

2015
4-H Knowledge Bowl
Sunday, March 08, 2015

3:00pm: Junior Team Competition
6:00pm: Senior Team Competition (approximately)

I. Objectives

1. Stimulate learning in subject matter areas.
2. Reward 4-H members for learning subject matter.
3. Provide a competitive setting where attitudes of friendliness and fairness prevail.
4. Develop teamwork, self-confidence and decision-making skills.

II. Team Membership

1. Each club may have one (1) junior and (1) senior team.
 - A. Juniors: Nine to fourteen (9-14) years of age or fourth to eighth grade.
 - B. Seniors: All high-school aged exhibitors.
2. If a member participates in multiple clubs, he/she should represent his/her *primary* club in the Knowledge Bowl.
3. A team may consist of two to four (2-4) members.
4. If there are less than four (4) senior members from a club, junior members *may* participate in the club's senior team (at the parent and leader's discretion). Senior members may not participate on any club's junior team.
5. Wild Card Team: Members who are not on their respective club teams will be given the opportunity to compete on a Wild Card Team. (at the discretion of the moderator)
6. Team Captains: Each team must select a team captain, who will represent the team in placement draws and coin tosses.

III. Supporting Positions

1. Supporting positions for the Knowledge Bowl will consist of:
 - A. Moderator: will read questions, monitor progress of the competition, and act as Master of Ceremonies.
 - B. Scorekeepers: Two (2) individuals will track points earned or lost.
 - C. Timekeeper: will announce end of time allowed for buzzing in, answering a question or researching a contest of points awarded/subtracted.
 - D. Judges Panel: Three (3) individuals will rule on the accuracy of each answer.

IV. Game Play

1. Team members are encouraged to wear club T-shirts or 4-H uniform.
2. Process of Elimination: The number of rounds will be determined by the number of teams competing. The winning team in each round will advance to the next bracket, until the final two teams compete for 1st and 2nd place.
3. Placement Draw: Teams will draw numbers for placement in the tournament.
 - A. If there are an odd number of teams competing, one team will draw a "bye" for the first round.

4. Time Limits - The following time limits will be enforced by the timekeeper during each round:
 - A. Ten (10) minutes for each round of game play, after which no more questions will be asked unless there is a tie.
 - B. Five (5) seconds, following the reading of a question, for any contestant to buzz in, after which the question will be thrown out with no points awarded/subtracted.
 - C. The “buzzed in” contestant has (15) fifteen seconds to answer the question. Once the contestant begins speaking, any gap in speech lasting more than (15) seconds will conclude the answer, after which the judges will rule it as correct or incorrect.
 - D. In each round each team has two opportunities to contest an answer, deemed incorrect. The team has two minutes locate the disputed answer in the Knowledge Bowl Handbook.
5. Question Format:
 - A. A moderator reads questions to the teams, whose players endeavor to buzz in first with the correct answer, scoring points for their team.
 - B. Any team member from either team may buzz in to answer a question.
 - C. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator.
 - D. Each round will begin with 24 available questions.
 - E. Questions will be divided into four (4) knowledge categories:
 - i. General 4-H
 - ii. Large Animal Projects
 - iii. Small Animal Projects
 - iv. Still Exhibits and Other Projects
 - F. If an incorrect answer is given, the other team has the opportunity to buzz in. If they do, points will be awarded/subtracted in the same way.
6. Points: When a correct answer is given, 10 points will be *added* to the team’s score. When an incorrect answer is given, 5 points will be *subtracted* from the team’s score.
7. Contesting and Ruling:
 - i. Judges will rule on the acceptability of a contestant’s answer, and this ruling is final unless the team chooses to contest it.
 - ii. Any protest of a ruling must be made immediately. If the other team buzzes in, or if the next question is chosen, the judges’ initial ruling is final.
 - iii. Each team may only contest up to two (2) rulings during a round.
 - iv. To change the judges’ ruling, the team members must demonstrate that their answer is correct using the Knowledge Bowl Handbook. If they cannot do so in the allotted time (2 minutes), the original ruling will remain final. If the other team

has not already answered, they will have the opportunity to do so.

b. Re-reading a Question:

- i. Any contestant may request that the question be re-read *before* his/her team has buzzed in. See rules for Premature Buzzing.

c. Premature Buzzing:

- i. When a buzzer is pushed before the question is completely read, the moderator will stop reading. The contestant must answer the question, *completely and correctly*, based on what has already been heard, with points being awarded or subtracted as normal.
- ii. Judges will not ask for clarification in the case of Premature Buzzes.
- iii. If the contestant answers incorrectly, the full question will be read, and the other team will have the opportunity to answer.
- iv. Accidental buzzing that occurs when a question is not open (i.e. after a question has been answered or timed out, and before the next question is chosen) will not result in a penalty for the contestant's team.

d. Audience Participation:

- i. Spectators, parents and other visitors in the audience will not participate in any way. Audience members may not protest any ruling or procedure during game play.
- ii. Any coaching from the sidelines may result in the audience member being asked to leave, and the team's score adjusted to correct any unfairly awarded points (at the discretion of Moderator and Judges).

e. Winning the Round:

- i. The round ends when either all questions on the board have been asked, or ten (10) minutes have passed, whichever comes first. The team with the highest number of points will win the round.
- ii. Tiebreaker: If the teams are tied when the round has ended, a bonus question will be asked to break the tie.

V. Awards

1. Each member of teams placing 1st, 2nd or 3rd will receive an award accordingly.
2. Each member of teams placing 1st will receive a medal for their 4-H cap.
3. The name of each winning team will have their name affixed to a perpetual plaque, which will be displayed during subsequent fairs in the Fair Livestock Office.

VI. Resources

1. All questions for the 2015 Knowledge Bowl will be taken from the following sources, divided into four (4) categories. Collectively these sources will be referred to as the **Knowledge Bowl Hand Book:**
 - A. General 4-H
 - i. 4-H Project Leaders' Digest
 - ii. 4-H Officers Manual
 - iii. 4-H All Star Ambassador Manual
 - iv. 4-H Presentation Manual
 - v. 4-H Treasures Manual
 - B. Large Animals
 - i. Beef: *Discover Beef – Utah State University (pages 8-111)*
 - ii. Swine: *Swine the Animals Point of View*
 - iii. Dairy Cattle: *Kansas 4-H Dairy Cattle Leader Notebook Level II*
 - iv. Dairy Goats: *Getting Your Goat – Dairy Goat Level 1*
 - v. Market Goats: *“4-H Market Goat Reference Guide” Penn State 4-H*
 - vi. Horses: *Horses & Horsemanship Texas Agricultural Extension Service*
 - vii. Sheep: *Sheep From the Animals Point of View*
 - C. Small Animals
 - i. Poultry: *Poultry Project Member Guide – Oregon State University Extension Service*
 - ii. Rabbits: *Rabbits from the Animal Point of View*
 - iii. Cavies: *“Cavy Glossary & Judging” – American Rabbit Breeders Association Standard of Perfection, Pgs. 218-267*
 - iv. Dogs
 - v. Pygmy Goats: *National Pygmy Goat Association Breed Standard*
 - D. Still Exhibits, & Other Projects
 - i. Electricity: *Investigating Electricity*
 - ii. Gardening: *See Them Sprout! – Gardening Level 1*
 - iii. Nutrition: *Vegetable Garden Curriculum*
 - iv. Photography: *Discover Photography Utah State University (pages 8-49)*
 - v. Craft & Hobbies Safety
 - a. Safe Scissor Use – Clover Safe Note #39
 - b. Hot Glue-Gun Safety – Clover Safe Note #56
 - c. Using Pliers Safely – Clover Safe Note #90
2. All resources are available for viewing and download at http://ceimperial.ucdavis.edu/4-H_Program/Knowledge_Bowl/. A buzzer kit, used for the Knowledge Bowl, is also available at the 4-H Office. Clubs are encouraged to borrow them for practice sessions. Buzzers may leave the 4-H office, but MUST be returned by March 4, 2015.