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. 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.

- 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 5second 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

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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