

Nevada Junior Livestock Quiz Bowl Contest

Rules and Regulations

Entries & Entry Fee

Entries are open to any 4-H, FFA or other recognized livestock club member. For the purposes of the NJLS Quiz Bowl contest, contestants will be categorized and must meet the 4-H age category classifications. The entry fee is \$25.00 per team or \$8.00 for an individual and is non-refundable. The Quiz Bowl coordinating committee will randomly assign individual entry contestants to a team as a regular member or an alternate. Individuals from a club or chapter may enter even if their club or chapter has entered a team. The fee and registration forms must be postmarked by April 15th or they will be considered late and a late fee may be assessed. Mail completed forms, questions and entry fee to: NJLSB PO Box 8026 Reno Nevada 89507.

Purpose

The ability to recognize and understand livestock production and management practices. These are valuable skills for 4-H, FFA and other youth livestock club members to learn, comprehend and utilize.

The purpose of the NJLS Quiz Bowl Contest is two-fold: subject matter education and life skills development.

- For youth livestock project club members to demonstrate their knowledge pertaining to livestock breeds, livestock equipment, livestock production/management, meat judging and identification, as well as livestock feeds and nutrition.
- To help youth stimulate learning in a subject matter area.
- To encourage youth livestock club members to assume responsibility for their decisions and actions.
- To encourage youth livestock club members to establish goals and determine a course of action which will assist them in accomplishing those goals.
- To develop teamwork skills among club members.
- To assist youth career awareness, career possibilities and career guidance.
- To provide youth with opportunities to initiate and enhance life skill development.
- To provide a competitive setting where attitudes of friendliness and fairness prevail.

Eligibility

The NJLS Quiz Bowl Contest is open to all 4-H, FFA or other youth livestock club member throughout Nevada. All club members are eligible, except for the following situations:

No club or chapter member who has taken post-high school Animal Science or related subject courses may enter. In addition, any member who has competed in a National Level Livestock Quiz Bowl Contest will be ineligible to compete in the same contest at the State level. However, the member is encouraged to become a junior coach for the county clubs and chapters.

Each club or chapter may enter only one team of four individuals plus an alternate, if desired. The Quiz Bowl coordinating team may add a fourth member to teams of three. There is no age requirement for

the team, however, it is strongly encouraged to have at least one team member who is a senior (14-19 years of age on January 1st).

The selection of eligible teams is the responsibility of the Quiz Bowl coordinating committee and this committee will partner individuals with other counties in order to create a full team of four. Counties are encouraged to provide at least one individual to assist with the operation of the contest. The individuals will help with:

Time Keeper: 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.

Score Keeper: One or two scorekeepers will keep a running score on each match. One scorekeeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorer is available, he will maintain a written record of all scoring transactions. It is recommended to have two scorekeepers.

The eligibility of contestants/volunteers is the responsibility of the Quiz Bowl coordinating committee.

Dress

All contestants are expected to wear the official dress of their Club or Chapter.

Teaching Materials

A small percentage of questions may be based on current events in the beef, sheep, swine, goat, rabbit and dairy industries. Study major issues that have affected the livestock industry such as: animal diseases, exports, animal ID, environmental issues and regulatory changes. The following on-line resources will be used to develop these questions:

1. American Sheep Industry Association website at: www.sheepusa.org
2. National Cattlemen's Beef Association website at: www.beefusa.org
3. National Pork Board website at: www.porkboard.org
4. Pork Magazine website at: www.porkmag.com
5. Beef Magazine website at: www.beef-mag.com
6. American Rabbit Breeders Association: www.arba.net
7. <http://www.extension.umn.edu/youth/mn4-H/events/project-bowl/docs/PB-GeneralLivestockSampleQuestions.pdf>
8. Dairy Cow: http://www.cals.ncsu.edu/an_sci/extension/dairy/4-H/quizbowl/quizbowlquestions.htm
9. Goat: www.goats4h.com/goats
10. Rabbit Quiz Bowl Questions: 4h.ucanr.edu/files/63608.pdf

Team

A team will consist of four members plus one alternate. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator

deems that an individual cannot continue on in competition. Recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
2. If an alternate enters play, he must remain in the contest for the rest of that phase.
3. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three member team will be allowed to continue; however, they will forfeit the Phase I questions directed toward the fourth team member.

Officials

1. 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 or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines and regulations.
2. Judge: A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant. When possible, at least two judges should be used.
3. Time Keeper: 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.
4. Score Keeper: One or two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. A second scorekeeper will maintain a written record of all scoring transactions.

General Rules

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. Team Captain: A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will wear nametags. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.
3. Viewing: Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event. While the contest is in progress, there shall be no conferring between contestants or between a contestant and anyone else except as directed by the contest management. Contestants will not be allowed to carry any type or form of electronic devices while participating in the contest. Contestants may be suspended from the contest from talking or collaborating during the contest, carrying an electronic device during the contest, for infringement of any of the stated rules, or for conduct unbecoming a Club or Chapter member.
 - a. Suspension will result in being asked to leave the event premises and complete removal from the contest.

4. Contest Equipment: Each contestant will be given the opportunity to test the proper functioning of game equipment.
5. Timeouts: Team members, coach, moderator, judges, scorers or Quiz Bowl coordinating team members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question.
6. Protests: When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
 - a. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then 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.
 - b. When a protest is made, play will be stopped until the protest is resolved. 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 deemed appropriate:
 - i. 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 for either team.
 - ii. If an answer is protested (either correct or incorrect), at least one of the judges and the moderator, or two judges, will determine the validity of the protest. Points will be added or subtracted as appropriate.
 - iii. If a question is protested after an answer is given (correct or incorrect), at least one judge and the moderator, or two judges, will determine the validity of the protest question. The question may be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in the situation above.
 - iv. Abuse of protest provisions may result in one or more of the following: dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.
 - v. 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.
7. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources that are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, 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.
8. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.

9. Ties: If both teams are tied at the end of a match, the moderator will read a series of three additional toss-up questions until the tie is broken. Scoring, timing and opportunities for opposing team to answer incorrect questions during the tie-breaker will follow normal game play for toss up questions (Phase 3).
10. Aids and Materials: Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
11. Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

Method of Quiz Bowl Competition

1. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double elimination procedure will be used. Typically, if eight teams or fewer are entered, a double elimination procedure will be used.
3. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.
4. **Phase one: One-on-One Phase**
 - a. Phase One will consist of eight (8) questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seat 2, 3 and 4. The contestant to buzz in first and acknowledged by the moderator earns the opportunity to answer the question.
 - b. Correct answers are worth 1 point. Incorrect, incomplete or failing to begin answer within 5 seconds of being acknowledged by the moderator will result in a 1 point deduction.
 - c. No teammate assistance may be offered or received in this phase.
 - d. In the event of an incorrect answer, the individual in the same seat on the opposing team will have the opportunity to answer after buzzing in and being acknowledged by the moderator. The question will not be re-read. The individual must buzz in within 5 seconds of being offered the question by the moderator.
 - e. The moderator will read the correct answer if incorrect or no answers are given.
5. **Phase Two: Team Phase**
 - a. Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis.
 - b. Correct answers are worth 1 point, with no deductions for incorrect answers.
 - c. The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded.
 - d. Answers must be started within 10 seconds after the question is read.
 - e. When a team fails to answer the question in the allotted time or answers the questions incorrectly, the moderator shall offer the question to the opposing team, without re-reading the question.
 - i. The opposing team may discuss the question and shall have 10 seconds (from the time the moderator offers the question) to begin an answer to the question.

- ii. Correct answers are worth 1 point, with no deductions for incorrect answers.
- iii. This team may only begin discussing the question after it is offered to them by the moderator (not while the team originally asked the question is discussing it).
- f. Only the team captain may report the answer.
- g. The moderator will read the correct answer if incorrect or no answers are given.

6. Phase Three: Toss Up/Bonus Phase

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Toss Up Questions
 - i. Any team member from either team may buzz in to answer a toss-up question.
 - ii. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator or will lose 1 point.
 - iii. Every fourth question will be a toss-up question with a bonus attached.
- c. Bonus Questions
 - i. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - 1. If a team fails to answer the toss-up question, the BONUS question WILL NOT carry forward to the next question.
 - ii. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded.
 - iii. Answers must be started within 10 seconds after the question is read (starting an answer after the 10 second buzzer goes off is not acceptable).
 - iv. When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.
- d. Phase Three Scoring
 - i. Toss up questions are worth 1 point each, with a 1 point deduction for incorrect or incomplete answers.
 - ii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

7. Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in Phases 1 and 3 to the teams that have each team member correctly respond to a question other than a bonus question. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a phase, both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.
 - i. 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.
 - ii. 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.

Scoring

Phase 1	
A. Correct	+1
B. Incorrect, incomplete or failing to respond within allotted time	- 1
C. Team Participation Bonus	+ 2
Phase 2	
A. Correct	+1
B. Incorrect, incomplete or failing to respond within allotted time	No deduction
Phase 3	
Toss Up	
A. Correct	+ 1
B. Incorrect, incomplete or failing to respond within allotted time	- 1
Bonus	
A. Correct	+ 3
B. Incorrect, incomplete or failing to respond within allotted time	No deduction
Team Participation Bonus	+ 2

Miscellaneous	
A. Failing to answer after signaling	- 1
B. Answering a question before being acknowledged by the moderator	- 1
Protesting	
A. Not upheld	-1
B. Upheld	No deduction
C. Abused	Dismissal of team/loss of all points

1. **Premature Buzzing:** When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, 1 point will be deducted from the team score. The Judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter.
2. **Both teams buzz at the same time:** If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new one will be selected by the judges.

3. The score or both teams will be announced at the conclusion of each phase.
4. The judge(s) may ask for clarification of answers.

Awards

Ribbons and other awards will be presented to team winners for champion and reserve champion team. Awards will be given to the champion and reserve champion team as determined by the Nevada Junior Livestock Show Board.

Contact Information for questions:

The Nevada Junior Livestock Show Quiz Bowl Coordinating Committee are volunteers authorized by the NJLSB President to serve as committee members.