

ARIZONA 4-H

QUIZ BOWL CONTEST



DESCRIPTION:

Quiz Bowl is similar to a trivia game, where members prove what you know about either large or small livestock. Questions are asked of participants who will activate their buzzer if they know the answer. Participants will compete in heats or groups of up to 8 contestants playing at one time. Each player has an individual buzzer and is playing for an individual score.

- A. Each member will compete as an individual, no teams will be allowed.
- B. Quiz Bowl classes will consist of three animal divisions. Each class will be further divided into age divisions. The classes will consist of
 - 1. Large Livestock (Beef, Swine, Lamb and Goat) *This is a qualifying contest to compete in the Livestock Quiz Bowl contest at Western National Roundup in January. The top 4 Senior places will qualify.*
 - 2. Small Livestock (Poultry, Rabbit, Cavy, Dairy Goat and Pygmy Goat)
 - 3. Avian (This class is only open to Seniors this year.) *This is a qualifying contest to compete in the Avian Bowl contest at NAILE in November. The top 4 Senior places will qualify.*
- C. Age Divisions will follow the Arizona 4-H age divisions and are based on the age as of December 31st 12:59 p.m..
 - 1. Junior - 8-10 Years Old
 - 2. Intermediate - 11-13 Years Old
 - 3. Senior - 14+ Years Old

OFFICIALS:

- A. **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.
- B. **Judge:** The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer.
- C. **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.
- D. **Scorekeeper:** A scorekeeper will keep a running score on each match. The Scorekeeper will maintain scores visible to the moderator and contestants as well as maintain a written record of all scoring transactions.

GAME PLAY:

There are three types of questions: One on One questions, Toss Up questions and Bonus questions. Each round of play will begin with one on one questions.

1. One on One questions will be asked to only two competitors. The pairing of competitors will be done at random by the Moderator, Judge(s) and/or the Contest Superintendent. Each competitor will have a minimum of two up to a maximum of four One-on-one questions per round or heat.
2. Toss Up Questions are asked to the entire group by the moderator. The number of Toss Up questions per round will be determined by the Contest Superintendent in advance. There will be a minimum of 10 Toss Up questions and a maximum of 25 Toss Up questions per round or heat.
3. Bonus Questions are attached to random Toss Up questions. The Moderator will announce at the beginning of the Toss Up questions that there is a Bonus Question attached. The competitor who answers the Toss Up question correctly will have the opportunity to answer the Bonus Question. No other competitor may answer. If the Toss Up question is answered incorrectly, or not answered at all, the Bonus Question will move to the next Toss Up question. There will be four Bonus questions per round or heat and in general will be more difficult than Toss Up or One on One questions.

GENERAL RULES:

1. When a contestant knows the answer to the Toss Up or their One on One question, they activate their buzzer. The first participant to buzz in must be recognized by their name by the Moderator before they answer. Once acknowledged, contestants will have 10 seconds to begin speaking their answer (Note: repeating the question is not considered part of the answer)
2. Be careful during the One-on-One round – if the question is not directed to you, you may not buzz in! Contestants who buzz in when the question is not directed to them will have one point subtracted from their score each time they buzz in inappropriately.
3. Once a buzzer is activated by a participant, the moderator will immediately stop reading the question. In other words, the participant may buzz in before the Moderator is finished asking the question, but the remainder of the question will not be heard. If the question is answered incorrectly, the Moderator will begin the question again for the rest of the group to have the opportunity to answer.
4. Contestants will have 10 seconds to buzz in from the completion of the question. If no contestant buzzes in during that time frame, the Moderator will go to the next question.
5. Participants who “excessively” pause or “stall” during their answer will be prompted to finish their answer. If they do not do so, the moderator will rule the answer incorrect.
6. If a competitor buzzes in, but fails to wait for the moderator to recognize them by name, their answer will be ruled “incorrect”.
7. Once a contestant buzzes in, they cannot ask to have the question repeated.

8. For multiple choice questions, contestants may buzz in prior to the actual “letter answer” being read, and answer the actual answer. Judges will then rule if the answer is “correct” or “incorrect”. Other competitors will not be allowed to respond a second time to incorrect Multiple Choice questions.

9. Incorrect Answers: If a Toss Up Question is answered incorrectly, the board will be cleared and remaining contestants will have an opportunity to activate their buzzer. First remaining contestant to buzz in will get acknowledged by the Moderator by name. Once acknowledged, contestants will have 10 seconds to begin speaking their answer (Note: repeating the question is not considered part of the answer). If a question is a One on One question, only the remaining contestant will have the opportunity to buzz in and answer.

10. Only the first answer given is accepted and will be ruled as correct or incorrect.

JUDGING:

1. One to three Judges per age division will be present to rule if an answer is correct; this may include the Moderator in a dual role as a Judge.

2. The Judges may ask contestants to clarify their answer or be more specific. If a contestant disagrees with the decision of the Judge, they must immediately state “I’d like to Protest”. If play has moved on, they cannot protest. For example, once the moderator has offered the question to other players (if theirs was the first incorrect answer), began reading the next question, or has announced the conclusion of the round - contestants cannot protest.

3. If a protest is lodged, play will be immediately suspended. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final. A protest can be made 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.

a. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:

- 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.
- If an answer is protested (either correct or incorrect) - at least one of the judges will determine the validity of the protest. Points will be added or subtracted as appropriate.

b. Abuse of protest provisions may result in dismissal of the contestant from the contest area.

OTHER RULES:

1. The Contest Superintendent will determine the number of rounds and number of questions based on the number of registrations received. 1-4 winners will be selected from each round (depending on the number of participants) to participate in the next round.

2. The same questions will be asked in each heat of Juniors; the same questions are asked in each heat of Intermediates, and the same questions are asked in each heat of Seniors.
3. Senior heats will generally have more advanced questions.
4. If a multiple choice or true/false question is answered incorrectly, other competitors will NOT be allowed to answer.
5. Prior to the start of each round, the Moderator will have each contestant buzz in to verify that the equipment is working properly.
6. Contestants cannot view matches until they have been eliminated from competition. After they have been eliminated, contestants may view matches, but must remain quiet throughout the event.
7. Contestants may not bring or use any prepared aids or other resource materials during a match.

SCORING:

1. Correct answers are awarded: 2 points
3. Incorrect Toss Up and One on One answers are penalized by subtracting: -1 point
 - If a Toss Up or One on One question is answered incorrectly a second time, the second competitor IS NOT PENALIZED. In other words, - go ahead, take a guess!
4. Bonus questions that are answered correctly are awarded: 2 points
 - There is no deduction for an incorrect or unanswered bonus question.
5. If there is a tie 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 series of questions, the match becomes "Sudden Death" play. Thus, the first contestant to achieve a higher score will become the winner of the match. Questions for "Sudden Death" play will be selected by the judges.
6. Once the moderator has declared a winner based on the total point accumulation, there shall be no protests.