2015

Alabama 4-H
Alabama Cooperative Extension System

Skillathon & Quiz Bowl

Alabama 4-H Center
Columbiana, AL

Quiz Bowl Resource Packet
I. Outcomes:
   A. Youth develop positive interests and attitudes about animal science and related careers;
   B. Youth gain a base of knowledge of the animal science projects;
   C. Youth will utilize skills and abilities to solve everyday situations;
   D. Participants will process information, analyze complex problems and make informed decisions regarding current agricultural, environmental, and livestock industry issues;
   F. An increased number of participants seek out higher education opportunities and careers related to animal science.

Youth participating in livestock quiz bowl have demonstrated decision making, problem solving, critical thinking, self-confidence and teamwork skills in preparing and competition.

II. Team and Contestant Eligibility:
   A. All entries are due (not postmarked) by December 8, 2014.
   B. The contest will be held January 9-11, 2015 at the AL 4-H Center in Columbiana, AL.
   C. Each individual must be an enrolled member of Alabama 4-H.
   D. Each Alabama County and/or chartered Alabama 4-H Club may enter a team in each of the following age divisions (Age will be as of January 1, 2015):
      a. Junior age division: Youth ages 9 to 11 years old
      b. Intermediate age division: Youth ages 12 to 13 years old
      c. Senior age division: Youth ages 14 to 18 years old
   E. A team will consist of four contestants. All team members’ ages must fall within the age division designations.
   F. A county or 4-H Club may bring more than 4 contestants to the competition. Teams and contestants will be seated using a written quiz.
      a. Teams will be seated in brackets according to their written quiz scores.
      b. Counties or clubs with more than 4 members within an age division:
         i. County or club team will be formed using the four individual (4) highest quiz scores
         ii. County or club team alternates will be paired with other alternates from other counties/clubs to form additional teams. The goal is that every individual signed up for quiz bowl will have the opportunity to participate.
   G. If a county or club does not have four (4) members within an age division to participate, those members will take the quiz and be paired with other alternate participants within the age division.

GENERAL RULES:
1. Dress Code: An Alabama 4-H Skillathon/Quiz Bowl T-shirt must be worn during competition. T-shirts will be provided at check-in time.
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 identification tags and/or have cards with their contestant numbers (provided at check-in). 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. No electronic devices are allowed in contest room. Spectators may not bring any writing, recording devises or other similar materials into a contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.

4. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.

5. **Timeouts:** Team members, coaches, moderators, judges, scorekeepers, or Alabama 4-H Livestock Quiz Bowl Committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Coaches are also allowed to call for one, thirty (30) second timeout, during the toss up round (Phase III) at their discretion. 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. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
      1. 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.
      2. 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.
      3. 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.
   c. 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.
   d. 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 constructive criticism at the conclusion of the contest.
   e. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources, which 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.
   f. 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.
7. **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. Questions will be scored as in Phase Three (see below). If still tied after this series of questions, the match becomes “Sudden Death” play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for “Sudden Death” play will be selected by the judges.

8. **Aids and Materials:** Teams may not bring or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided.

9. **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. Brackets will be determined by written quiz scores within age divisions.
   a. The written quiz will be given after dinner on Friday, January 9, 2015.
   b. Brackets will be posted by age division by 8:00 a.m. Saturday, January 10, 2015.

2. Clover and Intermediate matches will begin at 1:00 p.m. on Saturday, January 10, 2015. Senior matches will begin at 4:00 p.m. on Saturday, January 10, 2015.

3. Single elimination will be used unless four (4) or less teams are entered within an age division.

4. 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.
   a. **Phase One:** Phase One will consist of eight (8) one-on-one questions. During the one-on-one competition, only one member of each team who the specific question is directed to will be eligible to respond. This eligibility will rotate with each question beginning with the captain of each team, and rotating to the 2nd, 3rd, and 4th contestants of each team, respectively, until all eight questions have been asked. This means each pair of individuals (one member from each team) will be asked two questions.
      1. Correct answers are worth 10 points with no deduction for incorrect answers. If neither contestant buzzes in, the question dies and no points are awarded or lost.
      2. No teammate assistance may be offered or received in this phase.
      3. A contestant must buzz in within 5 seconds after the question is read and answers must be started within 5 seconds of the contestant being recognized by the moderator (starting an answer after the 5 second buzzer goes off is not acceptable). Answers will consist of multiple choice; fill in the blank, and/or completion type questions.
      4. The moderator shall indicate prior to reading of each question which two contestants are eligible to respond. If the first recognized contestant fails to respond or answers incorrectly, the moderator will offer the question to the other contestant. The moderator will read the correct answer if both contestants answer the question incorrectly or no answers are given.
      5. Each question shall be addressed to only one member of each team, beginning with the team captain and progressing with subsequent questions to the number 2, 3, and 4 contestants, respectively. If neither contestant buzzes in, the question dies and no points are awarded or lost. The next pair of contestants gets a new question.
      6. A contestant must be recognized by the moderator prior to beginning his/her answer. Any member answering a question without being acknowledged will result in the deduction of 10 points from the team score. The opposing contestant has the option of answering the question within 5 seconds after receiving an offer from the moderator.
      7. If a contestant buzzes in and fails to respond to the question in the form of an answer, a five point penalty will be assessed.
8. There will be a five point deduction if any contestant, other than the two designated contestants, responds.

9. If the equipment allows a member of each team to buzz in at the same time or locks out both 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 question will be selected by the judges.

b. **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis.
   1. Correct answers are worth 10 points, with no deductions for incorrect answers.
   2. The team shall 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.
   3. Answers must be started within 20 seconds after the question is read (starting an answer after the 20-second buzzer goes off is not acceptable).
   4. Questions shall primarily be fill-in-the-blank, completion, or short answer, but may include some multiple choice.
   5. When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it. The opposing team may discuss the question and shall have 20 seconds (from the time the moderator offers the question) to begin an answer to the question. This team may discuss the question only, after being offered to them, by the moderator (not while the team originally asked the question is discussing it). Only the team captain may report the answer.

c. **Phase Three:** Phase Three will consist of regular, toss-up and bonus questions with a possible total of sixteen (16) questions worth 15 points each. During this phase, any team member from either team may buzz in to answer a regular or toss-up question. The first two questions will be regular questions. Every 3rd question will be a toss-up question with a bonus attached. The only difference between a regular and a toss-up question will be that toss-up questions will have a bonus question attached.
   1. After the regular or toss-up question has been read, the first individual from either team to signal will answer the question within five seconds after being acknowledged by the moderator, or will lose 10 points.
   2. Ten points will be deducted for incomplete or incorrect answers. In the event of an incorrect answer, the other team has the opportunity to answer after buzzing and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The question will not be re-read. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.
   3. **Bonus questions:** If a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question and the team that answered the toss-up question is allowed to discuss the question. The question will not be re-read. Answers must be started within 20 seconds after the question is read. Only the team captain may answer the question. If anyone other than the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth 15 points. All parts of bonus questions must be answered correctly. No points are deducted for incorrect or incomplete answers to bonus questions. The opposing team does not have the opportunity to answer bonus questions.
   4. If a bonus question was attached to an unanswered toss-up question or an incorrectly answered toss-up question, the bonus question dies with no points awarded and the moderator will read the next regular question.
5. **Pre-mature 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, ten points 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. If the answer is not complete and correct, the question will then be completely re-read and the other team will have the opportunity to answer it after buzzing and being acknowledged.

6. **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 question will be selected by the judges.

5. Questions will not be re-read, except as in (c-5) above.
6. The score of both teams will be announced periodically.
7. The judge(s) may not ask for clarification of answers from contestants.

**CONTEST RESOURCES:**
The following is a list of references that will assist in preparing for livestock quiz bowl contests that involve beef, sheep, meat goat, and swine. Please note that actual references may deviate from this list in an effort to keep current with a rapidly changing livestock industry.

**STANDARD REFERENCES:**
No endorsement of non 4-H resources is granted or implied by 4-H. 4-H is not responsible for the information found through these resources, nor does it endorse them or their content.

4H 134R Swine Resource Handbook for Market and Breeding Projects – The Ohio State University
4H 194R Sheep Resource Handbook for Market and Breeding Projects – The Ohio State University
4H 117R Beef Resource Handbook for Market and Breeding Projects – The Ohio State University
4H 135R Goat Resource Handbook – The Ohio State University
The 4-H Meat Goat Project: An Introduction:
http://www.uwyo.edu/4-h/projects/goats/meatgoats.html
Texas A&M University Meat Goat Resources:
North Carolina State University Meat Goat Materials:
http://www.cals.ncsu.edu/an_science/extension/animal/4hyouth/Meat%20Goats.htm
Penn State University Meat Goat Materials:
http://bedford.extension.psu.edu/agriculture/goat/Goat%20Lessons.htm
http://www2.lureext.edu/index.htm
4-H Materials – Available at:
http://www.4-h.org/resource-library/curriculum/plant-animal-science-curriculum/

08065  Swine 1: The Incredible Pig
08066  Swine 2: Putting the Oink in Pig
08067  Swine 3: Going Whole Hog
08068  Swine - Helper’s Guide
08143  Beef 1: Bite into Beef
08144  Beef 2: Here’s the Beef
08145  Beef 3: Leading the Charge
08146  Beef – Helper’s Guide
06367  Sheep 1: Rams, Lambs and You
06368  Sheep 2: Shear Delight
06369  Sheep 3: Leading the Flock
06370  Sheep – Helper’s Guide
07909  Meat Goat 1: Just Browsing
07910  Meat Goat 2: Get Growing with Meat Goats
07911  Meat Goat 3: Meating the Future
07912  Meat Goat - Helper’s Guide

Beef Cattle Handbooks:
https://www-mwps.sws.iastate.edu/catalog/livestock/beef/beef-cattle-handbook-cd
ANR-1100 – Alabama Beef Cattle Producers Guide
ANR-1323 – Alabama Beef cattle Pocket Guide

Sheep Production Handbooks:
http://www.sheepusa.org/?page=site/text&nav_id=42c985d7b36d445107825b11f21ff35b
Sheep 101 - http://www.sheep101.info/
Sheep 201 - http://www.sheep101.info/201/
ANR-1296 - Alabama Meat Goat & Sheep Producers Small Ruminant Pocket Guide

Pork Industry Handbook:
https://mdc.itap.purdue.edu/

National Pork Board Youth Materials

Youth PQA Plus® Youth Manual:
Pork Checkoff Quick Facts Publication:
http://viewer.zmags.com/publication/5bb6aa6d#/5bb6aa6d/1
Pork Checkoff’s Pork 100 course can be ordered by calling 800-456-PORK or through the Pork Store by following:
CURRENT EVENT REFERENCES:

A small percentage of questions will be based on current events in the beef, sheep, meat goat, and swine 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 on-line resources maybe used to develop these questions:

1. American Sheep Industry Association website at www.sheepusa.org
12. United States Boer Goat Association (questions related to current industry issues, January – December, 2014) website at: http://usbga.org/content/