

Alaska State 4-H Livestock Bowl Contest Rules



GENERAL INFORMATION

The Livestock Bowl contest provides an opportunity for youth enrolled in 4-H livestock projects to demonstrate their knowledge of livestock-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These contests will provide an educational experience for both participants and spectators.



CONTESTANTS AND ELIGIBILITY

1. Each district may enter two (2) teams of four to five contestants. Three member teams may be allowed but may not be eligible for national competition. One team member will be designated as alternate if five (5) are entered. Teams are selected as the top two (2) from their district contest. If there is not enough individuals to justify a district contest then the 4-H Agent or staff may select the teams by any procedure they see fit.
2. Contestants must be 3rd through 12th grade for the current school year.
3. Contestants must be enrolled in 4-H and dues paid.

INSURANCE

Districts are required to verify that all participants are covered by insurance before attending the State Contest.

GRIEVANCES

Any protest must be submitted in writing (along with a \$25 deposit) not less than one hour prior to the scheduled awards presentation. Protests will be reviewed by a three-member Grievance Committee. Deposits will be forfeited if the protest is not sustained. **Decisions of Grievance Committee are FINAL.**

CODE OF CONDUCT

All contestants, coaches, parents and spectators are expected to conduct themselves in an appropriate manner at all times. At no time will disrespectful behavior (be it toward contest officials, other contestants or coaches, or the general public) be tolerated. Failure to comply may result in immediate disqualification of any individuals, teams and/or family members of the violator.

LIVESTOCK BOWL QUESTIONS

1. Each team may e-mail or mail 60 questions to the contest coordinator, by February 1. Questions and the correct answers shall be typed on white 8 1/2" x 11" paper.
2. Questions must come from the official sources only and must include the reference source and page number. The official reference sources are: National 4-H CCS livestock publications and Ohio State Livestock Resource Handbooks (beef, goat, sheep, swine).
3. There will be three types of question used.
 - a. ONE-ON-ONE questions to which individual contestants may respond. These points will count toward individual and team scores.
 - b. TOSS-UP questions are open to response by all contestants. These points will count toward individual and team scores. Five toss-up questions will have a bonus question attached and in general will be somewhat more difficult.
 - c. BONUS questions are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question, which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer, however other team members may feed information to the individual answering.

EQUIPMENT

1. Game panels - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.
2. Time Recorders - A stopwatch or other appropriate time device will be required.
3. Score Keeping Devices - Two devices will be needed: one, such as a blackboard or flip chart, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

OFFICIALS

1. Moderator (Quiz Person) - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the match winner and shall at all times be in control of the matches.
2. Referee Judges - At least two referee judges are recommended. The judges must be knowledgeable livestock persons. One referee judge (or the moderator) should, if possible, be a veterinarian. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
3. Time Keeper - Unless this duty is assumed by the moderator or by a referee judge, the time keeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a time keeper.
4. Score Keepers - At least two individuals shall be used to keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and the scores are clearly visible to the moderator and to the contestants. The second score keeper shall be used to maintain a record of the individual scores of each contestant.

TEAMS

1. Each team shall consist of not less than three (3) or more than five (5) members. Teams of four or five are strongly encouraged and are the required for national competition.
2. Only four (4) contestants shall be seated at the panel at any one time.
3. There will be only one coach designated during any given round.
4. The coach and alternate of each team shall sit in an area designated by the moderator.
5. Coaches will not be allowed in the holding room during rounds.
6. During any match, one (1) team member only may be replaced at the panel when:
 - a. The moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
 - b. The captain or coach of a team requests the replacement of a team member.
7. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

PROCEDURES OF PLAY

1. Match Procedures

- a. Each match will be divided into two parts based on number of questions (36 questions per match plus 5 bonus questions).
- b. In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game

should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e., 20 questions).

- c. During the second part of the match any individual on either team may respond to a question (20 total questions).
- d. The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- e. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
- f. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains consistent.
- g. Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, 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.

2. Starting the Contest

- a. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
- b. A team captain is designated and is seated at the direction of the moderator in position number one.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- e. The contestant activating the buzzer shall have five (5) seconds AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR to begin the answer to the question.
 1. The repeating of the question by the contestant shall not be considered the initiation of an answer.
 2. It shall be the responsibility of the time keeper or the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
- f. If the answer to a question is begun during the 5-second allowable time and the answer is incorrect, that team and individual loses the point associated with that question.
- g. If the answer to any question, whether read to completion or not, is incorrect, the moderator will give the correct answer. The question will NOT be turned over to the other team.
- h. If a member of a team activates a buzzer and an answer has not been started within the 5 second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer. The question will NOT be turned over to the other team.
- i. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points, nor awarding of points to either team.

3. One-on-One Questions

- a. The moderator shall indicate clearly the start of one-on-one play.
- b. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants, respectively.
- c. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 1. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
 2. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
- d. There will be no bonus questions asked during the one-on-one period.
- e. The point value of a response to a one-on-one question will be as follows:

1. Correct response = +2 points (individual and team)
2. Incorrect response = loss of 1 point (individual and team)
3. If both contestants to whom a question is addressed fail to signal intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points.

4. Toss-Up Questions

- a. The moderator shall indicate clearly the start of toss-up questions.
- b. The point value of a response to a toss-up question will be as follows:
 1. Correct response = +1 point (individual and team)
 2. Incorrect response = loss of 1 point (individual; and team)
 3. If no contestant signals intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points.

5. Bonus Questions

- a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
- b. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.
- c. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the time, a 5-second period is then permitted for the team captain or designee to begin the answer.
- d. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
- e. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
- f. The point value of a response to a bonus question will be as follows:
 1. Correct response = 3 points
 - a. Does not count toward team participation bonus points
 2. Incorrect response = no points lost
 3. No answer = no points lost

6. Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points by repeating the process specified for team bonus awards.
 1. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
 2. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

7. Completing the Contest

- a. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- b. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner. Tie breaker points do NOT get added to individual scores.

- c. Once the moderator has declared a winner based on the scores, there shall be no protest.
- d. There shall be no protest of any questions or answers following the declaration of the winner.

PROTESTING

1. The protest of a question or answer to a question may be made only by a team captain or coach and then only at the time a particular question is read or the answer is given. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
2. When protest is made, play will be suspended until the protest is resolved.
 - a. The protesting team and coach will be given 3 minutes to support their protest.
 - b. Reference source material will be available in the contest room for their use.
 - c. A 1-point team penalty will be assessed if the protest is not upheld.
3. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a. A question is protested before an answer is given and the protest sustained -- discard the question. No loss or gain of points will result for either team.
 - b. An answer is protested (either correct or incorrect) -- at least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect) -- at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in 2 above.
4. Abuse of protest provisions may result in one or more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of team captain.
 - c. Dismissal of entire team with forfeiture of any points or standing.
5. 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. Unseemly behavior, unsportsmanlike conduct or any actions, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
6. No source of information is infallible. There may at times be answers given to questions, which are in agreement with the recommended sources, which are in fact erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer 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.

SCORING

1. One-on-One Questions
 - A. Correct..... + 2 individual and team
 - B. Incorrect..... - 1 individual and team
 - C. A contestant other than the two designated contestants responds - 2 individual and team
2. Toss-Up Questions
 - A. Correct..... + 1 individual and team
 - B. Incorrect - 1 individual and team
3. Bonus Questions
 - A. Correct..... + 3 team
 - B. Incorrect.....No points lost
4. Miscellaneous
 - A. Fail to signal or contestant not acknowledged by moderator. - 1 individual and team
 - B. Fail to answer after signaling intent to answer is an incorrect answer.
5. Team Bonus Points

Every time each seated member of a team has correctly answered at least one question, that team gets +2 points. No answers will accumulate toward a second team bonus for that team until the first team bonus has been awarded.

6. Protesting
 - A. Not upheld..... - 1 team point
 - B. Upheld..... No penalty points lost
 - C. Abused..... Dismissal of team and loss of all points

AWARDS

1. Team Awards

- a. Team awards will be based on a predetermined procedure of play.
 1. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
 2. Single or Double elimination brackets may be used, depending on time and space constraints.
- b. Top three teams will receive ribbons.

2. Individual Awards

- a. Scores will be kept for each individual contestant, with the high 5 individual contestants receiving ribbons.
- b. Only those contestants who have participated in two or more matches will be considered for the top individual awards.
 1. The two high match scores for each Individual will be used in cases where individuals participate in more than two matches.
 2. Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual round scores; and third, total number of points earned in the contest.

EQUIPMENT FAILURE

1. It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the match.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by any contestant, the moderator, or by either coach.
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
 - a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

RECORDERS, CAMERAS, CELL PHONES, AND BEEPERS

1. Tape recorders may not be used at any time during the conduct of a match.
2. NO recording devices such as video tape cameras, movie cameras or any other type of camera and may be used during the conduct of a match.
3. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.
4. Please TURN OFF cell phones and beepers when in contest room.
5. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing or computer use in the contest rooms. Affiliated teams will be eliminated from the competition.

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