

North Dakota 4-H Livestock Program

4-H Livestock Quiz Bowl Rules

Dickinson State University, Dickinson ND

Saturday March 30th, 2019 - registration @ 8:00 am | Start @ 9:00 am

STATE SPECIALIST:

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Registration Opens: 3/6/2019

Register on 4-H Online: <https://www.4honline.com/>

Late registration: 3/26/2019

Registration deadline: 3/27/2019

GENERAL INFORMATION

The North Dakota 4-H Livestock Quiz Bowl contest provides an opportunity for youth enrolled in 4-H livestock projects to demonstrate their knowledge of animal science related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. This contest provides an educational experience for both participants and spectators. Youth are tested on all food animal livestock species including beef, dairy, swine, goat (dairy and meat), sheep, poultry and rabbit. Additional questions regarding Youth for the Quality and Care of Animals (YQCA) may also be asked. Competition in quiz bowl encourages 4-H members to develop a more complete knowledge of animals and related subjects and is an excellent way to develop self-confidence and excellent teamwork skills. This contest provides an educational program for all project members, including those who may not own a project animal. Teams compete in a single or double elimination format by giving oral answers to questions posed by a moderator, answering by pushing the buzzer first. Each match has both an individual and toss-up question round. The winning 4-H senior team will have a choice to represent North Dakota at the National 4-H Contest in either the ASKARBEN 4-H Livestock Quiz Bowl Contest in Omaha, Nebraska or the Western National Round Up 4-H Livestock Quiz Bowl in Denver, Colorado. Whichever contest the first place team does not attend, the runner up (second place team) has the option to attend.

OBJECTIVES & OUTCOMES:

- A. Stimulate learning in animal science and agricultural industry;
- B. Youth develop positive interests and attitudes about animal science and related careers;
- C. Youth gain a base of knowledge of animal science projects;
- D. Youth will utilize skills and abilities to solve everyday situations;
- E. Reward 4-H members for knowledge gained in a subject matter area;
- F. Provide a competitive setting where attitudes of friendliness and fairness prevail;
- G. Participants will process information, analyze complex problems and make informed decisions regarding current agricultural, environmental, quality assurance and livestock industry issues;
- H. Develop teamwork, self-confidence, public speaking and decision-making skills;
- I. An increased number of participants seek out higher education opportunities and careers related to animal science.

PRE-REGISTRATION REQUIRED (registration cost: \$10 per team)

Registration will go through 4H-Online

You will only need to register under ONE of your teammates for ALL divisions. Please see PDF on our website for step by step instructions for how to sign up online:

https://www.ndsu.edu/fileadmin/4h/Contests/How_to_use_4-H_Online_to_Register.pdf

Make checks payable to **4-H Foundation** and send to:

NDSU, ATTN: Holly Halvorson, Dept. 7280 FLC 219. PO Box 6050, Fargo, ND 58108.

****SUBMIT QUESTIONS** - for each division**

Once a team has entered the state contest, they will be asked to **send 10 questions for each division (Junior, Intermediate, Senior) from the standard sources listed on page 4**. List the page number along with the answer to each question from the specific book (Example: 4H 127R Dairy p. 35). These questions will be randomly drawn for each round. Some questions may not be utilized. For poultry questions, list the link or document used to source the answer to the question. A bank of questions will be established for this new contest from these questions allowing coaches to study from year to year.

CONTESTANTS AND ELIGIBILITY

1. Contestants must be enrolled in North Dakota 4-H (4honline) as a full time member in the county they represent. Short-term 4-H members are not eligible to compete at the state level.
2. 4-H teams will consist of four (4) or five (5) participants in the same age division. The fifth member serving as the alternate.
3. Each team will consist of no more than four or five members. **Counties may combine to form a team provided neither county has more than 3 participants.** Combination teams must pre-register together.
 - a. **Both counties and coaches from the different teams must approve combining of individuals for a team.**
4. Contestants in the **senior** division must be 14-18 years on December 31, 2018. The **junior** division is for members 8 years of age before September 1, 2018 to age 10. **Intermediates** are ages 11 to age 13 on December 31, 2018. If a 10 year old wants to move up to the intermediate division or an 11 year old would like to move down to a junior division, this is permitted.
 - a. **Junior division topic** for the **2019** North Dakota State Livestock Quiz Bowl Contest:
 - **Livestock breeds, feeds (nutrition), and YQCA.**
5. Individuals with disabilities are invited to request reasonable accommodations to participate in NDSU-sponsored programs and events. To request an accommodation(s), please contact Holly Halvorson at 701-231-7251 or Holly.Halvorson@ndsu.edu by **March 15th, 2019** to make arrangements.
6. 4-H members are not eligible for this contest if:
 - a. He/she has competed at the National 4-H Livestock Quiz Bowl Contest in Denver (or any other National contest).
 - b. He/she has participated in official post-secondary (university, college, junior college or technical school) competitive events of a similar nature in the same subject matter area. Neither can he/she be a member of a post-secondary team undergoing training in preparation of an event.

CONTEST DIVISIONS

Each age division is considered a separate contest and youth may enter one of the following divisions.

- ✿ **Junior 4-H division:** Youth ages 8 years of age before September 1, 2018 to age 10.
- ✿ **Intermediate 4-H division:** Youth ages 11 to age 13 on December 31, 2018. If a 10 year old wants to move up to the intermediate division or an 11 year old would like to move down to a junior division, this is permitted.
- ✿ **Senior 4-H division:** Youth age 14 to 18 on December 31, 2018 and enrolled in North Dakota 4-H as a full time 4-H member (not a short-term member).
 - ✓ As a brand new state contest this year, at this time there is no funding to travel to the National contest for the winning senior team. With that said, your team is welcome to raise their own funds to travel. Once growth and interest in this contest is evident over the next three years, funding will be provided for to cover traveling expenses in the future.
- ✿ County agents and coaches are responsible for determining the age and member eligibility of participants in the State 4-H Livestock Quiz Bowl Contest from their respective clubs.

DRESS CODE

Participants shall follow the 4-H Dress Code: 4-H members must be dressed neatly and wear a solid white, yellow, gray, or green shirt with 4-H emblem on the front. **County names or other affiliation should not be worn at the state contest in order to avoid bias.** The clover may be imprinted, screened, or attached with an adhesive (if clovers are pinned to the shirt, use multiple pins and place pins discreetly underneath the chevron). Failure to comply will result in the deduction of 25 points from the individual or team score. 4-H members are asked to stay in official dress until completion of awards.

NUMBER OF TEAMS

Until growth is seen for this new contest, each county is invited to enter as many 4-H livestock quiz bowl teams as desired. Should the contest grow quicker than expected, in order to conduct the contest in a reasonable time frame, counties may be limited to one team per age division. If your county has more than one team, register them and we will follow up if deemed necessary to reduce the number of teams.

CONTEST GUIDELINES

National 4-H Western National Roundup rules will apply. Local managers may modify rules and procedures as needed to conduct the event in the allowed time.

1. No electronic devices (phones, tablets, computers, etc.) will be allowed during the contest.
 - a. Not allowed in holding rooms
 - b. Not allowed in the contest rooms
 - c. Should a coach/chaperone/participate or any other individual be caught on a phone in EITHER of these rooms this will be grounds for elimination from the contest due to the possibility of transcribing contest questions from one room to the next. Phones/electronics must either be left OUTSIDE the rooms or turned OFF.
2. No notes or other resources are allowed at the competition table.
3. Contestants are allowed to utilize resources (books, written notes, that are not electronic) in the HOLDING ROOM.

STANDARD REFERENCES:

Standard references are the source material most questions for the North Dakota State 4-H Livestock Quiz Bowl contest will be pulled from. **Once a team has entered the state contest, they will be asked to send 10 questions for each division from the below sources, listing the page number along with the answer.**

- 4H 134R Swine Resource Handbook for Market & Breeding Projects – Ohio State University
 - <http://estore.osu-extension.org/Swine-Resource-Handbook-for-Market-and-Breeding-Projects-P148.aspx> (\$19.50)
- 4H 194R Sheep Resource Handbook for Market & Breeding Projects – Ohio State University
 - <http://estore.osu-extension.org/Sheep-Resource-Handbook-for-Market-and-Breeding-Projects-P71.aspx> (\$27.50)
- 4H 117R Beef Resource Handbook for Market & Breeding Projects – Ohio State University
 - <http://estore.osu-extension.org/Beef-Resource-Handbook-P147.aspx> (\$18.50)
- 4H 135R Goat Resource Handbook for Marketing & Breeding Projects - Ohio State University
 - <http://estore.osu-extension.org/Goat-Resource-Handbook-P32.aspx> (\$21.25)

Additionally there may be limited questions on dairy and small animal production, including poultry and rabbits, from these references:

- 4H 152 4-H Production Poultry Production: Raising Broilers – Ohio State University (**discontinued**) – please see helpful poultry links to study from. Questions will come from first PDF document below.
 - https://ohio4h.org/sites/ohio4h/files/imce/animal_science/Poultry/Poultry%20Resources%20updated%202016.pdf (use this one to study from until a poultry source is officially developed)
 - https://wayne.osu.edu/sites/wayne/files/imce/Program_Pages/4H/Project_pages/2015/broilers.pdf
 - <http://digitalcommons.unl.edu/cgi/viewcontent.cgi?article=1415&context=a4hhistory>
- 4H 228R Rabbit Resource Handbook – Ohio State University
 - <http://estore.osu-extension.org/Rabbit-Resource-Handbook-for-Breeding-Market-and-Pet-Rabbit-Projects-P208.aspx> (\$13.00)
- 4H 127R Dairy Resource Handbook – Ohio State University
 - <http://estore.osu-extension.org/Dairy-Resource-Handbook-P211.aspx> (\$16.25)

Youth for the Quality Care of Animals (YQCA) questions will be asked from curriculum, based off of general importance. North Dakota 4-H youth showing livestock at the North Dakota State Fair are required to be YQCA certified. All other 4-H'ers are strongly encouraged to be certified. Certification is renewed every year. To be YQCA certification log into your 4HOnline account at yqca.org.

Excellence in Exhibition: Preventing Disease in Animals and People course material could be utilized for questions. This is FREE educational material via an online module that is accessed at <http://www.cfsph.iastate.edu/YouthInAg/>. Click on the blue “Take the Course!” button. Then click on the green arrow to the right that says “get started.” Click next after the acknowledgments and you will come to the course introduction followed by the directions. Once you get to the “Main Menu” the **2019** contest questions will be drawn from **1: Introduction to Influenza, Zoonosis and Disease Risks** module only (30 min module).

If you are in need of the Ohio resources listed above, please contact your local Extension Agent to ask for the manual, order from the Ohio State University website at <http://estore.osu-extension.org>, or acquire a 20% discount and order through the State Extension Agent (LeighAnn.Skurupey@ndsu.edu).

TEAM:

A team will consist of four members, plus one alternate. 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 cannot continue on in competition. Recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.

2. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
3. 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 member team will be allowed to continue; however, they will forfeit the Phase I questions directed toward the fourth team member.
4. There will be only one coach designated during any given round.

OFFICIALS:

1. **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 or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. **Judge:** A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant. When possible, at least two judges should be used for quiz bowls covering multiple species.
3. **Time Keeper:** 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.
4. **Score Keeper:** One or 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. If a second scorer is available, he/she will maintain a written record of all scoring transactions. It is recommended to have two score keepers.
5. **Contest Room Official:** keeps watch of the contest room doors. This individual only allows individuals in and out of the contest room when a match is not in progress. This individual may watch bags/electronics if they feel comfortable (being phones/electronics are not allowed in the contest room).
6. **Holding Room Official:** Keeps watch of all contest participants in the holding room. This individuals makes sure no coaches/chaperones or other individuals are allowed in the holding room. They ensure no phones or other electronic devise are being used. They help to maintain the peace between teams and help keep the room organized and of a friendly atmosphere.

GENERAL RULES:

1. Teams will be held in a staging room and notified prior to the Quiz Bowl Contest when and where they should report (no coaches/parents/or other adults are allowed in the staging room).
2. Appropriate 4-H dress attire required.
3. **Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will wear/make nametags. 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.
4. **Viewing:** Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches, but must remain quiet throughout the event. No cell phones, or electronic devices allowed in contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
5. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
6. **Timeouts:** Team members, coach, moderator, judges, scorers, or Quiz Bowl committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question.
7. **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.
 - a. Protest protocol: The coach or team member will raise their hand to be recognized by moderator or judge. Once recognized from the contest judge or moderator, the member may give appropriate contest material to validate protest. At no time should a coach or team member approach the moderator, judges table or scoring table. If this occurs, coach or team member will be immediately dismissed (disqualified).
 - b. 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 a particular question is read or the answer given. Once the moderator has begun the next question, the protest is not valid.
 - c. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 - i. 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.
 - ii. 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.
 - iii. 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.
 - iv. If a protest is overruled by the judge or the moderator the team will lose one point.
 - v. 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.
 - vi. 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.

8. No source of information is infallible. There may at times be answers given to questions, which are in agreement with recommended sources, 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.
9. 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.
10. **Ties:** If both teams are tied at the end of a match, the moderator will read *additional toss-up questions* until the tie is broken in a sudden death round. Sudden death will follow normal game play and rules for a toss-up round.
11. **Aids and Materials:** Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
12. **Final Score:** Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.
13. **In the event of an incorrect answer, the question will NOT be offered to the opposing team.**
14. In the event of an incorrect answer, the moderator will read the correct answer (they will NOT read the correct answer at Nationals).
15. Questions will not be re-read.
16. No coaches will be allowed in the holding room at any time.

METHOD OF QUIZ BOWL COMPETITION:

1. Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double elimination procedure will be used. Procedure will be used based on number of teams registered and allowable time. Each team will be given at least two matches.
3. **Once teams enter the match room, teams will flip a coin to see who starts phase two.**
4. 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.
5. **Phase One: One-on-One Phase**
 - a. Phase One will consist of eight (8) questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seat 2, 3, and 4. The contestant to buzz in first and acknowledged by the moderator earns the opportunity to answer the question.
 - b. Answers must be started within 10 seconds after the question is read.
 - c. Correct answers are worth **1 point**. Incorrect, incomplete or failing to begin answer within 5 seconds of being acknowledged by the moderator will result in a **1 point deduction**.
 - d. No teammate assistance may be offered or received in this phase.
 - e. If all team members answer a question correctly, team participation points will be awarded (+2). Once all four members receive a bonus, point accumulation can begin again.
6. **Phase Two: Team Phase**
 - a. Phase Two will consist of eight (8) questions. Each team will be asked four questions each on **alternating basis**.
 - b. Correct answers are worth **1 point**, with **no deductions** for incorrect answers.
 - c. The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.

- d. Answers must be started within 10 seconds after the question is read.
- e. Only the team captain may report the answer.

7. **Phase Three: Toss Up / Bonus Phase**

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Answers must be started within 10 seconds after the question is read.
- c. Toss Up Questions:
 - i. Any team member from either team may buzz in to answer a toss- up question.
 - ii. Correct answers are worth **1 point**. Incorrect, incomplete or failing to begin answer within 5 seconds of being acknowledged by the moderator will result in a **1 point deduction**.
 - iii. Every fourth question will be a toss-up question with a bonus attached.
 - iv. If all team members answer a question correctly, team participation points will be awarded (+2).
- d. Bonus Questions:
 - i. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - a. **If a team fails to answer the toss-up question, the BONUS question WILL NOT carry forward to the next question.**
 - ii. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten second mark, no points will be awarded.
 - iii. Answers must be started within 10 seconds after the question is read (starting an answer after the 10-second buzzer goes off is not acceptable).
 - iv. **When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.**
- e. Phase Three Scoring:
 - i. Toss up questions are worth **1 point** each, with a 1 point deduction for incorrect or incomplete answers.
 - ii. Team participation is worth **2 points** once all four team members have answered a question correctly, with point accumulation beginning again after each completion of four correct answers on a team has been met.
 - iii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

8. **Team Participation Bonus Points**

In order to encourage full team participation, bonus points will be awarded in **Phases 1 and 3** to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. Team Participation Bonus Points will not be awarded in Phase II or Sudden Death Round Tie Breaker. After having earned this team bonus once within a phase, both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.

- A. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
- B. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

9. **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, 1 point 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. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter.
10. **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 one will be selected by the judges.
11. The score of both teams will be announced at the conclusion of each phase.
12. The judge(s) may ask for clarification of answers.

EQUIPMENT

1. Game panels - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question. In most cases a buzzer system will be utilized. Of which, before each contest each contestant will have the ability to test their buzzer.
2. Time Recorders - A stop watch or other appropriate time device will be required.
3. Score Keeping Devices - Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

EQUIPMENT FAILURE

1. It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the match.
2. 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.
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
 - a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

SCORING

Phase 1: One-On-One Phase	
A. Correct	+1 pts
B. Incorrect, incomplete, or failing to respond within allotted time	-1 pts
C. Team Participation Bonus	+2 pts

Phase 2: Team-Phase	
A. Correct	+1 pts
B. Incorrect, incomplete, or failing to respond within allotted time	No deduction

Phase 3: Toss-Up / Bonus Phase	
Toss Up:	
A. Correct	+1 pts
B. Incorrect, incomplete, or failing to respond within allotted time	-1 pts
C. Team Participation Bonus	+2 pts
Bonus:	
A. Correct	+3 pts
B. Incorrect, incomplete, or failing to respond within allotted time	No deduction
Sudden Death Round: Only in Case of Tie Following Match Conclusion	
A. Correct	+1 pts
B. Incorrect, incomplete, or failing to respond within allotted time	-1 pts

Miscellaneous	
A. Failing to answer after signaling	-1 pts
B. Answering a question before being acknowledged by moderator	-1 pts
C. High individual scores are based off of an average score of points and total round competed in. Tie breakers for high individuals are broken by reviewing the highest total points in a round	
Protesting	
A. Not upheld	-1 pts
B. Upheld	No deduction
C. Abused	Dismissal of team/loss of all points

RECORDERS, CAMERAS, CELL PHONES, AND BEEPERS

1. Tape recorders may not be used at any time during the conduct of a match. If caught, team associated with individual will be disqualified.
2. NO recording devices such as video cameras, movie cameras or any other type of camera may be used during the competition. If caught, the team associated with the individual will be disqualified.
3. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.
4. Please **TURN OFF** cell phones and beepers when in contest room or leave them outside the contest room. If caught on the phone, teams associated with individual will be disqualified. Phones and other electronics must be left outside the contest/holding rooms.
5. 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.

AWARDS

1. Team Awards

- a. Team awards will be based on a predetermined procedure of play.
 - i. The exact procedure is determined by the number of teams participating and the time allocated for the contest. Generally, the top three (3) teams will be recognized.
 - ii. Single elimination: Loss in first round eliminates team from championship match, but may still earn third place. Loss after first round eliminates team except in semi-finals.
 - iii. Every team will have an opportunity to participate in two matches. (subject to change, pending number of teams).
- b. The rank of teams will be determined through the bracket. Four teams will be officially placed.
 - i. Teams eliminated in the same round prior to semi-finals will not be placed.

2. Individual Awards

- a. Scores will be kept for each individual contestant, with the high 5 individual contestants to receive recognition.
- b. Contestants must participate in two or more matches to be considered for individual awards.
 - i. The three high match scores for each individual will be used in cases where individuals participate in more than three matches.
 - ii. Ties for individual awards will be broken on: 1) high average score for the entire contest; 2) high individual match score; 3) total number of points earned in the contest.

CURRENT EVENT RESOURCES:

A small percentage of questions may be based on current events in the beef, dairy, goat, sheep, and swine industries. Study 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 on-line resources will be used to develop these questions:

1. American Sheep Industry Association website at www.sheepusa.org
2. National Cattlemen's Beef Association website at: www.beefusa.org
3. National Pork Board website at: www.porkboard.org
4. Pork Magazine (questions related to current industry issues) website at: www.porkmag.com
5. Beef Magazine (questions related to current industry issues) website at: www.beef-mag.com
6. American Boar Goat Association: www.abga.org
7. American Dairy Association & Dairy Council, Inc.: www.adadc.com

OTHER USEFUL TOOLS

4-H Materials – every North Dakota Count office should have a copy of these lesson books. They are also available at:

<http://www.4-h.org/resource-library/curriculum/plant-animal-science-curriculum/>

Animal Science:

- 08065 Swine 1: The Incredible Pig
- 08066 Swine 2: Putting the Oink in Pig
- 08067 Swine 3: Going Whole Hog
- 08068 Swine - Helper's Guide
- 08143 Beef 1: Bite into Beef
- 08144 Beef 2: Here's the Beef
- 08145 Beef 3: Leading the Charge
- 08146 Beef – Helper's Guide
- 06367 Sheep 1: Rams, Lambs and You
- 06368 Sheep 2: Shear Delight
- 06369 Sheep 3: Leading the Flock
- 06370 Sheep – Helper's Guide
- 07909 Meat Goat 1: Just Browsing
- 07910 Meat Goat 2: Get Growing with Meat Goats
- 07911 Meat Goat 3: Meating the Future
- 07912 Meat Goat - Helper's Guide

Veterinary Science:

These resources are available at: <http://4h.unl.edu/4hcurriculum/veterinaryscience>

- 4H131 Veterinary Science Unit 1: The Normal Animal
- 4H48 Veterinary Science Unit 2: Animal Disease
- 4H133 Veterinary Science Unit 3: Animal Health and Its Relationship to Our World

OTHER RESOURCES:

- Ohio State University 4-H Youth Development Learning Lab Kits for different Livestock
 - Hands-on, durable learning materials for teaching and evaluating knowledge of livestock animals. You can check out a kit from the state office. Some counties already have a kit within their county, check with your Extension Agent. To order, go to:
<https://ohio4h.org/books-and-resources/learning-lab-kits>
- Iowa Beef Center: <http://www.iowabeefcenter.org/>
- University of Illinois Extension
 - Livestock eQuiz: <http://web.extension.illinois.edu/equiz/>
 - Study guide: <https://web.extension.illinois.edu/fjprw/downloads/62358.pdf>
- Oklahoma State University – Breeds of Livestock: <http://www.ansi.okstate.edu/breeds/>
- Sheep Production Handbook: <http://www.sheepusa.org/test-sph>
- Sheep 101 - <http://www.sheep101.info/>
- Sheep 201 - <http://www.sheep101.info/201/>
- The 4-H Meat Goat Project: An Introduction:
 - <http://www.uwyo.edu/4-h/projects/goats/meatgoats.html>
- Texas A&M University Meat Goat Resources:
 - <http://animalscience.tamu.edu/wp-content/uploads/sites/14/2012/04/AS34060-meatgoatguide3.pdf>
- North Carolina State University Meat Goat Materials:
 - <https://youthlivestock.ces.ncsu.edu/youthlivestock-resources/youthlivestock-meat-goats/>
- Penn State University Meat Goat Materials:
 - <http://bedford.extension.psu.edu/agriculture/goat/Goat%20Lessons.htm>
- Langston University Goat Materials: Training & Certification for Meat Goat Producers.
 - <http://www2.luresext.edu/goats/training/qa.html>

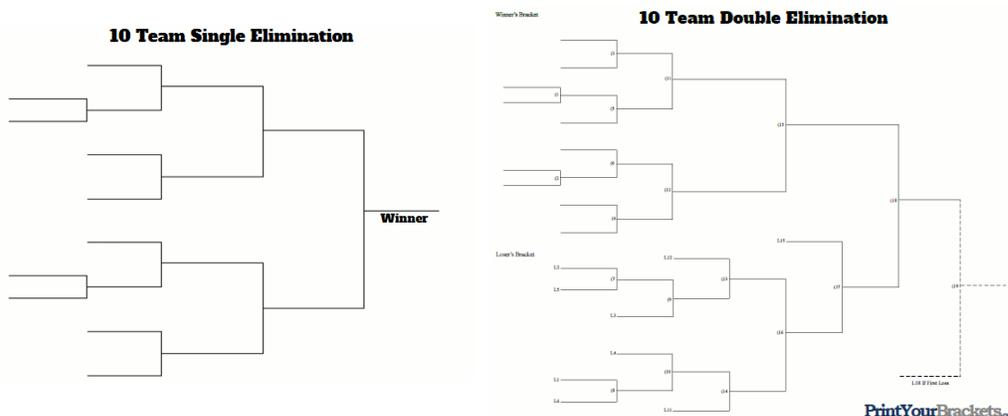
National Pork Board Youth Materials

- Youth PQA Plus® Youth Manual:
 - <http://egashops.directedje.com/PorkStoreProducer/product-details.asp?ID=715&CID=26&P=1>
- Quick Facts: The Pork Industry at a Glance:
 - <http://egashops.directedje.com/PorkStoreProducer/product-details.asp?ID=186&CID=64&P=1>
- Pork Checkoff's Pork 100 course can be ordered by calling 800-456-PORK or through the Pork Store by following:
 - <http://egashops.directedje.com/PorkStoreProducer/product-listing.asp?CID=25>

OTHER EQUIPMENT needed to host your own contest:

You will need a few items to host your own contest within your county. We strongly advise each county to follow these state rules in order to have youth familiar with the state rules during the North Dakota State 4-H Livestock Quiz Bowl Contest. This also helps seniors prepare for the National 4-H Quiz Bowl Contest, as these rules follow that national contest rules guideline:

1. Stopwatch to keep time during each question phases.
2. Tented paper (cardstock paper works great!) to write contestant names on and place in front of them so they can be acknowledged by moderator to answer a question.
3. Tented paper (notecards work great!) with a “+” sign drawn on one side for contestant to turn around during the one-on-one phase and the toss-up phase to indicate they have answered a question correctly. Once the whole team has answered a question correctly they can then gain team participation points (+2).
4. Bracket system set up for the amount of teams enrolled in contest.



5. Your standard references to pull appropriate questions from and to make sure you have them on hand during the contest in order to look up questions if needed.
 - a. Should you need to order these from Ohio State University, a 20% discount can be obtained if ordered from the North Dakota State 4-H office. Contact LeighAnn.Skurupey@ndsu.edu to order.
6. Your officials established: Moderator, Judge, Time Keeper, and Score Keeper.
 - a. Descriptions for each are listed above under officials (page 6).
7. A buzzer system. You can check these out from the state office or perhaps a neighboring county.
 - a. To check out a system from the state office contact Holly Halverson at Holly.Halverson@ndsu.edu.
 - b. Order a 10 player system for \$235 at <http://www.andersonbuzzersystems.com/>
 - c. Order a 10 player system with built in timer for \$320 from http://buzzersystems.com/Ten_Player/index.htm
 - d. A cheaper option for county practice and club contests is the Eggspert: \$60.00 <https://www.educationalinsights.com/product/eggspert--174-.do>
 - e. Several options on Amazon Prime or ebay as well.