

Colorado 4-H Livestock Bowl Contest

Contest Superintendents:

Brandon Creamer
Colorado State University Extension
1001 North 2nd Street
Montrose, CO 81401
970-249-3935
brandon.creamer@colostate.edu

Travis Hoesli
Colorado State University Extension
PO Box 475
Kremmling, CO 80459
970-724-3436
travis.hoesli@colostate.edu

Tami Thurston
Colorado State University Extension
PO Box 772830
Steamboat Springs, CO 80477
970-879-0825
tthurston@co.routt.co.us

Objective:

The primary objective of the Livestock Bowl contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of livestock-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. This contest will provide an educational experience for both participants and spectators.

Rules & Regulations for Colorado State 4-H Conference

Contestants and Eligibility

1. Each county or area may enter teams of four (4) or five (5) contestants. One team member will be designated as alternate if five (5) are entered. Teams may be selected by any procedure, which the county deems appropriate. Counties may enter multiple teams.
2. Contestants must already have reached their 14th birthday, and may not have reached their 19th birthday, as of December 31st of the previous year in which the Colorado Livestock Bowl is held.
3. Contestants must be enrolled in the county or area they represent. Counties may combine members if one of the counties does NOT have a team to participate on.
4. To combine counties; Colorado State University Extension 4-H Office must certify contest team entry and eligibility.
5. Teams and individual members of that team, who have competed at the National 4-H Contest (Ak-Sar-ben), as the official Colorado 4-H Livestock Bowl entry are considered to be ineligible to compete again on a livestock bowl team at the Colorado State 4-H Conference.
6. The Colorado Livestock Bowl will begin with a 30 question (multiple choice) test given to each member of the team prior to the contest.
 - The top 4 test scores from each team will be counted to determine the 16 team bracket
 - If a team does not make the top 16 they are eliminated from competing in the Livestock Bowl.
 - The top 16 teams will be seated #1 through #16 based on total score of the 4 best tests.
 - Ties will be broken on the highest individual score of the test and if still tied a coin flip will be the final tie breaker.

Sources

All questions used for the contest will be limited to the following specific resources: (cover to cover)

- **Beef Resource Handbook (4-H-117R Ohio State University Extension)**
- **Dairy Resource Handbook (4-H-127R Ohio State University Extension)**
- **Swine Resource Handbook (4-H circular-134R Ohio State University Extension)**
- **Sheep Resource Handbook for marketing and breeding projects (4-H-194R Ohio State University Extension)**
- **Goat Resource Handbook (4-H-135R Ohio State University Extension)**
- **Rabbit Resource Handbook (4-H-228R Ohio State University Extension)**
- **Raising Turkeys Project and Record book (4-H-166 Ohio State University Extension)**
- **4-H Poultry Production: Raising Broilers (4-H-152 Ohio State University Extension)**
- **Raising Pullets (4-H-151 Ohio State University Extension)**
- **Raising Fancy Poultry (4-H-153 Ohio State University Extension)**

All Ohio State University Publications can be obtain through your local Extension Office or ordered from the Ohio State University website at <http://estore.osu-extension.org>

*In the final two rounds (between the top four teams), we will include some current event questions, which are 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 online resources may be used to develop these questions:

- American Sheep Industry Association website www.sheepusa.org
- National Cattlemen's Beef Association website www.beefusa.org
- National Pork Board website www.pork.org
- American Meat Institute website www.meatami.com
- Pork Magazine (questions related to current industry issues, Jan-June 2009) www.porkmag.com
- Beef Magazine (questions related to current industry issues, Jan-June 2009) www.beef-mag.com
- American Boar Goat Association: www.abga.org
- American Dairy Association & Dairy Council, Inc: www.adadc.com

Questions: There will be five types of questions used.

1. One-on-one questions - Will be presented to a specific chair on each team. Only the specified chair may answer. These will be worth 2 points to the player and team to answer it correctly and minus one if answered incorrectly.
2. Team Questions - Each team will be asked 4 questions on an alternating basis. Each team will be given 10 seconds to discuss the correct answer but only the team captain can report the answer. If the question is answered incorrectly or not started in the 10 second time limit the question will be offered to the opposing team. A correct answer will be worth 2 points to the team and an incorrect question will be a deduction of 1 point.
3. Toss Up questions - Any chair may answer. These are worth 1 point for the player and team that answers it correctly and minus one if answered incorrectly.
4. Toss Up with Bonus Attached - Any chair may answer. The scoring will be the same as the toss-up questions, but the team answering it correctly will receive an opportunity to answer a bonus question. (Toss Up with Bonus Attached is placed randomly within the toss up round of questioning as determined by contest management.) If the Toss Up with Bonus Attached is not answered correctly the Bonus question will not move to the next question.
5. Bonus Question - The entire team may confer for up to ten seconds, but the team captain (chair one) must answer or defer to another chair. This will be a multi-part question. All parts of the question must be answered correctly and no parts of the question will be repeated nor will any additional information be given. Bonus questions are worth 3 points. Teams are not penalized for an incorrect answer.

Procedure of Play

Equipment

1. Game Panels - An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. Time Recorders - A stop watch or other appropriate time device will be required.
3. Signal Device - This signal shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. Score Keeping Devices - Two devices will be needed: one, such as a blackboard, flip chart or electric light display, will be used to maintain team scores visible to the contestants and spectators. A second device will be required to maintain a record of individual contestant scores (round score sheets).
5. Tournament Bracket - This will be a 16 team bracket with the first round being single elimination. From the Final Eight on it will be a double elimination bracket. A tournament bracket will be placed and kept up to date in the match rooms as well as the holding area.
6. Round Entry Form - The team captain must fill out and turn in a round entry form at the beginning of each match they participate in for the scorekeeper to use when tracking individual scores. This must be turned in even if the contestant positions have not changed.

Officials

1. Moderator (Quiz person) - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator shall declare the match winner and shall at all times be in control of the matches.
2. Referee Judges - At least two referee judges are recommended. The judges must be knowledgeable about livestock. One referee judge (or moderator) should, if possible, be a veterinarian. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
3. Timekeeper - Unless this duty is assumed by the moderator or by a referee judge, the timekeeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.
4. Scorekeepers - At least two individuals shall be used to keep score for the 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 the scores are clearly visible to the moderator and to the contestants. The second scorekeeper shall be used to maintain a record of the individual scores of each contestant. An assistant to the scorekeeper maintaining individual records is suggested.
5. Holding Room Monitor - The monitor will ensure that the teams/coaches moving in and out of the holding and match rooms are acting accordingly. The holding room monitor will also have round sheets available for team captains. They will keep the tournament brackets up to date and remind teams when they are up for their match. It is not the monitor's job to ensure all members are present and accounted for.

Teams

1. Each team shall consist of not less than four (4) or more than five (5) members
2. Only four (4) contestants shall be seated at the panel at any one time
3. During any match, only one (1) team member may be replaced at the panel when:
 - a) The moderator deems it impossible for one of the seated members of the team to continue in the contest
 - b) The captain of the team requests the replacement of a team member
 - c) The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

Procedures of Play

1. Round Determination

- a) The bracket will be determined by seating #1 through #16 based off of the individual Test Scores and the tournament bracket will be placed in the back of the match room and in the holding area
- b) If there are four or more teams, the same Round One questions will be used in all matches in the first column, same with Round Two questions asked in the second column, etc. Therefore, teams and coaches cannot be in the audience.
- c) Once a team has been eliminated from the contest, they may observe the following matches
- d) Audience members must stay in the room once a match has started until the winner has been declared. Audience members cannot go to the holding area until a complete Round is finished

2. Match Procedures

- a) Each match will be divided into three phases based either on time or number of questions. The three phases would consist of one-on-one phase, team phase and toss up phase.
- b) Questions will only be reread during the following occasions:
 - a. If the moderator makes a mistake in reading the question.
 - b. If a member buzzes in before the question is finished and answers it incorrectly. The question will be reread for the other team.
 - c. The Moderator has the final decision if the question needs to reread.
- c) During the one-on-one competition in the first phase of the match, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each questions beginning with the number 1 player on each team, and passing to the number 2, 3 and 4 player of each team, respectively. It is suggested that each team member be given the same number of questions, meaning the section be divisible by four.
 - a. The point value of a response to a question during the one-on-one questions will be as followed:
 - i. Correct response – 2 points (individual and team)
 - ii. Incorrect response – 1 point deduction (individual and team)
 - iii. If the first answer is incorrect and the other seat buzzes to answer the points are the same for that seat.
 - b. If both contestants to whom a question is addressed fail to signal intent to answer in the 5 second allowed time, neither contestant nor team shall lose or gain any points.
- d) During the team phase, each team will be asked four questions each on an alternating basis. The team will be allowed to discuss the question prior to answering but only the team captain can report the answer. If anyone besides the captain begins to report a deduction of one point will occur. Answers must be started within 10 seconds or will result in a deduction of 1 point. If the questions is incorrectly or not answered the other team will have a chance to answer using the same scoring process.

- a. The point value of a response to a question during the team phase questions will be as followed:
 - i. Correct response – 2 points (team)
 - ii. Incorrect response – 1 point deduction (team)
- e) During the toss up phase, any member may answer the question by being the first person to buzz in.
 - a. The point value of a response to a question during the toss up questions will be as followed:
 - i. Correct response – 1 point (individual and team)
 - ii. Incorrect response – 1 point deduction (individual and team)
 - iii. If the first answer is incorrect and the other team buzzes in to answer the points are the same for that team.
 - b. If either team fails to signal intent to answer in the 5 second allowed time, no contestant or team shall lose or gain any points.
- f) A bonus question is given to the team that answers the toss up question with bonus attached correctly. The moderator will announce when the bonus is attached.
 - a. The team answering it correctly will receive an opportunity to answer a bonus question. (Toss Up with Bonus Attached is placed randomly within the toss up round of questioning as determined by contest management.)
 - b. If the Toss Up with Bonus Attached is not answered correctly the Bonus question will not move to the next question.
 - c. The entire team may confer for up to ten seconds, but the team captain (chair one) must answer or defer to another chair.
 - d. This will be a multi-part question. All parts of the question must be answered correctly and no parts of the question will be repeated nor will any additional information be given.
 - e. The point value for the Bonus question is as follows:
 - i. Bonus questions are worth 3 points to the team if answered correctly. Teams are not penalized for an incorrect answer.

3. Starting the Contest

- a) Teams are assembled and seated in their respective panels and each contestant given the opportunity to check the equipment
- b) A team captain is designated and needs to be seated in chair one
- c) The question packet is opened by the moderator
- d) The moderator announces the start of one-on-one play. At the start of each question, the moderator signifies which chair is allowed to answer the question. The moderator reads the question until such time as a contestant activates a buzzer.
 - 1) If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant has five seconds AFTER having been recognized by the moderator to begin to answer to the question. (If the contestant starts before being recognized, he/she will receive one warning before being removed from the match.)

- 2) The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - 3) If any contestant, other than the two designated, responds, that individual and their team shall lose two points. If any contestant responds more than twice to questions directed to another contestant, they shall be removed from the match.
- e) If the answer to any question, whether read to completion or not, is incorrect, the contestant and the team loses the point. The question is then turned over to the other team. The moderator will reread the entire question only if it was not completely read before the initial buzz. The players of the second team must signal and be recognized before answering. If the answer is incorrect, the second team will be assessed the same scoring as the first team.
 - f) If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither loss of points nor awarding of points to either team.
 - g) At the end of the one-on-one round, the moderator announces the beginning of the team phase and that only the team captain may answer, and then the toss-up phase and reminds the contestants that anyone may answer.
 - h) If a bonus question was attached to an incorrect or unanswered toss-up question, the bonus will not be transferred to the next question.
 - 1) If the toss up question is correctly answered within the 5 second time limit, that individual scores one point.
 - i. If the bonus question is attached to the correctly answered question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation. The timer signals the end of the time period. The team captain is then allowed 5 seconds to begin the answer.
 - ii. Successful completion of the answer will result in that team being awarded 3 points. All parts of the questions MUST be answered, and partial points will not be given.
 - iii. Failure to answer results in no penalty to the team.
 - iv. No part of the bonus question will be repeated, nor will any additional information be given
 - k) In order to encourage full team participation, bonus points will be awarded in each match to the teams where each team member correctly responds to a question other than a bonus question. This bonus shall be worth 2 points. After having earned this team bonus once within a match, a team is once again eligible to earn an additional bonus of 2 points by repeating the process.
 - 1) In order to obtain these points, each member of the team seated at the time must have correctly answered. If a member is switched for the alternate, the alternate must also answer a question correctly.
 - 2) No contestant will be credited with a second correct response until the first team bonus has been awarded
 - l) Either team captain or moderator may call a “time out” for clarification of a rule, to permit replacement of a team member or to allow for unexpected

problems. These “time outs” may only be called after a question has been answered and before the start of the next question.

4. Completing the Contest

- a) The moderator will continue reading questions until all questions have been asked
- b) If a question is thrown out, either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains constant.
- c) Following the final question, the team with the highest number of points shall be declared the winner of that match.
- d) In the event of a tie, five additional toss up questions will be asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a 1 point advantage) will be declared the winner.
- e) Once the moderator has declared a winner based on the scores, there shall be no protest.
- f) There shall be no protest of any questions or answers following the declaration of the winner

5. Protests of Questions and/or Answers

- a) A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team and then 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.
- b) When a protest is made, play will be stopped until the protest is resolved or the 3-minute time limit is up.
 - 1) A 1-point penalty will be assessed if the protest is not upheld.
- c) If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - 1) A question is protested before an answer is given and the protest is sustained – discard the question. No loss or gain of points will result for either team.
 - 2) An answer is protested (either correct or incorrect) – at least one of the referee judges determines the validity of the protest. Points will be added or subtracted as appropriate.
 - 3) 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 of the question. 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 as in (b) above.
- d) Abuse of protest provisions may result in one or more of the following:
 - 1) Dismissal of team coach from the contest area,
 - 2) Dismissal (or replacement) of team captain,
 - 3) Dismissal of entire team with forfeiture of any points or standing
- e) 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, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

- f) No source of information is infallible. There may be answers given to questions that are in agreement with the recommended sources that are in fact erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer 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.
5. Cell phones, Recorders of any kind and Cameras
- a) **All contestants and observers will not be allowed to bring,**
 - a. **cell phones,**
 - b. **recorders,**
 - c. **cameras,**
 - d. **paper and writing instruments into the competition areas.**
 - b) **Anyone found to possess these items will be asked to leave immediately and will be disqualified if competing.**
 - c) Photographs will be permitted only before and after a match and then in only such a manner as not to be disruptive of the contest

Awards

Team Awards

1. Team awards will be based on a predetermined procedure of play.
 - a) The Livestock Bowl will begin with individual tests.
 - a. The teams will be seated #1 through #16 based on the total of the top 4 tests of the team.
 - b. No team awards will be given for written tests.
 - b) The First round will be single elimination
 - c) The final Eight teams will begin a double elimination bracket to determine a Champion.
2. The rank of teams will be determined on the basis of their position within the double elimination brackets.
3. To place teams eliminated in the same round, the losing team that has the most points will be awarded the higher rank.

Individual Awards

1. Scores will be kept for each individual contestant, with the high 10 individuals in both the written test and Bowl Competition receiving special recognition.
2. All contestants completing the written test will be considered for the top 10 written test awards
 - a) The total score will be used to sort the written test

- b) Ties for individual written test awards will be broken by using a total of 5 pre-determined questions.
 - a. The contestant who gets the most points on those 5 questions will win the tie.
 - b. If a tie still exists the decision will be made by a coin flip.
- 3. All contestants who have participated in a Bowl Match will be considered for the top 10 individual bowl awards.
 - a) The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
 - b) Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual round scores; and third, total number of points earned in the contest.

Equipment Failure

It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the match.

- 1. 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 contestant, the moderator or by either coach.
- 2. If, after checking, it is determined that there is an equipment malfunction, the faulty parts will be replaced and play resumed.
- 3. Scores accumulated up to the point of the "time-out" shall stand and all further points awarded during the remainder of the match shall be added to or subtracted from this total.
- 4. If both referee judges or one referee judge and the moderator agree, points awarded for the two questions asked immediately prior to determination of equipment failure may be recalled and two additional questions used.
- 5. Under no conditions shall there be a replay of a match in which there was equipment failure.