



## North Dakota 4-H Livestock Program 4-H Livestock Quiz Bowl Rules

### State Specialist

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### Registration Open:

Register on 4-H Online:

<https://v2.4honline.com/#/user/sign-in>

### 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 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) also may be asked. Competition in the 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 and answering by pushing the buzzer first. Each match has an individual and toss-up question round. The winning 4-H senior team will have a choice of representing North Dakota at the national 4-H contest in the ASKARBEN 4-H livestock quiz bowl contest in Omaha, Neb., or the Western National Roundup 4-H livestock quiz bowl in Denver, Colo. Whichever contest the first-place team does not attend, the runner-up (second-place team) has the option to attend.

### Objectives and Outcomes

- Stimulate learning in animal science and agricultural industry
- Have youth develop positive interests and attitudes about animal science and related careers
- Have youth gain a base of knowledge of animal science projects
- Have youth utilize skills and abilities to solve everyday situations
- Reward 4-H members for knowledge gained in a subject matter area
- Allow youth to gain valuable producer experience
- Provide a competitive setting in which attitudes of friendliness and fairness prevail
- Allow participants to process information, analyze complex problems and make informed decisions regarding current agricultural, environmental, livestock, producer decisions and industry issues
- Develop teamwork, self-confidence, public speaking and decision-making skills
- Have participants seek higher education opportunities and careers related to animal science

### **Preregistration Required (registration cost: \$5 per team)**

Registration will go through 4-H Online. You will need to register under only **one** of your teammates for **all** divisions. Please see the PDF on our website for step-by-step instructions for how to sign up online:

[www.ndsu.edu/fileadmin/4h/Contests/How to use 4-H Online to Register.pdf](http://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, it 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 drawn randomly 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 or five participants in the same age division. The fifth member serves 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 three participants.** Combination teams must preregister together.
  - a. **Both counties and coaches from the different teams must approve of combining individuals for a team.**
4. Contestants in the **senior** division must be 14 to 18 years old as of Dec. 31, 2020. The **junior** division is for members 8 to 10 years of age before Sept. 1, 2020. **Intermediates** are ages 11 to 13 as of Dec. 31, 2020. 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 2021 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 accommodations, please contact Holly Halvorson at 701-231-7251 or [Holly.Halvorson@ndsu.edu](mailto:Holly.Halvorson@ndsu.edu) by **March 1** to make arrangements.
6. 4-H members are not eligible for this contest if:
  - a. They have competed at the national 4-H livestock quiz bowl contest.
  - b. They have 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 they be members 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 to 10 before Sept. 1, 2020

- ✿ **Intermediate 4-H division:** Youth ages 11 to 13 as of Dec. 31, 2020. 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 ages 14 to 18 as of Dec. 31, 2020, and enrolled in North Dakota 4-H as a full-time 4-H member (not a short-term member)
  - ✓ As a new state contest this year, at this time, no funding is available to pay travel expenses to the national contest for the winning senior team. With that said, your team is welcome to raise its own funds to travel. Once growth and interest in this contest is evident during the next three years, funding will be provided 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 the 4-H emblem on the front. **County names or other affiliation should not be worn at the state contest 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 more quickly than expected, counties may be limited to one team per age division to conduct the contest in a reasonable time frame. 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

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/participant 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 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 from which most questions for the North Dakota state 4-H livestock quiz bowl contest will be pulled. **Once a team has entered the state contest, it will be asked to send 10 questions for each division from the sources below, listing the page number along with the answer.**

- 4H 134R Swine Resource Handbook for Market and Breeding Projects – Ohio State University
  - <https://extensionpubs.osu.edu/swine-resource-handbook-for-market-and-breeding-projects/> (\$19.50)
- 4H 194R Sheep Resource Handbook for Market and Breeding Projects – Ohio State University
  - <https://extensionpubs.osu.edu/sheep-resource-handbook-for-market-and-breeding-projects/> (\$23.75)
- 4H 117R Beef Resource Handbook – Ohio State University
  - <https://extensionpubs.osu.edu/beef-resource-handbook/> (\$22.00)
- 4H 135R Goat Resource Handbook - Ohio State University (**discontinued**)

Additionally, the contest may include 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 from which to study. Questions will come from the first PDF document below.
  - [https://ohio4h.org/sites/ohio4h/files/imce/animal\\_science/Poultry/Poultry%20Resources%20updated%202016.pdf](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 developed officially**)
  - [https://wayne.osu.edu/sites/wayne/files/imce/Program\\_Pages/4H/Project\\_pages/2015/broilers.pdf](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
  - <https://extensionpubs.osu.edu/rabbit-resource-handbook-for-breeding-market-and-pet-rabbit-projects/> (\$13.50)
- 4H 127R Dairy Resource Handbook – Ohio State University
  - <https://extensionpubs.osu.edu/dairy-resource-handbook/> (\$20.00)

### Youth for the Quality Care of Animals

YQCA questions will be asked from the curriculum, based on 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 certified, log into your 4HOnline account at [yqca.org](http://yqca.org).

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 specialist ([LeighAnn.Skurupey@ndsu.edu](mailto: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. The 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 the person's team participates.
2. If an alternate enters play, the person 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 in the competition and no alternate is designated, the resulting three-member team will be allowed to continue; however, the team will forfeit the Phase I questions directed toward the fourth team member.
4. Only one coach will be designated during any given round.

## Officials

**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.

**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.

**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 setup of the equipment.

**Scorekeeper:** One or two scorekeepers will keep a running score on each match. One scorekeeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorer is available, that person will maintain a written record of all scoring transactions. We recommend you have two scorekeepers.

**Contest room official:** This person keeps watch of the contest room doors. This person only allows individuals in and out of the contest room when a match is not in progress. Contest room officials may watch bags/electronics if they feel comfortable (because phones/electronics are not allowed in the contest room).

**Holding room official:** This person keeps watch of all contest participants in the holding room. This person makes sure no coaches/chaperones or other individuals are allowed in the holding room. They ensure no phones or other electronic device are being used. They help maintain the peace between teams, help keep the room organized and ensure 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/other adults are allowed in the staging room).
2. Appropriate 4-H dress attire is 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 always will 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 cellphones or electronic devices are allowed in the 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, the coach, moderator, judges, scorers or quiz bowl committee members may call for a timeout for clarification of rules, scoring or 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 a hand to be recognized by the moderator or judge. Once recognized by the contest judge or moderator, the member may give appropriate contest material to validate the protest. At no time should a coach or team member approach the moderator, judges' table or scoring table. If this occurs, the coach or team member will be dismissed (disqualified) immediately.
  - 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, with 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. The 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. At times, answers may be given to questions that are in agreement with recommended sources but 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 their agreement is unanimous, they 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, no protests can be made.
- 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. The order of the teams will be drawn at random. A bye system will be used if an odd number of teams enters. 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. The procedure will be used based on the number of teams registered and allowable time. Each team will be given at least two matches.
3. **Once teams enter the match room, they 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 questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seats 2, 3 and 4. The contestant to buzz in first and be 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 or incomplete answers or failing to begin to answer within five seconds of being acknowledged by the moderator will result in a **1-point deduction**.
    - i. In an effort to encourage younger youth to participate, *juniors* and *intermediates* will not lose a point for incorrect answers.
  - 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 questions. Each team will be asked four questions each on an **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 10-second mark, no points will be awarded.
- d. Answers must be started within 10 seconds after the question is read.

### 7. Phase Three: Toss-up/Bonus Phase

- a. Phase Three will consist of toss-up and bonus questions, with a total of 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 or incomplete answers or failing to begin to answer within five seconds of being acknowledged by the moderator will result in a **1-point deduction**.
    - a. In an effort to encourage younger youth to participate, *juniors* and *intermediates* will not lose a point for incorrect answers.
  - 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 10-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 answers 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.
    - a. In an effort to encourage younger youth to participate, *juniors* and *intermediates* will not lose a point for incorrect 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.
  - iii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

### 8. Team Participation Bonus Points

To encourage full team participation, bonus points will be awarded in **Phases One** and **Three** to the teams who have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team who qualifies. Team participation bonus points will not be awarded in Phase Two or the 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. 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, the alternate also

must answer a question correctly before the bonus points may be awarded.

- B. No team will be given credit 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 again may begin accumulating credits for team bonus points.
9. **Premature 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 that will provide a clear indication of the first contestant to respond to a question. In most cases, a buzzer system will be utilized. Before each contest, each contestant will have the ability to test the buzzer.
2. Time recorders - A stop watch or other appropriate time device will be required.
3. Scorekeeping 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 to maintain a record of individual contest scores.

## Equipment Failure

1. Contestants will be responsible for assuring 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 "timeout" may be called by any contestant, the moderator or either coach.
3. If after checking, the equipment is determined to be malfunctioning, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the "timeout" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
  - a. Points awarded for the two questions asked immediately prior to determination of equipment failure may be recalled and two additional questions used if both referee judges or one referee judge and the moderator deem this is advisable.
5. Under no conditions shall a match in which equipment failure occurred be replayed.

## Scoring

Phase 1: One-On-One Phase	
A. Correct	+1 pts
C. Incorrect, incomplete or failing to respond within allotted time <b>**seniors only**</b>	-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	
<b>Toss-up:</b>	
A. Correct	+1 pts
B. Incorrect, incomplete or failing to respond within allotted time <b>**seniors only**</b>	-1 pts
D. Team participation bonus	+2 pts
<b>Bonus:</b>	
A. Correct	+3 pts
B. Incorrect, incomplete or failing to respond within allotted time	No deduction
<b>Sudden-death Round: only in case of tie following match conclusion</b>	
A. Correct	+1 pts
B. Incorrect, incomplete or failing to respond within allotted time <b>**seniors only**</b>	-1 pts

Miscellaneous	
A. Failing to answer after signaling <b>**seniors only**</b>	-1 pts
B. Answering a question before being acknowledged by moderator	-1 pts
C. High individual scores are based on 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, Cellphones and Beepers**

1. Tape recorders may not be used at any time during the conduct of a match. If caught, the team associated with the 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 only in a manner that's not disruptive to the contest.
4. Please **turn off** cellphones and beepers when in the contest room or leave them outside the contest room. If caught on the phone, teams associated with the 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. No handwriting, typing, recording or computer use will be allowed 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 teams will be recognized.
  - ii. Single elimination: Loss in the first round eliminates the team from the championship match, but the team still may earn third place. Loss after the first round eliminates the team except in semifinals.
  - iii. Every team will have an opportunity to participate in two matches (subject to change based on number of teams).
- b. The rank of teams will be determined through the bracket. Four teams will be placed officially.
  - i. Teams eliminated in the same round prior to semifinals will not be placed.

### **2. Individual Awards**

- a. Scores will be kept for each individual contestant, with the high five individual contestants receiving 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 online resources will be used to develop these questions:

- American Sheep Industry Association website at [www.sheepusa.org](http://www.sheepusa.org)
- National Cattlemen’s Beef Association website at [www.beefusa.org](http://www.beefusa.org)
- National Pork Board website at [www.porkboard.org](http://www.porkboard.org)
- Pork Magazine (questions related to current industry issues) website at [www.porkmag.com](http://www.porkmag.com)
- Beef Magazine (questions related to current industry issues) website at [www.beef-mag.com](http://www.beef-mag.com)
- American Boar Goat Association: [www.abga.org](http://www.abga.org)
- American Dairy Association and Dairy Council Inc.: [www.adadc.com](http://www.adadc.com)

## Other Useful Tools

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

[www.4-h.org/resource-library/curriculum/plant-animal-science-curriculum/](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; check with your Extension agent. To order, go to <https://ohio4h.org/books-and-resources/learning-lab-kits>
- Iowa Beef Center: [www.iowabeefcenter.org](http://www.iowabeefcenter.org)
- University of Illinois Extension
  - Livestock eQuiz: <http://web.extension.illinois.edu/equiz>
  - Study guide: [https://extension.illinois.edu/sites/default/files/fjprw\\_livestock\\_quiz\\_bowl\\_study\\_guide2020.pdf](https://extension.illinois.edu/sites/default/files/fjprw_livestock_quiz_bowl_study_guide2020.pdf)
- Oklahoma State University – Breeds of Livestock: [www.ansi.okstate.edu/breeds](http://www.ansi.okstate.edu/breeds)
- Sheep 101 - [www.sheep101.info](http://www.sheep101.info)
- Sheep 201 - [www.sheep101.info/201](http://www.sheep101.info/201)
- The 4-H Meat Goat Project: An Introduction:
  - <http://www.uwyo.edu/4-h/projects/manuals/meat-goat-manual.pdf>
- Texas A&M University Sheep and Goat Resources:
  - <https://animalscience.tamu.edu/livestock-species/sheep-goats/publications/>
- North Carolina State University Meat Goat Materials:
  - <https://youthlivestock.ces.ncsu.edu/youthlivestock-resources/youthlivestock-meat-goats/>

## 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 visiting:
  - <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 in your county. We strongly advise each county to follow these state rules 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 because these rules follow the national contest rules guidelines:

1. Stopwatch to keep time during each question phase
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 contestants 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, the team can 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 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](mailto:LeighAnn.Skurupey@ndsu.edu) to order.
6. Your officials established: moderator, judge, timekeeper and scorekeeper
  - 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](mailto:Holly.Halverson@ndsu.edu).
  - b. Order a 10-player system for \$235 at [www.andersonbuzzersystems.com](http://www.andersonbuzzersystems.com)
  - c. Order a 10-player system with built-in timer for \$320 from [http://buzzersystems.com/Ten\\_Player/index.htm](http://buzzersystems.com/Ten_Player/index.htm)
  - d. A cheaper option for county practice and club contests is the Eggspert: \$60 - [www.educationalinsights.com/product/eggspert--174-.do](http://www.educationalinsights.com/product/eggspert--174-.do)
  - e. Several options on Amazon Prime or ebay as well