



ALABAMA 4-H
Alabama Cooperative Extension System

Livestock Quiz Bowl Rules



Alabama 4-H Livestock Quiz Bowl Rules & Regulations

Outcomes

- Youth develop positive interests and attitudes about animal science and related careers.
- Youth gain a base of knowledge of the animal science projects.
- Youth will utilize skills and abilities to solve everyday situations.
- Participants will process information, analyze complex problems, and make informed decisions regarding current agricultural, environmental, and livestock industry issues.
- An increased number of participants seek out higher education opportunities and careers related to animal science.

Youth participating in Livestock Quiz Bowl in years past have demonstrated decision making, problem solving, critical thinking, self-confidence and teamwork skills in preparing and competition.

Team and Contestant Eligibility

- Each individual must be an enrolled member of Alabama 4-H.
- Each Alabama county and/or chartered Alabama 4-H Club may enter a team in each of the following age divisions (age as of January 1 of the participating year):
 - » Junior age division: youth 9 to 13 years old
 - » Senior age division: youth 14 to 18 years old
- A team will consist of four contestants. All team members' ages must fall within the age division designations.
- A county or 4-H club may bring more than four contestants to the competition. Teams and contestants will be seeded using a written quiz.
 - » Teams will be seeded in brackets according to their written quiz scores.
 - » Counties or clubs with more than four members within an age division:

- o County or club team will be formed using the four individual highest quiz scores.
- o 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.

- If a county or club does not have four 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

Dress Code. Members must be clean and neat in appearance for the contest. No hats may be worn indoors.

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.

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 the contest room. Spectators may not bring any writing, recording devices, or other similar materials into a contest room. Other specific rules about public and participant viewing will be announced at orientation, just before the Quiz Bowl competition.

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

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 30-second timeout during the toss-up round (Phase Three) at their discretion.

Timeouts may be called only after a question has been answered and before the start of the next question.

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.

- 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.
- If a protest is sustained, the moderator will take one of the following actions as appropriate:
 - » 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.
 - » 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.
 - » 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.
- 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.
- 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.

- No source of information is infallible. There may be answers given, which are in agreement with recommended sources, that are 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. If there is unanimous agreement, they may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
- 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 2 minutes to use these reference materials to clarify the protest.

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.

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.

Final Score. Once the moderator has declared a winner based on the total team point accumulation, there will be no protests.

Method of Quiz Bowl Competition

Brackets will be determined by written quiz scores within age divisions.

- The written quiz will be given before the start of the contest to seed the teams.
- Brackets will be posted by age division before the start of the contest.

The Livestock Quiz Bowl matches for all age groups (Junior and Senior) will take place simultaneously.

The contest will be double elimination.

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.

Phase One. Phase One will consist of eight one-on-one questions. During the one-on-one competition, only one member of each team whom 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 second, third, and fourth 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.

- 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.
- No teammate assistance may be offered or received in this phase.
- 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.
- The moderator shall indicate before reading 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.
- 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.

- A contestant must be recognized by the moderator before 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.
- If a contestant buzzes in and fails to respond to the question in the form of an answer, a 5-point penalty will be assessed.
- There will be a 5-point deduction if any contestant, other than the two designated contestants, responds.
- 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.

Phase Two. Phase Two will consist of eight questions. Each team will be asked four questions on an alternating basis.

- Correct answers are worth 10 points with no deductions for incorrect answers.
- The team shall discuss questions before answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded.
- 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).
- Questions will primarily be fill-in-the-blank, completion, or short answer, but may include some multiple choice.
- 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 reading it again. The opposing team may discuss the question and will

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 the moderator offers it to them (not while the team originally asked the question is discussing it). Only the team captain may report the answer.

Phase Three. Phase Three will consist of regular, toss-up, and bonus questions with a possible total of sixteen 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 third 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.

After the regular or toss-up question has been read, the first individual from either team to signal will answer the question within 5 seconds after being acknowledged by the moderator or will lose 10 points.

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 reread. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.

- 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 reread. 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.

» 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.

- 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, 10 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 reread and the other team will have the opportunity to answer it after buzzing and being acknowledged.
- 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.
- The score of both teams will be announced periodically.
- The judge(s) may not ask for clarification of answers from contestants.





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