

North Carolina 4-H Quiz Bowl
Senior 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. Please use the resources listed at the bottom of the page:

- 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

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. Teams with only three members will not be eligible for the fourth or eighth round of head-to-head points.

(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

Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter.

1. 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 single 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. Teams must consist of a minimum of three members to participate, but ideally teams of 4. If a team only has 3 participants they will not be eligible for 2 questions in the head to head phase one.

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.
- Any team that only has three members will not be allowed to participate in the fourth and eighth rounds of head-to-head questions. Only the fourth seat from the opposing team will be allowed to buzz in.
- 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. 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). 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.

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) 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.

(2) 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.

(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.

4. Questions will not be re-read, except as in (c-5) above.

5. The score of both teams will be announced periodically.
6. The judge(s) may not ask for clarification of answers from contestants.

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 Senior division teams will receive ribbons.

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/>