4-H QUIZ BOWL STATE AND COUNTY GUIDELINES-2009

4HYD512

The objectives of quiz bowls are to stimulate learning and to reward 4-H members for the knowledge they have gained from studying quiz bowl manuals and resource materials on general topics. Quiz bowls provide competition and an educational program for all 4-H members, regardless of project enrollment.

I. Eligibility and general guidelines
   a. Each county may enter one team comprised of four 4-H members. If a county team cannot be filled, a field education unit (FEU) quiz bowl team will be allowed. An example of an FEU team is as follows: In an FEU comprised of three counties, one county fills one team, but the other two counties are unable to fill teams by themselves. Thus, the two counties that were unable to fill their teams can join together to form a team. No more than four youth from one county may participate in a given quiz bowl, and the number of quiz bowl teams cannot exceed the number of counties in the FEU.
   b. A team must consist of four 4-H members (any combination of juniors and seniors). Team members need not be enrolled in any specific 4-H project area. One alternate can be substituted after the conclusion of any round; however, that alternate must remain in competition thereafter. No further substitution is allowed. The recommended procedure for quiz bowl team member substitution is as follows:
      i. Each quiz bowl team may name an alternate, and the alternate should be present during the preliminary rounds.
      ii. If an alternate enters play, they must sit in the position of the team member they are replacing and they must remain in the contest for the rest of the competition.
      iii. The alternate may be from either the county or the FEU.
      iv. Substitution during the contest needs to be approved by the Quiz Bowl Event Committee.
      v. Team members present in the final round of the competition will receive award recognition.
   c. 4-H Quiz Bowl team members can compete again in a state contest if they have not represented South Dakota 4-H at a national quiz bowl in that project area.
   d. Counties should encourage all 4-H members to study and compete for the county quiz bowl team on an open-participation basis. County team members may be selected either by elimination contests or by any method acceptable to the leaders and county Extension staff.
   e. Study material may consist of subject matter from quiz bowl manuals and/or related Extension/reference materials.
   f. All procedures, contests, contest questions, and decisions for county and state contests are final for that level of competition.

II. Officials
   a. 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(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
   b. Judge – A judge can be anyone with a strong background in the quiz bowl's subject matter. The judge will accept or reject any question and/or answer and has the option of explaining the answer. The judge may ask for clarification from the contestant. One judge may be used for local and county contests and for preliminary rounds of state contests. Judges will be allowed to make necessary changes to questions prior to quiz bowl contests.
   c. Timekeeper – The timekeeper monitors the elapsed time for each timed event and will indicate to the moderator when time has expired.

d. Scorekeeper – One or two scorekeepers may keep a running score of each match. One scorekeeper should ensure that the scores are visible to the moderator, to the contestants, and, as much as possible, to the audience. The other scorekeeper, if there is a second, should maintain a written record of all scoring – when kept, this is the official score.
e. Each state quiz bowl should be coordinated by a committee comprised of the following members, at a minimum, and may include others:
    i. one county Extension educator
    ii. one state subject matter specialist
    iii. one state 4-H specialist or designated representative

III. Equipment
a. Buzzer panels – Two interconnected panels, each with controls suitable for four contestants, will be used for state contests. (Electronic panels are neither necessary nor feasible for all contests. Contestants may use a show of hands, ring a bell, and so forth to gain the moderator's recognition. Henceforth, in these rules, terms relating to "contestant activates a buzzer" are synonymous with all other standard and acceptable means of gaining a moderator's recognition.)
b. Time recorder – Stopwatches with start/stop (time-out) capabilities are required.
c. Score charts – Blackboards, flip charts, or projectors can be used to keep the running score for both teams.
d. Name tags – Encouraged for contestants, but not necessary. At the start of the quiz bowl each team member introduces himself/herself.
e. Arrangements for all of the equipment and questions for county contests will be made at the county level.

IV. Procedure of play
a. Prior to the quiz bowl, teams will be notified when and where they should report.
b. A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants should be numbered 1 through 4, starting with the team captain as #1 and descending outward from the moderator. Contestants must sit in the same position throughout the contest ¬– if the alternate is added, they will sit in the position of the team member that is being replaced.
c. Specific rules about both public and participant viewing will be announced at an orientation prior to the quiz bowl event.
d. Team members, coaches, moderators, judges, quiz bowl chairs or vice chairs, and scorers may call for a timeout for clarification of rules, for scoring, for questions or answers, or to allow for unexpected problems. Timeouts may be called 1) only after a question has been answered and 2) before the beginning of the next question. In general, there should be no timeouts in any contest, unless called by a moderator or judge.
e. When a question or protest is raised, the moderator will call "time." The moderator and judge(s) will then consider the question or protest. In all cases the decision made is final.
f. If both teams are tied at the end of the match, the moderator will read a series of three additional toss-up questions. This will continue until the tie is broken. Questions will be scored as in Phase Three (see "Method of quiz bowl competition" below).
g. Once the moderator has declared a winner based on total team points, there shall be no protest.

V. Method of quiz bowl competition
a. Team order will be drawn at random. A bye system will be used if an odd number of teams enter. The procedure followed will be determined both by the number of teams participating and by the time allowed for the contest.
b. Each match will consist of three phases:
    i. Phase one
        1. Consists of 16 questions. Each individual team member is asked two questions, for a total of eight questions per team.
        2. Questions are presented in rotation to the teams and to the contestants within the teams.
        3. No teammate assistance may be either offered or received in this phase.
        4. Answers must be started within 10 seconds of the question's reading. Answers will be true/false, multiple choice, fill in the blank, and/or completion.

5. Correct answers are worth 10 points, with no deductions for incorrect answers.
6. If no answer is given or if the answer is incorrect, the moderator will read the correct answer.

ii. Phase two
1. Consists of 10 questions. Each team is asked five questions.
2. Questions are presented to the teams on an alternating basis.
3. The team may 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.
4. Answers must be started within 20 seconds of the question's reading. Answers will be true/false, multiple choice, fill in the blank, and/or completion. The timekeeper will give a warning when only 5 seconds remain.
5. Correct answers are worth 10 points, with no deductions for incorrect answers.
6. If no answer is given or if the answer is incorrect, the moderator will read the correct answer.

iii. Phase three
1. Consists of 16 questions worth 15 points each.
   a. Scoring and procedures
      i. With *no violation* of play:
         1. After the question has been read, the first individual from either team to signal and be acknowledged by the moderator has 5 seconds to begin the answer. If the answer is not begun within that 5 seconds, the team will lose 10 points.
         2. 10 points will be deducted for incomplete or incorrect answers.
         3. In the event of an incorrect answer, the opposing team, after buzzing and being acknowledged by the moderator, has the opportunity to answer. The team must buzz within 10 seconds of being offered the question by the moderator. The question will not be reread.
         4. If neither team can offer an answer within 10 seconds, the moderator will read the correct answer and neither team will forfeit points.
      ii. With *violation* of play:
         1. If any team member answers a question without being acknowledged, 10 points will be deducted from their team.
         2. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The team must buzz in and be acknowledged before attempting an answer. The question will not be reread.
      iii. About buzzing before question completion:
         1. If the buzzer is pushed before the question has been completely read, 1) the moderator must stop reading the question and 2) the person that buzzed must answer the question after being acknowledged.
         2. If the answer is incorrect or incomplete, 10 points will be deducted from the team score (judge(s) will not ask for clarification of answers in these instances) and the question will be completely reread for the opposing team. The opposing team will then have the opportunity to answer after buzzing and being acknowledged.

c. The score of both teams will be announced periodically.
d. The judge(s) may ask for clarification of answers (note exception in "About buzzing before question completion" above).

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