



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

January 19, 2023

TO: District 3 County Extension Agents

FROM: Seth Hall
Extension Program Specialist 4-H

SUBJECT: Horse & Livestock Quiz Bowls
May 1, 2023
Calvary Baptist Church
2101 Yucca Lane, Vernon, TX

The District 4-H Horse & Livestock Bowls will be held Monday, May 1, 2023 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, swine, goat, lamb or horse industry and the science surrounding Cattle, Sheep, Goats, Swine and Horses. The bowls are played as a double elimination tournament with teams of four players going head-to-head for top honors.

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

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 either Livestock or Horse Quiz Bowl Contest in the morning. Youth may participate in the afternoon FCH Quiz Bowl after completing Horse or Livestock Quiz Bowl.**

Registration will be completed online using 4-H Online. **Online registration will begin January 1, 2023 and will close April 16, 2023 for a registration fee of \$5.00 per person. Late registration will open from April 17, 2023 and close April 23, 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.**

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



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

When 4-H'ers register, they may pay by credit card or county check. Credit cards speed up the process to almost instantly. Counties sending checks must include a copy of registration receipt. **Fees must be received by the State 4-H office by the contest date.** You will mail your county check along with transmittal to:

Texas A&M Extension / 4-H Connect
 2473 TAMU
 College Station, TX 77843-2473

Horse 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.
- For the Junior Division, we will only use the questions provided to each County Extension Office in District 3.
- Entry: Teams of 4 members for both the Junior and Senior divisions.
- 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.

Livestock 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: Teams of 4 members for both the Junior and Senior divisions.
- 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.

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

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



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

District 3 Guidelines

Age Divisions: Juniors Grades 3-8
Seniors Grades 9-12

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. There must be 4 participants per team for all age groups.

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.



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

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 B

Team member 1 (team captain) - 1st direct question Team member 1 (team captain) - 2nd direct question

Team member 2 - 3rd direct question Team member 2 - 4th direct question

Team member 3 - 5th direct question Team member 3 - 6th direct question

Team member 4 - 7th direct question Team member 4 - 8th 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.



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

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.



D3 4-H HORSE AND LIVESTOCK QUIZ BOWL

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.

AGENT ASSIGNMENTS

COMMITTEE NEEDS TO ARRIVE AT 8:00 TO SET UP

**Room Arrangements, Equipment Set Up.....Toby Oliver / Jay Kingston /
Quiz Bowl Committee**

Bracket Update & Call Teams to Participate Toby Oliver / Josh Kouns

Room 1

Moderator	Jason Westbrook
Time Keeper	Savanah Williams
Judge/Official Scorekeeper	Bill Holcombe (Please bring references)
Scoreboard Keeper	Josh Smartt

Room 2

Moderator	Payton Thomas
Time Keeper	Justin Gilliam
Judge/Official Scorekeeper	Langdon Reagan (Please bring references)
Scoreboard Keeper	Marty Morgan

Room 3

Moderator	Paul Dockter
Time Keeper	David Graf
Judge/Official Scorekeeper	Karly West (Please bring references)
Scoreboard Keeper /	Taylor Chapa

Room 4

Moderator	Jerry Coplen
Time Keeper	Cody Myers
Judge/Official Scorekeeper	Michael Bowman (Please bring references)
Scoreboard Keeper	Charlie Martin

Room 5

Moderator	Kayla Neill
Time Keeper	Mike Jeffcoat
Judge/Official Scorekeeper	Justin Hansard (Please bring references)
Scoreboard Keeper	Katrena Mitchell