

Idaho 4-H State Livestock Quiz Bowl Contest

Tuesday, July 2, 2024

10:00 AM

Gooding County Extension Office, 203 Lucy Lane
Gooding, ID 83330

OBJECTIVES

- A. Stimulate learning in a subject matter area;
- B. Reward 4-H members for knowledge gained in a subject matter area;
- C. Provide a competitive setting where attitudes of friendliness and fairness prevail;
- D. Develop teamwork, self-confidence, and decision-making skills.

RULES AND REGULATIONS

Entry

1. The Livestock Quiz Bowl has one division. Each county in Idaho is invited to enter up to three teams.
2. The cost to enter the contest is \$40 per team. **Lunch IS NOT provided.** Money for the teams must accompany the registration in order to be qualified to attend.
3. Entries are due by Friday June 18, 2024. All contestants must enter online. Entries after that date will NOT be accepted. **No late entries.**
4. An Extension Educator from the participants' county must approve the registration in order to validate the registration of the teams. Registration will be online this year.
5. Coaches will be given the opportunity to review their team entry prior to the contest.
6. Changes to teams will not be allowed on the day of the contest.

Eligibility:

2. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
3. Substitution during the contest needs to be approved by the moderator. In the event that 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**.

General Rules:

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. Western business casual dress or nice show ring attire is recommended.
3. Team Captain: A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. 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.
4. Viewing: Contestants 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. No cell phones, or electronic devices allowed in contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
5. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort; no note taking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s). Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.
6. Contest Equipment: Each contestant will be given the opportunity to test the proper functioning of game equipment.
7. Timeouts: Team captain, 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. e

c. 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.

iv. If a protest is overruled by the judge or the moderator the team will lose one point.

v. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.

vi. 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 suggestions, complaints or protests at the conclusion of the contest.

9. 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.
10. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
11. Ties: If both teams are tied at the end of a match, the moderator will read additional toss-up questions until the tie is broken in a sudden death round. Sudden death will follow normal game play and rules for a toss-up round.
12. 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.
13. Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.
- 14.

Officials:

1. **Moderator:**

- b. Correct answers are worth 1 point, with no deductions for incorrect answers.
- c. The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
- d. Answers must be started within 10 seconds after the question is read.
- e. Team captain may defer to another team member but must inform moderator which member will answer.

Phase Three: Toss Up / Bonus Phase

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Answers must be started within 10 seconds after the question is read.
- c. Toss Up Questions:
 - i. Any team member from either team may buzz in to answer a toss-up question.
 - ii. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator or will lose 1 point.
 - iii. Every fourth question will be a toss-up question with a bonus attached.
- d. Bonus Questions:
 - i. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - 1. If a team fails to answer the toss-up question, the BONUS question WILL NOT carry forward to the next question.
 - ii. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
 - iii. 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).
 - iv. When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.
 - v. Team captain may defer to another team member, but must inform moderator which member will answer
- e. Phase Three Scoring:
 - i. Toss up questions are worth 1 point each, with a 1 point deduction for incorrect or incomplete answers.
 - ii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in Phases 1 and 3 to the teams that have each team member correctly respond to a questdh()Tj0.005 Tc BDC -9.4

a. Scores will be kept for each individual contestant. Only those contestants who have participated in three or more matches will be considered for the top individual awards. The three high match scores for each individual will be used in cases where individuals participate in more than three matches. Contestants' must have a score greater than zero to be eligible for an individual award.