

Kentucky Livestock Quiz Bowl Contest

Contest Date:

January 14, 2022

Check in: 10:30 AM EST

Contest Start: 11:00 AM EST.

Location:

KCA Convention

Lexington Convention Center

Contest Coordinator:

Zach Bartenslager – Extension Associate for Youth Livestock Programs

Department of Animal and Food Sciences

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Registration and Payment Deadline: December 31, 2021

Registration Link: https://uky.az1.qualtrics.com/jfe/form/SV_3F4ptc92KlfeHkO

Payment Link: <https://kentucky4hfoundation.org/quiz/>

Objectives

- Stimulate learning in the area of Animal and Food Science
- Create a competitive platform where contestants can bond as a team and achieve a common goal
- Promotion of higher learning and understanding in the field of Animal and Food Science
- Produce young leaders in the Agriculture industry by way of developing teamwork, self-confidence and decision-making skills

Team and Contestant Eligibility

- **Eligibility consists of a team with a minimum of 3 contestants and no more than 4 contestants.** Teams with a minimum of 3 contestants will automatically designate the team captain to answer 1 v 1 questions during the 1st phase of the contest for the empty seat 4.
- Counties may enter as many full teams as they please. Entries are \$100 for each team.
- Counties with less than the minimum required to field a team may combine with other counties who have less than the minimum required contestants. Mixed county teams are ineligible to represent Kentucky at the National Livestock Quiz Bowl Contest. Additionally, for counties to have mixed teams, this must be cleared first with Extension Associate for Youth Livestock Programs (Zach Bartenslager).

- **Junior – must have reached their 9th birthday, or be in the fourth grade in school, as of January 1 of the current year, and must not have passed their 13th birthday as of January 1 of the current year.**
- **Senior – must have reached their 14th birthday as of January 1 of the current year, and not have passed their 19th birthday as of January 1 of the current year.**
- Contestants must have completed their 6 hours of educational training under the coordination of the local Certified Volunteer Leader prior to the Kentucky Livestock Quiz Bowl Contest.

Awards

- The winning Senior team will have the option to participate at the National Livestock Quiz Bowl Contest held in conjunction with the North American International Livestock Exposition during the same calendar year. If a team is to represent Kentucky at the National Livestock Quiz Bowl, those team members would then be ineligible to participate in the Kentucky Livestock Quiz Bowl in following years. If the winning team from the Kentucky Livestock Quiz Bowl elects to defer, the second-place team will have the option to represent Kentucky at the National Livestock Quiz Bowl.
- The winning team representing Kentucky at the National Quiz Bowl will receive funds to enter the contest, and hotel expenses that might be accrued.

Officials

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 and may seek interpretation of question and answers from the judges.

Judge: The judge will accept or reject any question and or answer and have the option of explaining the answer. The judge may not ask for clarification from a contestant.

Timekeeper: The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired.

Scorekeeper: Two score keepers 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. The second scorekeeper will maintain a written record of all scoring transactions.

Rules

1. 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 tent cards with their name. 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.
2. 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 devices or other similar materials into a contest room. Other specific rules about public and participant viewing will be announced just prior to the Quiz Bowl competition.

3. Contest Equipment: Each contestant will be given the opportunity to test the proper functioning of game equipment.
4. Timeouts: Team members, coaches, moderators, judges, scorekeepers, or Kentucky 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.
5. 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:
 - 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) - the judge and the moderator 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) – the judge and the moderator, 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.
6. 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.

7. 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.
8. 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. This includes when a bye system might be used in the event that 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.
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.
 - 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. 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 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.
 - 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 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.
 - 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.
 - There will be a five-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.

- B. **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis. Each team may write the question down on the paper provided to them when it is first read. Correct answers are worth 10 points, with no deductions for incorrect answers. 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. 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). Teams are not required to buzz in to provide their answer. Questions shall 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 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. Correct answers are worth 10 points, with no deductions for incorrect answers. 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. Teams are not required to buzz in before answering the question.
- 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.
- i. Scoring and procedures of regular and toss-up questions with no Violation of Play: 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. 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.
 - ii. Scoring and procedures of regular and toss-up questions with Violation of Play: Any member answering regular or toss-up questions without being acknowledged will result in the deduction of 10 points from the team score. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The question will not be re-read. The second team must buzz in and be acknowledged by the moderator before answering.
 - iii. 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. The team may write the question down on the paper provided to them when it is first

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.

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