



## **D3 4-H HORSE AND BEEF QUIZ BOWL**

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February 1, 2017

**TO:** District 3 County Extension Agents

*Kelli Lehman*

**FROM:** Kelli Lehman  
Extension Program Specialist 4-H

**SUBJECT: Horse & Beef Quiz Bowls**  
**April 10, 2017**  
**Calvary Baptist Church**  
**2101 Yucca Lane, Vernon, TX 76384**

The District 4-H Horse & Beef Quiz Bowls will be held Monday, April 10, 2017 at the **Calvary Baptist Church** in Vernon. Registration will begin at 8:30 am and elimination matches will begin promptly at 9:00 am.

Quiz Bowl is an exciting, fast paced opportunity for youth to display their knowledge of the beef or horse industry and the science surrounding beef cattle and horses. The bowls are played as a double elimination tournament with teams of three to four players going head-to-head for top honors.

Lunch will NOT be offered for participants this year. Counties will need to plan accordingly and be responsible for all cleanup.

Counties may have up to five teams in each age division. The top three senior teams may advance to state. **Youth can only participate in one or the other quiz bowl contest but not both.**

**NOTE: Registration will be open on 4-H Connect March 13 – March 27, 2017.**

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Vernon, TX 76385-2159

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The Texas A&M University System, U.S. Department of Agriculture, and the County Commissioners Courts of Texas Cooperating

**Horse Quiz Bowl**

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## **D3 4-H HORSE AND BEEF QUIZ BOWL**

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Qualifying Contest offered at District and State

- Two Age Divisions at District - Junior and Senior. Junior and Intermediate aged youth are combined into one Junior age division.
- Entry: Team of 3 or 4 members
- Top 3 (three) Senior Teams will advance to State Roundup
- This contest will follow the rules and procedures listed in the 1999 revision of the Texas 4-H Quiz Bowl Guide, 4-H 3-2.030.
- Horse Quiz Bowl Supplement, 4-H 3-2.031 should be utilized for support information.
- Sample Questions can be found at <http://texas4-h.tamu.edu/wp-content/uploads/Horse-Quiz-Bowl-Supplement.pdf>

### **Beef Quiz Bowl**

Qualifying Contest offered at District and State

- Two Age Divisions at District - Junior and Senior. Junior and Intermediate aged youth are combined into one Junior age division.
- Entry: Team of 3 or 4 members
- Top 3 (three) Senior Teams will advance to State Roundup
- The contest will follow the rules and procedures listed in the 1999 revision of the Texas 4-H Quiz Bowl Guide, 4-H 3-2.020.
- Sample Questions can be found at [http://texas4-h.tamu.edu/wp-content/uploads/texas4h\\_quiz\\_bowl\\_beefquestions\\_03\\_14.pdf](http://texas4-h.tamu.edu/wp-content/uploads/texas4h_quiz_bowl_beefquestions_03_14.pdf)

Also, we have new buzzers but need counties that have buzzers to bring them as backup sets for the contest. Please contact Kay if you will bring your set of buzzers.

Enclosures: (1) Contest Rules  
(2) Agent Assignments



## **D3 4-H HORSE AND BEEF QUIZ BOWL**

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### **DISTRICT 3 4-H HORSE & BEEF QUIZ BOWLS**

**April 10, 2017**

**Calvary Baptist Church – Vernon, TX  
2101 Yucca Lane, Vernon, TX 76384**

Schedule for the Day:

8:30 am - Registration

9:00 am - Elimination Matches Begin

1. We will be conducting both age division contests at the same time in different rooms.
2. **Registration will be conducted through 4-H Connect March 13 – March 27, 2017.**  
**No late registrations will be accepted.** After teams are registered by the designated deadline, substitutions can be made the day of contest but new teams may not be added.  
**It is imperative to meet the registration deadline.** Contest brackets will be developed using a computer software program, Tournament Builder 2. Double elimination brackets will be used.
3. Spectators **WILL NOT** be allowed in the contest rooms during the elimination matches. Only a designated coach and agent/agents for the teams competing in each match will be allowed in the contest room during their team's match. Teams requiring additional coaches in room will be approved by DEA and 4-H Specialist.
4. Spectators **WILL** be allowed in the contest area for the **championship round** of each age division.
5. It will be necessary for each county to have a leader available to supervise contestants not in play.
6. "Texas 4-H Quiz Bowl Guide" will be followed for the District contest.
7. Awards will be given to the 1<sup>st</sup> place Junior and Senior Teams. Ribbons will be given to the teams placing 2<sup>nd</sup> and 3<sup>rd</sup> in both age divisions.



## **D3 4-H HORSE AND BEEF QUIZ BOWL**

### **District 3 Guidelines**

Age Divisions: Juniors - Grades 3, 4, 5, 6, 7, 8  
Seniors (14 and older) – Grades 9, 10, 11, 12

#### **CONTEST BASICS**

1. Each match is 25 questions plus 5 bonus questions for a total of 30 questions.
2. Each team is encouraged to consist of 4 members. Three member teams are allowed with the following condition: During the “Direct/Individual Question” (Round 1) segment of the quiz bowl, if a team only consists of 3 members, the individual question for the team’s 4<sup>th</sup> member will be discarded. No points are deducted. Only the opportunity for scoring is lost.
3. Three types of questions will be asked:
  - a. Direct/Individual (worth one point)
  - b. Toss-up (worth one point)
  - c. Bonus (worth two points)At least 25% of all toss up questions will have a bonus question attached.
1. A packet of 30 questions for each round will be prepared by the contest committee.

#### **PROCEDURES OF PLAY**

1. Teams will enter the contest area when they are called.
2. Teams are seated with the team captain sitting closest to the moderator.
3. The first time a contestant enters the contest room, they will make their own name place card. They are responsible for keeping up with their name place card to use in each match they play until they are eliminated from the contest.
4. Team members will check their equipment before play begins as instructed by the moderator and/or the timekeeper.
5. A coin will be tossed to determine which team captain will answer the first question in the match.
6. The match will begin with questions being asked.



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### **Direct/Individual Questions**

*Value = +1 point/correct: -1 point/incorrect*

- A. There will be eight direct/individual questions read.
- B. During the direct/individual question round, only one team member is eligible to respond to a given question. Direct/individual questions will be alternated from team to team.

#### **Example**

##### Team A

Team member 1 (team captain) - 1<sup>st</sup> direct question  
Team member 2 - 3<sup>rd</sup> direct question  
Team member 3 - 5<sup>th</sup> direct question  
Team member 4 - 7<sup>th</sup> direct question

##### Team B

Team member 1 (team captain) - 2<sup>nd</sup> direct question  
Team member 2 - 4<sup>th</sup> direct question  
Team member 3 - 6<sup>th</sup> direct question  
Team member 4 - 8<sup>th</sup> direct question

- C. The designated person has 10 seconds to answer their direct question. The contestant must buzz in to answer the question. If the team member buzzes in and cannot answer the question, they lose a point. Team members may not discuss the question.

### **Toss-up Questions**

*Value = +1 point/correct: -1 point/incorrect*

- A. The moderator reads each question until completed or until a contestant activates a buzzer. Any member of either team may respond. If the allowed time elapses (10 seconds) without a contestant activating a buzzer, there is no loss or awarding of points to either team.
- B. If a buzzer is activated during the reading of a question, the moderator immediately ceases the reading of the question. The contestant activating the buzzer has 10 seconds after being recognized by the moderator to begin to answer the question.
  - To answer any question, the participant(s) must buzz in and be acknowledged by the moderator. In the event a participant answers a question without being acknowledged, a one point deduction from the team score will occur.
  - The repeating of the question by the contestant is not considered the initiation of an answer.
  - It is the responsibility of the moderator and/or time keeper to determine if the actual answer has been started within the 10 second period. This ruling cannot be protested.
- C. If the answer to any question, whether read to completion or not, is incorrect, the question is not repeated for the opposing team and is discarded.



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- D. If the answer to a question is begun during the 10 second period and the answer is incorrect, that team will lose the point associated with that question.
- E. If the question is correctly answered and initiated within the 10 second time period, that team is given the 1 point associated with the question.
- F. No discussion among team members is allowed.
- G. A bonus question may be attached to any toss-up question. No more than 1/4 of the toss-up questions will have a bonus question attached.

#### **Bonus Questions**

*Value = +2 point/correct; 0 points/incorrect*

- A. If a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question to completion. Upon completion, the team can confer for a 10 second period to determine the answer. Following the consultation period, the designated team member, chosen by the team during consultation, must buzz in and is given the normal 10 second period to begin answering the bonus question. Successful completion of the answer to the bonus question results in that team being awarded an additional two points. All parts of the bonus answer must be correct for points to be awarded. If the bonus question is not answered correctly, there is no deduction of points.
- B. No part of the bonus question may be repeated nor may additional information be given to the contestant.
- 7. The moderator continues to read all toss-up questions and any bonus questions until either signaled by the timer that time has expired for that period of play, or all the questions in that packet have been used.
- 8. Following the final question, the team with the highest number of points is declared the winner.
- 9. Ties between teams at the end of a regulation match are broken by asking five additional toss-up questions, each being worth one point. If a tie still exists following the five question overtime period, the moderator continues to read toss-up questions, each being worth one point. The first team to win a point or taking a one point advantage due to the loss of one point by the opposing team is declared the winner.
- 10. Horse Quiz Bowl will follow the rules and procedures listed in the 1999 revision of the Texas 4-H Quiz Bowl Guide, 4-H 3-2.030.
- 11. Beef Quiz Bowl will follow the rules and procedures listed in the 1999 revision of the Texas 4-H Quiz Bowl Guide, 4-H 3-2.020.

# AGENT ASSIGNMENTS

**COMMITTEE NEEDS TO ARRIVE AT 8:00 TO SET UP**

**Room Arrangements, Equipment Set Up**.....Ryan Martin / Langdon Reagan

Quiz Bowl Committees

**Bracket Update & Call Teams to Participate** ..... Langdon Reagan / Josh Kouns

## **Room 1**

Moderator	Jason Westbrook
Time Keeper	Scott Mauney
Judge/Official Scorekeeper	Bill Holcombe (Please bring references)
Scoreboard Keeper	Kendra Conley
Door Monitor	Seth Hall

## **Room 2**

Moderator	Jay Kingston
Time Keeper	Thomas Boyle
Judge/Official Scorekeeper	Toby Oliver (Please bring references)
Scoreboard Keeper	Justin Rogers
Door Monitor	Zeb Petty

## **Room 3**

Moderator	Todd Vineyard
Time Keeper	David Graf
Judge/Official Scorekeeper	Justin Gilliam (Please bring references)
Scoreboard Keeper /	Kloey Cargill
Door Monitor	Brandon Cave

## **Room 4**

Moderator	Jerry Coplen
Time Keeper	Cody Meyers
Judge/Official Scorekeeper	Michael Bowman (Please bring references)
Scoreboard Keeper	Charlie Martin
Door Monitor	Justin Givens

## **Room 5**

Moderator	Kayla Neill
Time Keeper	Amanda Necessary
Judge/Official Scorekeeper	Justin Hansard (Please bring references)
Scoreboard Keeper	Chrissy Karrer
Door Monitor	Ryan Martin

