



Date: Tuesday, June 21, 2022 beginning at 10am; Coaches meeting via Zoom on Monday, June 20, 2022 at 6pm

2022 Colorado 4-H Livestock Quiz Bowl Contest Rules

Contest Superintendents: Josey Pukrop and Morgan Young

Objective:

The primary objective of the Livestock Quiz Bowl contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of livestock-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. This contest will provide an educational experience for both participants and spectators.

Contestants and Eligibility

1. Each county or area may enter teams of no less than 3 and no more than 5. One team is a total of 4 members with one additional as an alternate but may compete with no less than 3 members. Counties may enter multiple teams.
2. Contestants must already have reached their 14th birthday, and may not have reached their 19th birthday, as of December 31st of the previous year in which the Colorado Livestock Quiz Bowl is held.
3. Contestants must be enrolled in the county or area they represent. Counties may combine members if one of the counties does NOT have a team to participate, providing an approved intent to combine notice was submitted prior to April 15th.
4. Any member of a past winning team of the Colorado 4-H Livestock Bowl or member who competes at the National 4-H Livestock Bowl contest, as the official Colorado 4-H Livestock Bowl team will not be eligible to compete on any team at the Colorado 4-H Livestock Bowl contest.
5. The bracket will be determined and seated by:
 - Teams will be seated and placed in the contest bracket randomly if there are less than 8 teams registered. A double elimination format will be utilized for the entire contest in this scenario.
 - Teams will be seated and placed in the contest bracket by test scores if there are more than 8 teams registered.
 - If a test is determined to be the seating tool, the Colorado 4-H Livestock Quiz Bowl will begin with a 30 question (multiple choice; one hour max allowed) test given to each member of the team prior to beginning play.
 - Test scores will be averaged to determine bracket placing.
 - The top 4 test scores from each team will be added together to determine bracket placing. In cases of teams with only three members, just those three scores will be added together. In cases of teams with five members, only the top four scores will be used.
 - The first round will be single elimination followed by double elimination for the remainder of the tournament.
 - Ties for determining bracket placement will be broken on the highest individual score of the test and if still tied a coin flip will be the final tie breaker.
 - Bracket format and elimination format will be provided at the coaches meeting.

Updated 4/27/2022

Sources

All questions used for the contest will be limited to the following specific resources: **(cover to cover)**

- **Beef Resource Handbook (4-H-117R Ohio State University Extension)**
- **Dairy Resource Handbook (4-H-127R Ohio State University Extension)**
- **Swine Resource Handbook (4-H circular-134R Ohio State University Extension)**
- **Sheep Resource Handbook for marketing and breeding projects (4-H-194R Ohio State University Extension)**
- **Goat Resource Handbook (4-H-135R Ohio State University Extension)**
- **Rabbit Resource Handbook (4-H-228R Ohio State University Extension)**
- **Raising Turkeys Project and Record book (4-H-166 Ohio State University Extension)**
- **4-H Poultry Production: Raising Broilers (4-H-152 Ohio State University Extension)**
- **Raising Pullets (4-H-151 Ohio State University Extension)**
- **Raising Fancy Poultry (4-H-153 Ohio State University Extension)**

All Ohio State University Publications can be obtained through your local Extension Office or ordered from the Ohio State University website at <http://estore.osu-extension.org>

Rounds containing the top four or fewer teams (final 2-3 rounds) will include some current event questions, which are based on current events in the livestock industries. Since studying from these may appear to be overwhelming, keep these points in mind: Think about major issues that have affected the livestock industry in many ways such as: animal diseases, exports, animal ID, environmental issues, and regulatory changes. The following online resources are examples of what may be used to develop these questions:

- American Sheep Industry Association website www.sheepusa.org
- National Cattlemen's Beef Association website www.beefusa.org
- National Pork Board website www.pork.org
- American Meat Institute website www.meatami.com
- Pork Magazine (questions related to current industry issues, Jan-June of the current year) www.porkmag.com
- Beef Magazine (questions related to current industry issues, Jan-June of the current year) www.beef-mag.com
- American Boar Goat Association: www.abga.org
- American Dairy Association & Dairy Council, Inc: www.adadc.com
- American Poultry Association (APA): www.amerpoultryassn.com
- American Bantam Association (ABA): www.bantamclub.com

Questions: There will be five types of questions used.

1. One-on-one questions - Will be presented to a specific chair on each team. Only the specified chair may answer. These will be worth 2 points to the player and team to answer it correctly and minus one if answered incorrectly.
2. Team Questions - Each team will be asked 4 questions on an alternating basis. Each team will be given 10 seconds to discuss the correct answer but only the team captain can report the answer. If the questions is answered incorrectly or not started in the 10 second time limit the question will be offered to the opposing



team. A correct answer will be worth 2 points to the team and an incorrect question will be a deduction of 1 point.

3. Toss Up questions - Any chair may answer. These are worth 1 point for the player and team that answers it correctly and minus one if answered incorrectly.
4. Toss Up with Bonus Attached - Any chair may answer. The scoring will be the same as the toss-up questions, but the team answering it correctly will receive an opportunity to answer a bonus question. (Toss Up with Bonus Attached is placed randomly within the toss up round of questioning as determined by contest management.) If the Toss Up with Bonus Attached is not answered correctly the Bonus question will not move to the next question.
5. Bonus Question - The entire team may confer for up to ten seconds, but the team captain (chair one) must answer or defer to another chair. This will be a multi-part question. All parts of the question must be answered correctly and no parts of the question will be repeated nor will any additional information be given. Bonus questions are worth 3 points. Teams are not penalized for an incorrect answer.

Procedure of Play

Equipment

1. Game Panels - An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. Time Recorders – Buzzer response system, a stop watch or other appropriate time device will be required.
3. Signal Device – Buzzer response system will be utilized.
4. Score Keeping Devices - Buzzer response system will be utilized. A back up tally of scores will be kept by hand during the course of play.
5. Tournament Bracket – All teams will be placed on the bracket as listed on page 1 of this document. A tournament bracket will be kept up to date and communicated to participants throughout the contest.

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 shall 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 about livestock. One referee judge (or 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. Timekeeper - Unless this duty is assumed by the moderator or by a referee judge, the timekeeper 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 timekeeper.



4. Scorekeepers - At least two individuals shall be used to keep score for the 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 scorekeeper shall be used to maintain a record of the individual scores of each contestant. An assistant to the scorekeeper maintaining individual records is suggested.
5. Holding Room Monitor - The monitor will ensure that the teams/coaches moving in and out of the holding and match rooms are acting accordingly. The holding room monitor will also have round sheets available for team captains. They will keep the tournament brackets up to date and remind teams when they are up for their match. It is not the monitor's job to ensure all members are present and accounted for.

Teams

1. Each team shall consist of not less than three (3) or more than five (5) members
 - a) Teams of three (3) are not eligible for team bonus or seat four answers in the one-on-one phase.
2. Only four (4) contestants shall be seated at the panel at any one time
3. During any match, only one (1) team member 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
 - b) The captain of the team requests the replacement of a team member
 - c) 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. Round Determination
 - a) The bracket will be determined as listed in on page 1 of this document.
 - b) If there are four or more teams, the same Round One questions will be used in all matches in the first column, same with Round Two questions asked in the second column, etc. Therefore, teams and coaches cannot be in the audience.
 - c) Once a team has been eliminated from the contest, they may observe the following matches.
 - d) Audience members must stay in the room once a match has started until the winner has been declared. Audience members cannot go to the holding area until a complete Round is finished.
2. Match Procedures
 - a) Each match will be divided into three phases based either on time or number of questions. The three phases would consist of one-on-one phase, team phase and toss up phase.
 - b) Questions will only be reread during the following occasions:
 - a. If the moderator makes a mistake in reading the question.
 - b. If a member buzzes in before the question is finished and answers it incorrectly. The question will be reread for the other team.
 - c. The Moderator has the final decision if the question needs to reread.
 - c) During the one-on-one competition in the first phase of the match, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each questions beginning with the



number 1 player on each team, and passing to the number 2, 3 and 4 player of each team, respectively. It is suggested that each team member be given the same number of questions, meaning the section be divisible by four.

- a. The point value of a response to a question during the one-on-one questions will be as followed:
 - i. Correct response – 2 points (individual and team)
 - ii. Incorrect response – 1 point deduction (individual and team)
 - iii. If the first answer is incorrect and the other seat buzzes to answer the points are the same for that seat.
- b. If both contestants to whom a question is addressed fail to signal intent to answer in the 5 second allowed time, neither contestant nor team shall lose or gain any points.
- d) During the team phase, each team will be asked four questions each on an alternating basis. The team will be allowed to discuss the question prior to answering but only the team captain can report the answer. If anyone besides the captain begins to report a deduction of one point will occur. Answers must be started within 10 seconds or will result in a deduction of 1 point. If the questions is incorrectly or not answered the other team will have a chance to answer using the same scoring process.
 - a. The point value of a response to a question during the team phase questions will be as followed:
 - i. Correct response – 2 points (team)
 - ii. Incorrect response – 1 point deduction (team)
- e) During the toss up phase, any member may answer the question by being the first person to buzz in.
 - a. The point value of a response to a question during the toss up questions will be as followed:
 - i. Correct response – 1 point (individual and team)
 - ii. Incorrect response – 1 point deduction (individual and team)
 - iii. If the first answer is incorrect and the other team buzzes in to answer the points are the same for that team.
 - b. If either team fails to signal intent to answer in the 5 second allowed time, no contestant or team shall lose or gain any points.
- f) A bonus question is given to the team that answers the toss up question with bonus attached correctly. The moderator will announce when the bonus is attached.
 - a. The team answering it correctly will receive an opportunity to answer a bonus question. (Toss Up with Bonus Attached is placed randomly within the toss up round of questioning as determined by contest management.)
 - b. If the Toss Up with Bonus Attached is not answered correctly the Bonus question will not move to the next question.
 - c. The entire team may confer for up to ten seconds, but the team captain (chair one) must answer or defer to another chair.
 - d. This will be a multi-part question. All parts of the question must be answered correctly and no parts of the question will be repeated nor will any additional information be given.
 - e. The point value for the Bonus question is as follows:
 - i. Bonus questions are worth 3 points to the team if answered correctly. Teams are not penalized for an incorrect answer.

3. Starting the Contest

- a) Teams are assembled and seated in their respective panels and each contestant given the opportunity to check the equipment.
- b) A team captain is designated and needs to be seated in chair one.



- c) The question packet is opened by the moderator.
- d) The moderator announces the start of one-on-one play. At the start of each question, the moderator signifies which chair is allowed to answer the question. The moderator reads the question until such time as a contestant activates a buzzer.
 - 1) If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant has five seconds AFTER having been recognized by the moderator to begin to answer to the question. (If the contestant starts before being recognized, he/she will receive one warning before being removed from the match.)
 - 2) The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - 3) If any contestant, other than the two designated, responds, that individual and their team shall lose two points. If any contestant responds more than twice to questions directed to another contestant, they shall be removed from the match.
- e) If the answer to any question, whether read to completion or not, is incorrect, the contestant and the team loses the point. The question is then turned over to the other team. The moderator will reread the entire question only if it was not completely read before the initial buzz. The players of the second team must signal and be recognized before answering. If the answer is incorrect, the second team will be assessed the same scoring as the first team.
- f) If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither loss of points nor awarding of points to either team.
- g) At the end of the one-on-one round, the moderator announces the beginning of the team phase and that only the team captain may answer, and then the toss-up phase and reminds the contestants that anyone may answer.
- h) If a bonus question was attached to an incorrect or unanswered toss-up question, the bonus will not be transferred to the next question.
 - 1) If the toss up question is correctly answered within the 5 second time limit, that individual scores one point.
 - i. If the bonus question is attached to the correctly answered question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation. The timer signals the end of the time period. The team captain is then allowed 5 seconds to begin the answer.
 - ii. Successful completion of the answer will result in that team being awarded 3 points. All parts of the questions **MUST** be answered, and partial points will not be given.
 - iii. Failure to answer results in no penalty to the team.
 - iv. No part of the bonus question will be repeated, nor will any additional information be given
- k) In order to encourage full team participation, bonus points will be awarded in each round (cumulative across phases) to the teams where each team member correctly responds to a question other than a bonus question. This bonus shall be worth 2 points. After having earned this team bonus once within a round, a team is once again eligible to earn an additional bonus of 2 points by repeating the process.
 - 1) In order to obtain these points, each member of the team seated at the time must have correctly answered. If a member is switched for the alternate, the alternate must also answer a question correctly.



- 2) No contestant will be credited with a second correct response until the first team bonus has been awarded
 - l) Either team captain or moderator may call 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 only be called after a question has been answered and before the start of the next question.
4. Completing the Contest
- a) The moderator will continue reading questions until all questions have been asked
 - b) 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 constant.
 - c) Following the final question, the team with the highest number of points shall be declared the winner of that match.
 - d) In the event of a tie, five additional toss up questions will be asked. If a tie still remains after the overtime, 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.
 - e) Once the moderator has declared a winner based on the scores, there shall be no protest.
 - f) There shall be no protest of any questions or answers following the declaration of the winner
5. Protests of Questions and/or Answers
- a) A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest and their decision in all cases is final.
 - b) When a protest is made, play will be stopped until the protest is resolved or the 3-minute time limit is up.
 - 1) A 1-point penalty will be assessed if the protest is not upheld.
 - c) If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - 1) A question is protested before an answer is given and the protest is sustained – discard the question. No loss or gain of points will result for either team.
 - 2) An answer is protested (either correct or incorrect) – at least one of the referee judges determines 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 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 (b) above.
 - d) Abuse of protest provisions may result in one or more of the following:
 - 1) Dismissal of team coach from the contest area,
 - 2) Dismissal (or replacement) of team captain,
 - 3) Dismissal of entire team with forfeiture of any points or standing
 - e) Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. 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.
 - f) No source of information is infallible. There may be answers given to questions that are in agreement with the recommended sources that 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.

5. Cell phones, recorders of any kind and cameras
 - a) **Audio, Video or Written recording of the contest is strictly prohibited.**
 - b) **Anyone found to be recording will be asked to leave immediately and will be disqualified if competing.**

Awards

Team Awards

1. Team awards will be based on a predetermined procedure of play as listed above.
2. The rank of teams will be determined on the basis of their position within the brackets.
3. To place teams eliminated in the same round, the losing team that has the most points will be awarded the higher rank.

Individual Awards

1. Scores will be kept for each individual contestant, with the high 10 individuals in the Bowl Competition receiving special recognition.
2. All contestants who have participated in a Bowl Match will be considered for the top 10 individual bowl awards.
 - a) The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
 - b) 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.
 - a. If a tie still exists the decision will be made by a coin flip.

Equipment Failure

It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the match.

1. 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.
2. If, after checking, it is determined that there is an equipment malfunction, the issue will be addressed and play resumed.
3. Scores accumulated up to the point of the "time-out" shall stand and all further points awarded during the remainder of the match shall be added to or subtracted from this total.
4. If both referee judges or one referee judge and the moderator agree, points awarded for the two questions asked immediately prior to determination of equipment failure may be recalled and two additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.