

November 28, 2022

TO: District 3 County Extension Agents



FROM: Seth Hall  
Extension Program Specialist 4-H

SUBJECT: FCH Quiz Bowl

**May 1, 2023**

**Registration begins at 12:00 PM** Elimination matches will begin promptly following the completion of the Livestock Quiz Bowls.

**Calvary Baptist Church, 2101 Yucca Lane, Vernon, Texas**

Counties may have up to five teams in each division. The top three senior teams may advance to state.

Online registration will begin January 1<sup>st</sup>, 2023, and will close April 16<sup>th</sup>, 2023, for a registration fee of \$5.00 per person. Late registration will open from April 17<sup>th</sup>, 2023, and close April 23<sup>rd</sup>, 2023, for a cost of \$25.00 plus the original registration fee per person. **After this time, no more late registration will be accepted. You will NOT be able to register or pay the day of the contest for the District 4-H Contest.**

Enclosures: (1) Contest Rules  
(2) 4-H Food & Nutrition Quiz Bowl D-3 Guidelines  
(3) Agent Assignments

11708 HWY 70 South  
PO Box 2159  
Vernon, TX 76385-2159

Tel. 940.552.9941  
Fax. 940.553.4657  
<http://AgriLifeExtension.tamu.edu>

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



## DISTRICT 3 4-H FCH QUIZ BOWL CONTEST

May 1<sup>st</sup>, 2023

Calvary Baptist Church – Vernon, TX

Schedule for the Day: 12:00 pm – Registration  
Elimination Matches Begin Following  
Livestock Quiz Bowl

1. We will be conducting both age division contests at the same time in different rooms.
2. Online registration will be open January 1<sup>st</sup>, 2023, and will close April 16<sup>th</sup>, 2023, for a registration fee of \$5.00 per person. Late registration will be open April 17<sup>th</sup>, 2023, and close April 23<sup>rd</sup>, 2023, for a cost of \$25.00 plus the original registration fee per person. No registrations past that date will be accepted. After teams are registered by the designated deadline, substitutions can be made the day of the 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, Challonge. Double elimination brackets will be used.
3. Spectators **WILL NOT** be allowed in the contest rooms during the elimination matches. Only one designated coach for the team competing in each match will be allowed in the contest room during their team's match. Teams requiring additional coaches in the room will need to 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 who are not in play.
6. All questions used in the quiz bowl contest will come from the official sources found at <https://texas4-h.tamu.edu/quiz/>
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 immediately following the final round of play.  
The first, second, and third place senior teams will advance to State 4-H Roundup in June 2023.
8. Dates to remember: Entry Deadline – April 16, 2023  
Late Entry Deadline – April 23, 2023

**If you need any type of accommodation to participate in this program or have questions about the physical access provided, please contact Joy Self at the Baylor County Extension Office 940-889-5581 at least two weeks prior to the event.**

Medical release, waiver, indemnification, and code of conduct forms must be completed on 4-H Connect. If forms are not completed on 4-H Connect, the 4-H member is responsible to bring a completed copy of all forms to registration to be eligible to participate in the contest. Please be prepared to follow health guidelines, if any, are in place on the day of the contest.

## **4-H FCH QUIZ BOWL**

### **District 3 Guidelines**

Age Divisions: Juniors (Grades 3-8) as of the current 4-H year  
Seniors (Grades 9-12) as of the current 4-H year

#### **CONTEST BASICS**

1. Each match is divided into two rounds: individual question and toss-up question. Each match has a set number of questions determined by the contest coordinator with the possibility of several bonus questions totaling no more than 1/4 of the match questions. The contest committee will determine how long the contest will last.
2. Three types of questions will be asked:
  - a. Direct/Individual (worth one point)
  - b. Toss-up (worth one point)
  - c. Bonus (worth two points)
3. Teams **must** consist of 4 members.

#### **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. There will be only one coach designated during any given round per team. The coach shall sit in an area designated by the moderator. The coach's role in the match is only as an observer. One time-out may be called by a coach during a match for the sole purpose of positive reinforcement of their team members.

Abuse of time-out provisions may result in one or more of the following:

  - A. Dismissal of team member and/or coach.
  - B. Dismissal of entire team with forfeiture of any points or standing.
4. 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.
5. Team members will check their equipment before play begins as instructed by the moderator and/or the timekeeper.
6. A coin will be tossed to determine which team captain will answer the first question in the match.
7. The match will begin with direct questions being asked.

### 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

<u>Team A</u>	<u>Team B</u>
Team member 1 (team captain) - 1 <sup>st</sup> direct question	Team member 1 (team captain) - 2 <sup>nd</sup> direct question
Team member 2 - 3 <sup>rd</sup> direct question	Team member 2 - 4 <sup>th</sup> direct question
Team member 3 - 5 <sup>th</sup> direct question	Team member 3 - 6 <sup>th</sup> direct question
Team member 4 - 7 <sup>th</sup> direct question	Team member 4 - 8 <sup>th</sup> direct question

- C. The designated person has **5 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 (**5 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 **5 seconds after being recognized** by the moderator to begin to start a valid answer. Since the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
- 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 timekeeper to determine if the actual answer has been started within the 5 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.
- D. The correct answer will be given for any question answered incorrectly, incompletely, and those not attempted by either team. Additionally, alternate acceptable answers will be

given when more than one answer was available.

- E. If the answer to a question is begun during the 5 second period and the answer is incorrect, that team will lose the point associated with that question.
- F. If the question is correctly answered and initiated within the 5 second time-period, that team is given the 1 point associated with the question.
- G. No discussion among team members is allowed.
- H. 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 be recognized and is then given the normal **5 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. Team Participation **Reward Points**
  - To encourage full team participation, Team Participation Reward Points will be awarded in each match to teams that meet the criteria. During play, a two (2) point Team Participation Reward will be given to teams that have each team member correctly respond to a one-on-one or toss-up question (not bonus question).
  - To obtain Team Participation Points, each member of the team must have correctly answered a question OTHER than a bonus question.
  - Once a team has earned the Team Participation Points, they may then begin repeating the process to earn additional Team Reward Points. There is no limit to the number of times a team is eligible for Team Reward Points.
  - No team will be credited toward a Team Participation Reward with a member's second correct response until the first Team Participation Reward has been awarded.

9. Following the final question, the team with the highest number of points is declared the winner. **Once the moderator has declared a winner based on the scores, there shall be no protest.**
10. 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. Tie breaker points do NOT get added to individual scores, nor do they provide credit towards Team Participation Reward Points. They are used to break match ties only.
11. No source of information is infallible. There may be answers given to questions, which agree with the recommended sources, but are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the room judges and moderator may agree to:
  - To accept the answer and explain the correct or up-dated information for future use of the question.
  - To accept only the correct answer.
  - Replace the question to the appropriate contestants
  - In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.
12. Cell Phones and Other Electronics
  - NO recording equipment, including but not limited to, cell phones, tablets, video cameras, movie cameras, tape recorders or any other type of camera may be used during the competition.
  - Cell phones and other electronics will not be allowed in the contest room. Violation of this rule will result in dismissal from the game of the team member.
  - Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing, recording or computer use in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.
13. Unseemly behavior, unsportsmanlike conduct, or any actions, which are generally accepted is detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

**DISTRICT 3 4-H FCH QUIZ BOWL  
AGENT ASSIGNMENTS**

**Room Arrangements, Equipment Set Up** ..... Quiz Bowl Committee  
..... (Joy Self, Jennifer Trufan, Kathy Smith, KC Jones)

**Bracket Update & Call Teams to Participate** .....Seth Hall  
.....Lorrie Coop

**Room 1**

Moderator	Alinda Cox
Timekeeper / Runner	KC Jones
Judge / Scorekeeper	Katrena Mitchell (Please bring references)

**Room 2**

Moderator	Melanie Potter
Timekeeper / Runner	Peyton Thomas
Judge / Scorekeeper	Lynette Babcock (Please bring references)

**Room 3**

Moderator	Maranda Revell
Timekeeper / Runner	Kayla Neill
Judge / Scorekeeper	Dawn Dockter (Please bring references)

**Room 4**

Moderator	Penny Berend
Timekeeper / Runner	Sumer Russell
Judge / Scorekeeper	Kathy Smith (Please bring references)

**Room 5**

Moderator	Kelly Lehman
Timekeeper/Scorekeeper	Cindy Dunkerley
Judge/Scorekeeper	Karly West (Please bring references)

Joy Self & Jennifer Trufan – Registration