



NCBA BEEF QUIZ BOWL

Thursday, January 28, 2010 ★ San Antonio, Texas
held in conjunction with the
Cattle Industry Annual Convention & NCBA Trade Show

Sponsored by The Farm Credit System Foundation, Inc.



The purpose of the Beef Quiz Bowl is to offer opportunities for youth to enhance and demonstrate their knowledge and skills related to the cattle industry in a semi-competitive setting where attitudes of friendliness, cooperation and fairness prevail. Quiz bowls teach such life skills as self-discipline, observation, listening, and making and defending decisions. They teach members to:

- Develop reasoning and critical-thinking abilities;
- Make sound decisions;
- Improve their interpersonal skills;
- Develop quick and accurate powers of observation;
- Express themselves concisely;
- Develop poise, self-discipline and self-confidence;
- Develop project knowledge and skills; and
- Participate as a member of a team, thus developing cooperation and teamwork among members.

Superintendents: Ed Dillard and Dr. Sandra Tenbroeck

Thursday, January 28, 2010

Contest begins at 12:00 pm in the Trade Show Special Events Area

Contest Results and Awards: 4:00 pm in the Trade Show Special Events Area

Entry Deadline: January 1, 2010

Entry Fee: \$15.00 per individual (\$60.00 per team)

This contest will be limited to the first eight (8) teams that enter.

ELIGIBILITY

1. The Beef Quiz Bowl will only allow Senior Division teams consisting of four individuals, 14 years of age or older as of the day of the contest. Contestants shall not exceed 19 years of age and shall not be full-time college students.
2. There are no individual entries in this contest, only teams.
3. A team will consist of four members and up to 1 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:
 - Each team may name a fifth youth as an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
 - If an alternate enters play, he/she must remain in the contest for the rest of that phase.
 - Substitution during the contest needs to be approved by moderator. In the event a four-member team enters competition and one member is unable to continue, and there is no designated alternate, the resulting three member team will be allowed to continue; however, they forfeit the Phase I questions directed toward the fourth team member.

GENERAL RULES

1. Teams will be notified prior to competition when and where they should report.
2. **Team Captain:** A team captain is designated and must be seated nearest the moderator, who is positioned between the two teams. Contestants will wear nametags and/or have cards with their names to provide to the moderator. 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.
3. **Viewing:** Contestants cannot view matches in either division until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches in either division, but must remain quiet throughout the event. Other specific rules about public and participant viewing will be announced at orientation.
4. Each contestant will be given the opportunity to test the proper functioning of game equipment.
5. **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. In general, there should be no timeouts in any game unless called by the moderator or judge.
6. **Protests:** When a protest is raised, timeout will be called by the moderator. The moderator and judge(s) will consider the protest. In all cases, the decision of moderator and judge(s) is final.
 - A protest of a question or answer may be made only by a team member or coach of either team, and then only at the time a particular question is read or answer given. Once the moderator has begun the next question, the protests are not valid.
 - Coaches are allowed to use reference material to defend a protest, but have a maximum of two minutes to find the reference.
 - If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 1. A question is protested before an answer is given and the protest sustained - discard the question. No loss or gain of points for either team.
 2. In answer is protested (either correct or incorrect) - at least one judge and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
 3. A question is protested after an answer is given (correct or incorrect) - at least one judge and moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss or gain of points or the question may be allowed with the appropriate gain or loss of points as in the situation above.
 - Abuse of protest provisions may result in one or more of the following: Dismissal of team coach from the contest area; dismissal or replacement of the team member; dismissal of entire team with forfeiture of any points or ranking.
 - 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.
 - 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.
7. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three additional toss-up questions until the tie is broken. Questions will be scored as in Phase Three (see below). If still tied after this; the play becomes "sudden death" form with the first team to achieve a higher score becoming the winner. Questions for "sudden death" play will be selected by judges.
8. Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

SCORING and METHOD OF COMPETITION

Round 1

Individual questions, one per player, 5 seconds to begin correct answer, no competition or help.

- 1 point for each correct answer
- No penalty points

Round 2

One-on-one, two questions for each designated pair of players; moderator states clearly which two contestants are eligible to respond.

- 2 points for each correct answer
- Minus 2 points for response from undesignated player
- Minus 1 point for each incorrect or incomplete answer
- Minus 2 points for answering without being recognized
- No points if buzzer is not activated within 5 seconds

Round 3

Team play, any member is eligible to answer and the member that activates the buzzer first (within 5 seconds) will have the opportunity to answer the question; after being recognized the member has 10 seconds to answer the question. If the question is answered incorrectly, the timer will be reset for 5 seconds and the other team has the opportunity to buzz in. If answered correctly, that member earns a point but if incorrect, they too will lose a point.

Toss-up & bonus questions

In addition to toss-up questions, bonus questions may be attached to some toss-up questions. Members may confer on bonus questions and must begin their answer within 10 seconds after the question is read. There is no penalty for incorrect or unanswered bonus questions. If a toss-up question with a bonus attached is unanswered or answered incorrectly, the bonus question is moved to the next toss-up with no bonus attached.

- 1 point for each correct answer
- 2 points for each correctly answered bonus question
- Minus 2 points for response from undesignated player or for answering without being recognized
- Minus 1 point for incorrect, incomplete or unanswered question within 10 seconds.
- Team bonus - Any team having each member correctly answer a toss-up in rounds 2 & 3 will earn a 2 point bonus which can be earned multiple times.

REFERENCES

1. Beef production handbook or textbooks including topics related to nutrition, reproduction, selection, health, handling, meats and marketing.
2. NCBA: *National Cattlemen* magazine last 12 months.
3. Current issues affecting the cattle industry see www.beefusa.org.

AWARDS

1. First place team will receive \$500.00 and plaques for each individual team member.
2. Second place team will receive \$300.00 and plaques for each individual team member.

FOR MORE INFORMATION

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