



2024 Livestock Quiz Bowl Contest Rules

September 27th, 2024

Nebraska State Fairgrounds - Grand Island, NE

2024 Superintendent:

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RULES AND REGULATIONS

1. SCHEDULE OF EVENTS

- a. The 2024 Aksarben Stock Show Livestock Quiz Bowl Contest will be held Saturday, September 27th in the Nebraska Building. Check-in will be from 8:30 to 9:00 a.m., but all contestants are encouraged to be there by 8:45 a.m.

2. ENTRIES AND ELLIGIBILITY

- a. Entries and fee payment can be made online at aksarbenstockshow.com by **midnight September 11th**. The fee is \$125 per team.
- b. Contestants are of ages 14-19 as of January 1st of the current year.
- c. Each state in the U.S. is invited to enter teams of up to four contestants.
- d. A team will consist of four (4) contestants. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual is unable to continue in the competition.
- e. Recommended substitution procedure:
 - i. Each team may name an alternate and the alternate is expected to attend all rounds of competition in with their team participates.
 - ii. When the alternate enters play, he/she must remain in the contest for the rest of that phase.
 - iii. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition, and one member is unable to continue the competition and there is no designated alternate, the resulting three (3) member team will be allowed to continue; however, they will forfeit the (Phase 1) questions directed toward the fourth team member.

3. 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.
- b. Judge: The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer. Judge(s) may not ask for clarification from a contestant.

- c. Timekeeper: The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
- d. Scorekeeper: Two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. The second scorekeeper will maintain a written record of all scoring transactions.

4. GENERAL RULES

- a. Teams: Teams will be notified prior to the Aksarben Livestock Quiz Bowl Contest as to when and where they should report. Teams that fail to check-in within 10 minutes of their scheduled match will forfeit the match unless excused by the Superintendent.
- b. Dress Code: Business casual is suggested, and no hats are to be worn.
- c. Team Captain: A Team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will have a name card to place in front of their buzzers. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.
- d. Viewing: Contestants cannot view matches until their team has been eliminated from the competition. After their team has been eliminated, contestants may view matches, but must remain quiet through the event. No electronic devices are allowed in the contest room. Spectators may not bring recording devices or other similar materials into the contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
- e. Holding Room: Only registered contestants and one designated coach per team are allowed in the holding room. No electronic devices are allowed or to be used in the holding room except by contest officials.
- f. Contest Equipment: Each contestant will be given the opportunity to test the proper functioning of game equipment.
- g. Timeouts: Team members, coaches, moderators, judges, scorekeepers, or Livestock Quiz Bowl Committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Coaches are also allowed to call for one, thirty second timeout, during the toss up round at their discretion. Timeouts may be called only after a question has been answered and before the start of the next question.
- h. Protests: When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
 - i. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time in which the question has been read or the answer given. Once the moderator has begun the next question, the protest is not valid.
 - ii. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate.
 - 1. If a question is protested before an answer is given and the protest sustained – the moderator will discard the question. No loss or gain of points for either team.

2. If an answer is protested (either correct or incorrect) – at least one of the judges and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
 3. If a question is protested after an answer is given (correct or incorrect) – at least one judge and the moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points as in the situation above.
- iii. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.
 - iv. Spectators, parents, and visitors may not protest any question, answer, or procedures throughout the course of play.
 - v. No source of information is infallible. There may be answers that are given to a question, that will be supported with a recognized resource, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, 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.
 - vi. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
- i. Ties: If both teams are tied at the end of a match, the moderator will read a series of three additional toss-up questions until the tie is broken. Questions will be scored as in the toss-up section. If still tied after this series of questions, the match becomes “Sudden Death” play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for “Sudden Death” play will be selected by the judges.
 - j. Aides and Materials: Teams may not bring or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided.
 - k. Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

5. METHOD OF QUIZ BOWL COMPETITION

- a. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of participating teams and the time allowed for the contest will determine the exact procedure followed.
- b. Whenever time and space permit, a double elimination procedure will be used.
- c. 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.
 - i. Phase One: Phase 1 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 (8) questions have been asked. This means each pair of individuals (one

member from each team) will be asked two questions. Correct answers are worth ten (10) points with no deduction for incorrect answers. If neither contestant buzzes in, that question is finished, no points are awarded or lost. No teammate assistance may be offered or received in this phase. A contestant must press their buzzer within 5 seconds after the question is read and answers must be stated 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.

1. 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.
 2. 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, that question is finished, no points awarded or lost. The next pair of contestants gets a new question.
 3. 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 ten (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.
 4. If a contestant buzzes in and fails to respond to the question in the form of an answer, a five (5) point deduction will be assessed.
 5. There will be a five (5) point deduction if any contestant, other than the two designated contestants, responds.
 6. 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.
- ii. Phase Two: Phase 2 will consist of eight (8) questions. Each team will be asked four (4) questions each on an alternating basis. Each team may write the question down on the paper provided to them when it is first read. Correct answers are worth ten (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. Answers must be stated within 20 seconds after the question is read (starting an answer after the 20 second buzzer goes off is not acceptable). Teams are not required to buzz in to provide their answer. 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 questions 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 ten (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. Teams are not required to buzz in before answering the question.

- iii. Phase Three: Phase 3 will consist of regular, toss-up, and bonus questions with a possible total sixteen (16) questions worth fifteen (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 (2) 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 bonus questions 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 hit their buzzer must answer the question within 5 seconds after being acknowledged by the moderator, or that team will be deducted ten (10) points. Incomplete or incorrect answers will be deducted ten (10) points. In the event of an incorrect answer, the opposing team will have the opportunity to answer after using their buzzer and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The questions 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 be deducted 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 team score being deducted ten (10) points. 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. The team may write the question down on the paper provided to them when it is first read. Answers must be stated within 20 seconds after the question is read. Only the team captain answers the question. If anyone other than the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth fifteen (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.
 - a. 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.
 4. 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 (10) 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. When a multiple-choice question is to be answered, before all the possible answers have been read, the contestant's answer must match the moderator's correct letter. If the answer is not complete and correct, the moderator will completely re-read the question. The opposing team will have the opportunity to answer the question after pressing their buzzer and being acknowledged.

5. **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.
- d. Questions will not be re-read except in the afore-mentioned case.
- e. The score of both teams will be announced periodically.
- f. The judge(s) may not ask for clarification of answers from contestants.

6. CONTEST RESOURCES

- a. **Standard References** – The following is a list of references that will assist in preparing for livestock quiz bowl contest that involved beef, sheep, meat goat, and swine. Please note that actual references used may be added to or deviated from, in an effort to keep up current with a rapidly changing livestock industry.

4H 134R Swine Resource Handbook for Market and Breeding Projects – The Ohio State University

<https://extensionpubs.osu.edu/swine-resource-handbook-for-market-and-breeding-projects/>

4H 194R Sheep Resource Handbook for Market and Breeding Projects – The Ohio State University

<https://extensionpubs.osu.edu/sheep-resource-handbook-for-market-and-breeding-projects/>

4H 4200 Beef Resource Handbook – University of Nebraska (Replaced 4H 117R)

<https://marketplace.unl.edu/default/4h4200.html>

4H 135R Goat Resource Handbook – The Ohio State University

<https://extensionpubs.osu.edu/goat-resource-handbook/>

- b. **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.

7. AWARDS

- a. First Place – Cash Award and Banner
- b. Second Place – Cash Award and Banner
- c. Third Place – Cash Award and Banner