

Arizona 4-H FCS Bowl Contest Rules

(This contest is a Qualifier for Western National Roundup)

FCS Bowl is similar to a trivia game, where members prove what they know about family and consumer sciences. 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. Members will compete in their specific age division:

Age Divisions:

Junior – 8-10 Years Old
Intermediate – 11-13 Years Old
Senior – 14-19 Years Old

Age Divisions will be determined by age as of 12/31/2019.

Only Seniors may qualify for Western National Roundup

Questions: There are three types of questions:

- One-on-one questions will be asked to only two competitors. The pairing of competitors will be done at random by contest organizers. Each competitor will have a minimum of two up to a maximum of four One on One questions per round or heat.
- Toss-up questions – open for response by any member of either team.
- Bonus questions – attached to select toss-up questions and are only open to the competitor that won the toss-up question. No part of the bonus question may be repeated or any additional information given to the contestant.
- Question types may include multiple choice, fill in the blank, open-ended, and true/false.

Game Structure:

- A game consists of two rounds that are divided into halves.
- The first half of the round is one-on-one competition. The moderator indicates which two contestants are eligible to respond prior to the reading of each question.
 - 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 questions is not directed to them will have one point subtracted from their score each time they buzz in inappropriately.
- The second half of the round consists of 20 toss-up questions and 4 bonus questions. All competitors are eligible to respond to the toss-up questions.
- 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.
 - If a competitor buzzes in, but fails to wait for the moderator to recognize them by name, their answer will be ruled “incorrect”.
- Participants not competing in the current round of play are required to stay in the assigned holding room. Study materials are not allowed in the holding room.

- If a question is thrown out either due to poor reading by the moderator or a decision by the judges, it will be replaced by another question so that the total number of questions remains consistent.
- After the moderator reads a question, contestants have five (5) seconds to buzz in to indicate they want to answer the question.
- Contestants have five seconds to begin to answer the question after activating the buzzer and being recognized by the moderator.
- If a buzzer is activated during the reading of a question, the moderator immediately stops and the contestant has five seconds after being recognized by the moderator to begin the answer.
- Repeating the question by the contestant is not considered the initiation of the answer.
- It is the responsibility of the moderator and judges to determine if an actual answer was begun within the five-second period.

Rules and Procedure of Play:

- The moderator reads all questions to their completion, or until a contestant activates a buzzer.
- If the answer given is incorrect, the question will not be repeated for the other contestants, but it will be discarded.
- If the time elapses without a contestant activating a buzzer, there is neither loss nor gain of points for any competitor.
 - If a bonus question was attached to an unanswered toss-up question, that bonus question is then transferred to the next question.
- If the question is answered correctly within the five-second time limit, that contestant scores two points.
 - If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a ten- second period is given to begin the answer.
 - No part of the bonus questions will be repeated nor will any additional information be given.
- Any contestant or the moderator may call a time-out for clarification of a rule, or to allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next question.
- 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, or cameras are allowed in the contest room.
 - Failure to observe this rule will result in dismissal from the contest area and disqualification of the contestant.
- Holding Room- when not competing, members will be held in holding room where they will be monitored. Any member found talking about or discussing family and consumer sciences in any way will be disqualified.

References:

- 2019 Dietary Guidelines
- Skill-a-thon Identifications –
 - Sewing and Clothing ID Booklet
 - Housing and Interior Design ID Booklet
 - Food and Cooking ID Booklet
- 2019 Additional Materials Packet

Scoring:

- All questions (one-on-one, toss-up and bonus) are worth two points.
- The gain or loss of points is declared as follows:
 - Correct response – gain two points
 - Incorrect response – loss of one point
- For one-on-one and toss-up questions, if the time elapses (5 seconds) without a contestant activating a buzzer, there is neither loss nor gain of points to either team.
- Failure to answer a bonus question results in no loss of points.
- Following the final question, the team with the highest number of points is declared the winner of that round.
- In the event of a tie after both rounds of play, five additional toss-up questions will be asked only to the contestants included in the tie.

Awards:

- Each Contestant will be awarded based on the Danish System. Blue Awards will be given to those who exceed expectations. Red Awards will be given to those who meet expectations. White Awards will be given to those who do not meet expectations.
- Each age division will have one champion.