests included in the Kansas 4-H Livestock Sweepstakes weekend.** Youth must be entered through their extension unit. Refer to the Livestock Sweepstakes Guidelines and rules for entry details and instructions.
4. **Entry Fee** – The registration fee for the Kansas 4-H state livestock quiz bowl contest is \$15/team member or \$60/team. Extension Units will be invoiced for youth registered under their county or extension district.
5. **Contest Date & Location** – The first phase of the quiz bowl contest will be a qualifying exam on Saturday, August 22 in the Stanley Stout Center. The top 12 teams who qualify for the head-to-head rounds will compete on Sunday, August 23. Specific locations for the orientation and buzzer rounds will be shared directly with teams entered in the contest.
6. **Project Enrollment** – Team members need not be enrolled in any specific 4-H livestock projects.
7. **Team Members** – A team will consist of four (4) members and up to one (1) alternate (optional). An alternate can be substituted at the conclusion of any phase in a round during head-to-head competition. 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, *except for the qualifying exam.*
 - 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 the moderator. In the event a four-member team enters competition, and one member is unable to continue (after the contest has begun), 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.
8. **Accommodations** – We request that extension staff share information regarding equal opportunity and disability accommodation request information at least 4 weeks prior to the contest with 4-H parents. To request a disability accommodation, complete the [Disabilities Accommodation Request Form](#). Those requesting accommodations for a local extension program, should work with the extension agent to

complete this form. *Please let Lexie know if a coach, volunteer, or 4-H participant has any special (dietary, reading, medical etc.) needs at least two weeks prior to the event. This information needs to be included in the system at the time of registration. (adhayes@ksu.edu)

9. **Local Selection Process** – 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.
10. **Post-Secondary Course Work** – 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 or any related collegiate livestock quiz bowl contest, are not eligible to compete.
11. **Reference List & Resources** – Although it is not an all-encompassing list, participants are encouraged to use the resource list provided on the website to prepare for the state 4-H livestock quiz bowl contest.
12. **Question Submission** – Each team is encouraged to submit 10 “current event” questions using the references included on the 2026 Kansas 4-H Livestock Reference List. Questions must include correct answer and source. Submissions need to be emailed to Lexie at adhayes@ksu.edu by 5:00pm on Monday, August 3, 2026 to be considered. *Participation in the question submission component of the contest will serve as the first tie-breaker for the qualifying exam.*

GENERAL RULES

1. **Teams:** Selection for matches will be done through a written exam administered at 7:15am on Saturday, August 22. **The twelve (12) teams with the highest total team score on the exam will advance to head-to-head competition and be seeded into the bracket based on test score ranking. The top four (4) scoring teams will receive a bye in the first round. *All four (4) individual test scores will be counted towards the total team score to determine final teams and bracket seeding.*** If a team consists of four (4) members and one alternate, **only four (4) individuals can take the test** and will need to be designated at the time of entry. Alternates should not enter the testing room; only testing participants will be allowed. **Ties will be broken based upon the team who submitted current event questions by the deadline.** If both submitted appropriate questions, per the rules, the highest scoring member of each team when considering the overall individual rankings will win the tie-breaker. A secondary tie-breaker will be the lowest scoring team member who is ranked higher overall in the individual rankings. If an additional tie-breaker is needed, a pre-determined exam question will be evaluated and the team with the most members answering the question correctly will win the tie-breaker.

Bracket play of the Livestock Quiz Bowl will be hosted on Sunday afternoon, August 23. The contest orientation for the 12 teams who qualify for head-to-head competition will begin on Sunday at 12:00pm at the designated location. Due to the evolving level of construction across campus, specific contest locations will be provided in the Welcome Email distributed to coaches the week of Livestock Sweepstakes, as well as through the Remind messaging system. They will also be provided directly via email to coaches of teams who qualify for head-to-head competition. All qualifying teams, regardless of bracket seeding, must report to orientation and will be sequestered in the holding room until their first match. A designated coach for each team must also attend the meeting and will be sequestered in the holding room with the team until they are eliminated from competition. The first preliminary round will officially begin by 12:30pm, or when teams have been assigned a competition room 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 3:00pm, but could begin sooner. Once the top two teams are settled in the competition room, the final round will begin. This event will be conducted in a time efficient manner to move on to the awards ceremony and get contestants 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 tent 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 will wait in the designated holding room until their first match and 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. 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.
4. **Electronics:** No electronic devices are allowed in a contest space. This includes the holding room. Contestants, coaches, and spectators should remove these devices prior to the start of the contest or entering the holding room. Contest officials reserve the right to inspect all contestants, coaches, and spectators upon entry into the contest room for electronic devices. 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.
5. **Holding Room:** Only registered contestants, designated coaches, and contest officials are allowed in the Holding Room. No electronic devices are allowed or to be used in the Holding Room, except by contest officials.
6. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
7. **Timeouts:** Team members, coaches, moderators, 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. Coaches are also allowed to call for one, thirty (30) second timeout, during the toss up round (Phase 3) at their discretion. Timeouts may be called only after a question has been answered and before the start of the next question.
8. **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. Each team will have a maximum of two (2) opportunities per match to protest a question or answer.
 - Only one member of a team or the coach of a team may protest a question or an answer, and they may only do so 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.
 - 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 (2) minutes to use these reference materials to clarify the protest.
 - 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 question procedure during the course of play. They may, however, submit in writing to the contest officials any constructive suggestions 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.
9. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three (3) additional toss-up questions until the tie is broken. Questions will be scored as in Phase Three (see below). If still tied after this series of questions, the match becomes "Sudden Death" play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for "Sudden Death" play will be selected by judges.
10. **Aids & Materials:** 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.
11. **Final Score:** Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

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.
2. **Judge:** The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer.
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 the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
4. **Scorekeeper:** The scorekeeper(s) will keep a running score on each match. This will include maintaining scores visible to the moderator and contestants, and if possible, the viewing audience. They will also work in cooperation with the judges and other contest officials to maintain a written record of all scoring transactions.

METHOD OF QUIZ BOWL COMPETITION

1. **Selection for matches will be done through a written exam administered at 7:15am on Saturday, August 22. The twelve (12) teams with the highest team total score on the exam will advance to head-to-head competition on Sunday, August 23. Answers submitted on the scantron during the qualifying exam will be the contestant's official card and it is their responsibility to make sure it is accurate. No corrections will be made during tabulation. Bubbles will be scored as marked, with no bubbles being corrected or added, even if the student indicates their decision in the text box or exam, but without bubbling.** Qualifying teams will be seeded into the bracket based on total team test score, with the top four (4) teams receiving a bye in the first round. The exact procedure followed will be determined by the number of teams entered 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 (1):** Phase One will consist of eight (8) one-on-one questions. 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 2nd, 3rd, and 4th 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. **Correct answers are worth 10 points with no deduction for incorrect answers.** 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 5 second buzzer goes off is not acceptable). Answers will consist of multiple choice, fill in the blank, and/or completion type questions. If, after the contest has begun, a team is allowed to continue with only a three (3) member team, they will forfeit the Phase 1 questions directed towards the fourth team member. The moderator may or may not read the correct answer if incorrect or no answers are given, depending if additional matches remain in the round. They may elect to wait until the last match of the round to share the answers.
 - 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 (2):** Phase Two will consist of eight (8) questions. Each team will have first opportunity to answer four questions on alternating basis. Each team may write the question down on the paper provided to them when it is first read. **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. **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, 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. 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. Teams are not required to buzz in before answering the question.
- **Phase Three (3):** Phase Three will consist of regular, toss-up, and bonus questions with a total of sixteen (16) questions worth **15 points** each. Teams will **lose ten (-10) points** for **incorrect or incomplete** answers. 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 third question will be a toss-up question with a bonus attached. The only difference between a regular and toss-up question will be that toss-up questions will have a bonus question attached. Bonus questions will only be offered to teams who correctly answer the attached toss-up question. The final question of the round will be a regular question and not a 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, the 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, depending on if matches are left in the round, 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. Once the team captain begins an answer, no additional help may be offered by teammates. 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.

TIEBREAKERS

1. The first tiebreaker for the qualifying exam will be if teams submitted questions.
2. If both teams submitted current event questions, per the rules, the highest scoring member of each team when considering the overall individual rankings will win the tie-breaker. A secondary tie-breaker will be the lowest scoring team member who is ranked higher overall in the individual rankings. If an additional tie-breaker is needed, a pre-determined exam question will be evaluated and the team with the most members answering the question correctly will win the tie-breaker.
3. Tiebreakers for head-to-head competition during bracket play will be conducted as described in the rules above.

AWARDS & NATIONAL CONTEST

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 at NAILE in Louisville, KY. 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.