

North Carolina 4-H Quiz Bowl
Intermediate Division
(Revised Fall 2018)

Objectives

- A). To offer an opportunity for youths interested in livestock (Beef Cattle, Sheep, Goats, and Swine categories) to display the knowledge they have gained in a competitive and friendly atmosphere.
- B) To encourage youths and leaders to study and obtain a more thorough and complete knowledge of livestock and related subject matter. Youths will gain confidence in their beef cattle, sheep, goat, and swine knowledge and be rewarded and recognized for their achievements. Local club, county, or intercounty competition is encouraged whenever feasible.
- C). To always provide an enjoyable educational experience for participants and spectators.

Eligibility

- A). Each contestant must be an actual 4-H club member approved by his or her county Extension office. Participants are not required to own livestock to participate.
- B) Each county will be eligible to enter two teams per division of Junior and Senior in the state contest. Each team must have four eligible members. All team members must be present at the team seeding.
- C). All members of a Junior team may not have reached age 14 as of January 1 of the current year. All members of a Senior team must have reached age 14 but not age 19 before January 1 of the current year.
- E). Members of 4-H are not eligible to participate in a regional or state contest if they have completed a secondary education course (college, community college, or technical school) related to Stockman's Bowl Contest subject matter.

Equipment

- A). Game Panels.
 - An appropriate device will be used that will provide a clear indication of the first participant to respond to a question.
- B) Time Recorders.
 - A stopwatch or other appropriate timing device will be required.
- C) Scorekeeping Devices.
 - Two devices will be needed. One, such as a chalkboard, flip chart, or electronic light display, will be used to maintain team scores. It will be visible to the participants and, if possible, to the spectators. A second device will be required to maintain a record of individual participant scores.
- D) Equipment Failure
 - (1) It shall be the responsibility of each participant to assure that all equipment is operating correctly at the start of the match.
 - (2) If failure occurs during a match, the following rules apply:
 - (a) 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 participant, the moderator, or either coach.
 - (b) If, after checking, it is determined that there is an equipment malfunction, the faulty part or parts will be replaced and play will be resumed.
 - (c) Scores accumulated up to the point of the time-out shall stand, and all further points awarded during the remainder of the match will be added to or subtracted from this total.
 - (d) If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two questions asked immediately before the determination of equipment failure may be recalled, and two additional questions used.
 - (e) Under no conditions, shall there be a replay of a match in which equipment failure occurred.

Sources of Questions

A) Restrictions.

Restrictions placed on the sources of materials used for developing questions for the Mixed or Senior divisions dictate that all questions be drawn from the references located on the 4-H Livestock Program Web site, found at:

http://www.cals.ncsu.edu/an_sci/extension/animal/4hyouth/ah4h.html

Approved sources may change as resources are updated and added. Coaches and teams are encouraged to check the source list each year for changes. It should be clearly understood that this listing does not constitute an official endorsement of source materials. The publications are merely a means of credible information.

B) **Submissions.**

County teams are required to submit 25 new questions, answers, and question sources each year, applicable to the following categories:

- 1) Anatomy
- 2) Breed Identification
- 3) Conformation and Judging
- 4) Demographics and Marketability
- 5) Diseases and Health
- 6) Economics
- 7) Equipment Identification
- 8) Feeds and Nutrition
- 9) Forages
- 10) Genetics
- 11) History and Evolution
- 12) Husbandry, Biosecurity, and Housing
- 13) Meat Identification
- 14) Reproduction
- 15) Showmanship
- 16) Terminology
- 17) Waste Management
- 18) Miscellaneous

C) Arrangement.

All questions shall be arranged in game packets consisting of 32 total questions per match.

Bonus questions will be used with questions during all matches at the state contest. BONUS QUESTIONS will be worth (2) points. They are attached to a correctly answered question, in the match. When multiple answers are required, (2) POINTS will be awarded if ALL of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers.

Officials

A) Moderator (Quiz Person).

The moderator shall assume complete direction of the game, ask all questions, designate participants to answer questions, and accept or reject all answers unless the questions or the answers are challenged. The moderator shall indicate when a participant has exceeded the allocated time for a question. The moderator will declare the game winner and shall be in control of the games at all times. The moderator must be an adult, older than age 19.

B) Referee Judges.

At least two referee judges shall be used. Referee judges must be knowledgeable in animal science with strong backgrounds in management, stockmanship, nutrition, physiology, and/or veterinary medicine. The referee judges may rule individually or jointly on the acceptability of any question or answer. In cases of challenges to questions or answers, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question or answer. The judge must be an adult who is older than age 19.

C) Timekeeper.

At least one individual shall be used to indicate to the moderator the expiration of the time allowed to respond to a question. A referee judge may serve as timekeeper.

D) Scorekeeper.

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 that the scores are clearly visible to the moderator and to the participants. The second scorekeeper shall be used to maintain a record of the individual from each team that answers a question correctly.

Teams

A) **It is recommended that each team consist of four participants and an alternate, however, a minimum of three team members is required.**

(1) The alternate shall not be seated at the panel, nor may the alternate participate in the questions and answers unless:

(a) The moderator deems it impossible for one of the regular members of the team to continue in the contest; or

(b) The captain or coach of a team requests the replacement of a team member with the alternate.

(2) If an alternate is seated following the removal of a regular participant, the team member removed becomes the alternate and becomes ineligible to return to that particular game. The team member removed and the alternate remain eligible to participate in further games.

(3) The alternate, if not used as a competing member of the contest, shall be considered eligible for future contests.

B) Upon completion of a match, team members, and coaches must remain in the match room until the completion of the round or go directly to a designated, supervised holding area. If the team chooses to leave the match room, no talking about the match is allowed as other teams will be competing in the same match with the same questions. After completion of a round, team members and coaches must remain in the designated holding area until their match or lunch break.

C) Each team member and coach participating in the state competition will receive an identification tag indicating his or her name, county, and team name.

D) Counties with multiple team entries in the same age division cannot be matched against each other in the first round. County teams with conflicts must redraw for seeding. In the event teams are unable to redraw for seeding, the contest coordinator will modify the original seeding order accordingly.

Procedures of Play

A) Order of Team Play

- (1) Team captains will randomly draw numbers to be seated in the contest.
- (2) The highest scoring losing team from the preceding round will be used when necessary to fill brackets in succeeding rounds. If a tie exists in selecting the highest scoring losing team, the team with the smallest losing margin will be used.
- (3) Single elimination brackets will be used if more than seven teams are entered within a division.
- (4) Spectators, team members, and coaches who have heard the questions being used in a given round may not consult with teams that will be participating in succeeding games in that round. Using cameras, video recorders, tape recorders and writing questions are prohibited during a match. Photographs will be permitted only before and after a match. No cell phones are allowed in the competition area. Cell phones will be confiscated. Holding rooms will be for the team and coaches only-- no parents in the holding area.

B) Match Procedures (for Senior divisions only)

- (1) Each match will be divided into two halves based on numbers of questions. Rounds will consist of 32 questions; 16 questions in each half.
- (2) The point value of a correct response to a question during the first half of play will be as follows:
 - (a) Correct response = 1 points (individual and team)

C) Starting the Contest (all divisions)

- (1) Teams are assembled and seated at their respective panels, and each participant is given the opportunity to check the equipment. Each participant must have a visible tag denoting their name and team title. It is recommended that team members introduce themselves to the scorekeeper(s).
- (2) A team captain is designated and shall be seated nearest the moderator. One coach per team will be designated as the match coach. Additional coaches will not be eligible to communicate with the moderator or judges during protests.
- (3) The question packet is opened by the moderator.
- (4) At the signal of the moderator or as the first question is started, time begins.
- (5) The moderator reads the first toss-up question (as with all succeeding questions) until the completion of the reading of the question or until a participant activates a buzzer. The point value of all bonus questions will be announced before the accompanying toss-up question is read.
 - (a) If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question; and the participant activating the buzzer shall have 5 seconds to begin his or her answer based on that portion of the question read. The answer given must correctly answer the complete written question.
 - (b) If the answer given is incorrect, the entire question will be read and the other team will have the opportunity to answer the question.
 - (c) All participants must wait for verbal acknowledgment from the moderator before answering a question. Failure to wait for verbal acknowledgment after activating the buzzer will result in an automatic incorrect answer and subsequent reduction of points.
- (6) At the completion of the reading of a question or when a buzzer is activated, 5 seconds are permitted in which to begin an answer.
 - (a) Any member of either team is allowed to activate the buzzer and attempt to answer questions.
 - (b) It shall be the responsibility of the moderator, timer, and referee judges to determine if any actual answer is started within this 5-second period.
- (7) If the time in which to answer a question elapses without a participant activating a buzzer, the question is discarded. The moderator will announce the correct answer for educational purposes.

- (a) There shall be no loss of points if neither team attempts to answer the question by activating the buzzer.
 - (8) If the answer to a question has begun during the 5 seconds allowed, but the answer is incorrect, that team does not receive the points associated with that question.
 - (a) If a team activates a buzzer and an answer has not been started within the 5 seconds allowed, the team activating the buzzer will be penalized one point.
 - (9) There will be no consultation among the team members nor will there be any coaching permitted by team members on questions.
 - (10) In order to encourage full team participation, bonus points will be awarded to the first team of a match to have each team member correctly respond to at least one question. This bonus shall be worth 2 points in the Junior division and 2 points in the Senior Division. They must have a four person team minimum to be eligible for the bonus question.
 - (a) To obtain these bonus points, each member of the team seated at the time must have correctly answered a toss-up question. If a team member who, already having answered a question correctly, is replaced by an alternate, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
 - (11) Either the team captain or the moderator may call for a time-out for clarification of a rule, to permit the alternate to participate, or to allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next toss-up question.
- (D) Completing the Contest:
- (1) The moderator will continue reading questions and bonus questions until all questions have been asked.
 - (2) If a question is thrown out either because of poor reading by the moderator or a decision by the referee judges, it will be replaced by another question so that the same total number of questions will be asked.
 - (3) Following the final questions, the team with the highest number of points shall be declared the winner of that game.
 - (4) In the event of a tie in the after all questions have been read, seven additional questions will be asked. If a tie still remains after two overtimes of seven questions each, a packet of three questions will be read; and the team ahead after these three questions have been read and answered will be declared the winner.
- E) Protests of Questions or Answers
- (1) If an "official" protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld. Any protests of questions or answers to questions may be made either by one of the team captains or the coach of either team only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
 - (2) If a question is protested and documented evidence (from a suggested reference) can be produced within 1 minute, a protest cannot be rejected. But the question can be thrown out or the protest accepted.
 - (3) If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - (a) A question is protested before an answer is given and the protest sustained-discard the question: No loss or gain of points will result for either team.
 - (b) An answer is protested (either correct or incorrect): At least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - (c) A question is protested after an answer is given (correct or incorrect): At least one referee judge and the moderator or both referee judges determine the validity of the protest. The question

may then be discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points.

(4) Abuse of protest provisions may result in one or more of the following:

- (a) Dismissal of team coach from the contest area.
- (b) Dismissal (or replacement) of the team captain.
- (c) Dismissal of entire team with forfeiture of any points or standing.

(5) 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. Unseemly behavior, unsportsmanlike conduct, or any actions that are generally accepted as detrimental to the contest may subject the violators of such actions to dismissal from the immediate area of the contest.

Awards

Team rankings.

The rank of teams will be determined primarily on the basis of their own win-loss record combined where necessary with the accumulated points for the entire contest. The top three Junior division teams will receive ribbons.

Summary of Stockman's Bowl Scoring

Action	Point Value
Correct answer—open question	+1
Correct answer—bonus question-- All required answers required	+2
Senior Team participation—Four correct answers; each team member has correctly answered one question.	+2 (awarded only twice per match)
Junior Team participation—Four correct answers; each team member has correctly answered one question.	+2 (awarded only once per match)
Incorrect answer—bonus question (No part of the answer is correct.)	0
Response penalty—No answer started in 5 seconds.	-2
Response penalty—Contestant not acknowledged.	-1**
Response penalty—out of turn	-2
Response penalty—out of turn for second time in same match	-1**
Response penalty—out of turn more than twice in the same match	-2 and elimination from match
Response penalty—out of turn third time in contest	-2 and elimination from the contest**
"Official" protest not upheld	-1

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:

- 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:

<http://animalscience.tamu.edu/files/2012/04/AS34060-meatgoatguide3.pdf>

North Carolina State University Meat Goat Materials:

http://www.cals.ncsu.edu/an_sci/extension/animal/4hyouth/Meat%20Goats.htm

Penn State University Meat Goat Materials:

<http://bedford.extension.psu.edu/agriculture/goat/Goat%20Lessons.htm>

Langston University Goat Materials: Training & Certification for Meat Goat Producers.

<http://www2.luresext.edu/index.htm>

4-H Mall Materials – Available at <http://www.4-hmall.org/Category/educationresources.aspx>

- 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: Exploring Cattle Health and Husbandry

<http://www.4-hmall.org/Product/4-hcurriculum-beef/exploring-cattle-health-and-husbandry/08455.aspx>

Swine: Exploring Swine Health and Husbandry

<http://www.4-hmall.org/Product/4-hcurriculum-swine/exploring-swine-health-and-husbandry/08456.aspx>

Beef Cattle Handbook:

http://www.mwps.org/index.cfm?fuseaction=c_Products.viewProduct&catID=736&productID=6373&skunumber=MWPSCD1&crow=5

Sheep Production Handbook:

http://www.sheepusa.org/?page=site/text&nav_id=42c985d7b36d445107825b11f21ff35b

Sheep 101 - <http://www.sheep101.info/>

Sheep 201 - <http://www.sheep101.info/201/>

Pork Industry Handbook:

<https://mdc.itap.purdue.edu/item.asp?itemID=19960>

National Pork Board Youth Materials

Youth PQA Plus® Youth Manual:

<http://www.pork.org/filelibrary/YouthPQAPlus/YPQAManual.pdf>

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:

<http://www.porkstore.pork.org/producer/default.aspx?p=viewitem&item=NPB-03616&subno=&showpage=2&subcat=1>

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 may be used to develop these questions:

1. American Sheep Industry Association website at www.sheepusa.org
2. National Cattlemen's Beef Association website at: <http://www.beefusa.org/>
3. National Pork Board website at: www.pork.org
4. American Meat Institute website at: <http://www.meatami.com/>

5. Pork Magazine (questions related to current industry issues, January – August, current year) website at: www.porkmag.com
6. Beef Magazine (questions related to current industry issues, January – August, current year) website at: www.beef-mag.com
7. National Hog Farmer Magazine (questions related to current industry issues, January – August, current year), website at: <http://nationalhogfarmer.com/>
8. Meatingplace.com (an on-line community for red meat and poultry processors in North America, questions related to current industry issues, January – August, current year) website at: www.meatingplace.com
9. Drovers CattleNetwork (questions related to current industry issues, January – August, current year) website at: <http://www.cattlenetwork.com/>
10. The BeefBlog (questions related to current industry issues, January – August, current year) website at: <http://www.thebeefblog.com>
11. American Boer Goat Association (questions related to current industry issues, January – August, current year) website at: <http://www.abga.org/>
12. United States Boer Goat Association (questions related to current industry issues, January – August, current year) website at: <http://usbga.org/content/>