**OVERVIEW**

The Beef Quiz Bowl is a fun way of learning about the beef industry. The purpose of the Beef Quiz Bowl is to increase knowledge of the principles of good beef cattle management, beef byproducts, and the relationship of beef to human nutrition. The Beef Quiz Bowl will allow participants to demonstrate their knowledge in a competitive situation. Preparing for and competing in the Beef Quiz Bowl allows youth to improve communication skills, gain self-confidence, and disseminate accurate information about the beef industry. This program is funded as an educational program by the Arkansas Beef Council and is conducted in cooperation with the University of Arkansas Division of Agriculture, Department of Animal Science, and the Cooperative Extension Service.

The Beef Quiz Bowl will be held on Friday, February 21st at 9:00 am at the Pauline Whitaker Animal Science Arena in Fayetteville**. Check-in of teams will be from 8:00 am until 8:30 am with a coaches meeting at 8:45 am and the contest beginning at 9:00 am.** Please route this information to appropriate personnel associated with your office such as 4-H club leaders, FFA clubs and other potential participants.

**PLEASE NOTE: THE TEAMS ARE RESPONSIBLE FOR ALL MEALS AND LODGING EXCEPT FOR LUNCH THE DAY OF THE CONTEST.**

**Please note the formatting changes and be aware of the changes when training your teams. It is our hope that these changes will better prepare the winning team to compete at the next level.** Please carefully review and familiarize your team members with the policies and procedures for the competition. If you have any questions regarding any aspect of the competition, please contact us.

**OBJECTIVES**

The Beef Quiz Bowl is designed to challenge and educate Arkansas high school students about the beef industry. Participation in the Beef Quiz Bowl will improve communication skills, reward students for knowledge gained, cultivate a favorable attitude toward winning and losing, and educate the youth on production practices that yield acceptable consumer beef. Through travel and competition, participants have opportunities for personal expansion, development, and friendships.

**ELIGIBILITY**

Teams must be composed of **four** members; all of which must be enrolled in an Arkansas school or home school program during the fall term of 2024. Each team may also designate one alternate at the time of registration.

A contestant must already have passed their 14th birthday and may not have reached their 19th birthday, as of January 1, 2025. However, the 4-H Youth Livestock Instructor may grant a special authorization to compete, for enrolled high schoolers who are a part of their FFA Chapter but fall outside of these age limits. There is no limit to the number of teams one county or school can enter.

A student can be named a first-place winner only one time in the State Beef Quiz Bowl Contest. Once a team wins the state contest, individual team members are not eligible to compete in future Beef Quiz Bowls.

**REGISTRATION**

To enter a team in the Beef Quiz Bowl, complete the linked Microsoft Form: <https://forms.office.com/r/c5MySib2Lp>

**Only the first thirty-two teams entered will be eligible to compete in the state contest.** **THE ENTRY FORM WILL CLOSE AT 11:59 P.M. ON JANUARY 27, 2024.**

If registering multiple teams, please complete a new form for each team. Names of team members cannot be changed or substituted after the deadline without specific permission of the contest directors.

**CONTEST FORMAT**

1. The contest is a double elimination tournament.

2. Order of teams will be randomly assigned. A bye system will be used if an odd number of teams enter. A bracket will be kept up to date for everyone to see to better understand when their next match will be.

3. 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.

 **A. Phase One:** Phase one will consist of eight (8) one-on-one questions. During the one-on-one competition, only one member of each team who the specific question is directed to will be eligible to respond. This eligibility will rotate with each question beginning with the captain of each team, and rotating to the 2nd, 3rd, and 4th contestants of each team, respectively, until all eight questions have been asked. This means each pair of individuals (one member from each team) will be asked two questions. Correct answers are worth 10 points with no deduction for incorrect answers. If neither contestant buzzes in, the question dies, and no points are awarded or lost. No teammate assistance may be offered or received in this phase. A contestant must buzz in within 5 seconds after the question is read and answers must be started within 5 seconds of the contestant being recognized by the moderator (starting an answer after the 5 seconds is not acceptable). Answers will consist of fill in the blank and/or completion type questions.

* The moderator shall indicate prior to reading of each question which two contestants are eligible to respond. If the first recognized contestant fails to respond or answers incorrectly, the moderator will offer the question to the other contestant. The moderator will read the correct answer if both contestants answer the question incorrectly or no answers are given.
* Each question shall be addressed to only one member of each team, beginning with the team captain, and progressing with subsequent questions to the number 2, 3, and 4 contestants, respectively. If neither contestant buzzes in the question dies and no points are awarded or lost. The next pair of contestants gets a new question.
* A contestant must be recognized by the moderator prior to beginning his/her answer. Any member answering a question without being acknowledged will result in the **deduction of 10 points** from the team score. The opposing contestant has the option of answering the question within 5 seconds after receiving an offer from the moderator.
* If a contestant buzzes in and fails to respond to the question in the form of an answer, a **five-point penalty** will be assessed.
* There will be a **five-point deduction** if any contestant, other than the two designated contestants, responds.
* If the moderator cannot determine which team member buzzed first, the question will be discarded and a new question will be selected by the judges.

**B. Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions each on alternating basis. Each team may write the question down on the paper provided to them when it is first read. Correct answers are worth 10 points, with no deductions for incorrect answers. The team shall discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captains’ answers, no points will be awarded. Answers must be started within 20 seconds after the question is read (starting an answer after the 20-seconds is not acceptable). Questions shall primarily be fill-in-the-blank, completion, or short answer, but may include some multiple choice. When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it. The opposing team may discuss the question and shall have 20 seconds (from the time the moderator offers the question) to begin an answer to the question. Correct answers are worth 10 points, with no deductions for incorrect answers. This team may discuss the question only, after being offered to them, by the moderator (**not** while the team originally asked the question is discussing it). Only the team captain may report the answer.

**C. Phase Three:** Phase Three will consist of regular, toss-up, and bonus questions with a possible total of sixteen (16) questions worth 15 points each. During this phase, any team member from either team may buzz in to answer a regular or toss-up question. The first two questions will be regular questions. Every 3rd question will be a toss-up question with a bonus attached. The only difference between a regular and a toss-up question will be that toss-up questions will have a bonus question attached.

 (1) **Scoring and procedures of regular and toss-up questions with no Violation of Play:** After the regular or toss-up question has been read, the first individual from either team to signal will answer the question within five seconds after being acknowledged by the moderator, or will **lose 10 points**. **Ten points** will be deducted for incomplete or incorrect answers. In the event of an incorrect answer, the other team has the opportunity to answer after buzzing and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The question will **not** be re-read. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.

 (2) **Scoring and procedures of regular and toss-up questions with Violation of Play:** Any member answering regular or toss-up questions without being acknowledged will result in the **deduction of 10 points** from the team score. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The question will not be re-read. The second team must buzz in and be acknowledged by the moderator before answering.

 (3) **Bonus questions:** If a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question and the team that answered the toss-up question is allowed to discuss the question. The question will not be re-read. The team may write the question down on the paper provided to them when it is first read. Answers must be started within 20 seconds after the question is read. Only the team captain may answer the question. If anyone other the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth **15 points**. All parts of bonus questions must be answered correctly. **No points are deducted for incorrect or incomplete answers to bonus questions.** The opposing team does not have the opportunity to answer bonus questions.

 (4) If a bonus question was attached to an unanswered toss-up question or an incorrectly answered toss-up question, the bonus question dies with no points awarded and the moderator will read the next regular question.

 (5) **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, **ten points** 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. If 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. If the answer is not complete and correct, the question will then be completely re-read, and the other team will have the opportunity to answer it after buzzing and being acknowledged.

 (6) **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 a team member 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 question will be selected by the judges.

4. Questions will not be re-read, except as in (C-5) above.

5. The team with the highest score wins the match.

6. 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 above). If still tied after this series of questions, the match becomes “Sudden Death” play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for “Sudden Death” play will be selected by the judges.

7. **All answers indicated on the official question sheets and the decision of the official reading the questions with regard to the correctness of an answer are final.**

**ADDITIONAL RULES**

**Chaperones:** Each team must have an adult leader who will accept the responsibility of training and chaperoning the team in each round at the state contest. **Each team will have one representative record their team’s score on a board during the competition. This scorekeeper may be the coach or additional volunteer that travels to the contest room with the team.**

**Teams:** Teams must remain in the designated holding area until notified of their match. If a team is not present when called for their match, they will be disqualified, and the opposing team will automatically win the round and move on to the next round of competition.

**Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. 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.

**Viewing:** Contestants cannot view matches until their team has been eliminated from the competition. After their team has been eliminated, contestants may view matches, but must remain quiet throughout the event. No electronic devices are allowed in the contest room. **Spectators and coaches may not bring any writing, recording devices or other similar materials into a contest room.** Other specific rules about public and participant viewing will be announced prior to the Quiz Bowl competition.

**Aids and Materials:** Teams may not bring or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided.

**Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.

**Timeouts:** Team members, coaches, moderators, judges, scorekeepers, or 4-H Livestock Quiz Bowl Committee members may call for a timeout for clarification of rules, scoring, or to allow for unexpected problems. Coaches are also allowed to call for one, thirty (30) second timeout, during the toss up round (Phase III) at their discretion. Timeouts may be called only after a question has been answered and before the start of the next question.

**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.

* 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.

* If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:

1. 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.

1. 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.

1. 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.

* 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.

* 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 constructive criticism 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.

* 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.

**AWARDS**

There will be prizes awarded to the top three teams. The top three teams will be awarded trophies, and members of the top team will receive individual awards.

|  |
| --- |
| **Beef Quiz Bowl Score Sheet** |
|  |  |  |  |  |
| **Scorekeeper** | **Round** |
|  |  |  | **Team** | **Team** |
| **Question** | **Type** | **Points Possible** |  |  |
|  |  |  |  |  |
| **Phase 1: 10 POINTS EACH, NO DEDUCTION FOR WRONG ANSWER. 10 POINT DEDUCTION IF ANSWERING WITHOUT ACKNOWLEDGMENT, 5 POINT DEDUCTION IF CONTESTANT BUZZES IN AND FAILS TO ANSWER OR IF NOT THE DESIGNATED CONTESTANT.** |
| **1** | **ONE-ON-ONE** | **10** |  |  |
| **2** | **ONE-ON-ONE** | **10** |  |  |
| **3** | **ONE-ON-ONE** | **10** |  |  |
| **4** | **ONE-ON-ONE** | **10** |  |  |
| **5** | **ONE-ON-ONE** | **10** |  |  |
| **6** | **ONE-ON-ONE** | **10** |  |  |
| **7** | **ONE-ON-ONE** | **10** |  |  |
| **8** | **ONE-ON-ONE** | **10** |  |  |
|  |  |  |  |  |
| **Phase 2: 10 POINTS EACH, NO DEDUCTION FOR WRONG ANSWER** |
| **9** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **10** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **11** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **12** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **13** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **14** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **15** | **ONE-ON-ONE TEAM** | **10** |  |  |
| **16** | **ONE-ON-ONE TEAM** | **10** |  |  |
|  |  |  |  |  |
| **Phase 3: REGULAR QUESTION AND TOSS-UP 15 POINTS EACH, 10 POINT DEDUCTION FOR WRONG ANSWER OR NOT ANSWERING WITHOUT BEING ACKNOWLEDGED. BONUS QUESTION 15 POINTS, NO DEDCUTION FOR WRONG ANSWER. 10 POINT DEDUCTION FOR PRE-MATURE BUZZING WITH AN INCORRECT ANSWER.** |
| **17** | **REGULAR QUESTION** | **15** |  |  |
| **18** | **REGULAR QUESTION** | **15** |  |  |
| **19** | **TOSS-UP** | **15** |  |  |
| **20** | **BONUS** | **15** |  |  |
| **21** | **REGULAR QUESTION** | **15** |  |  |
| **22** | **REGULAR QUESTION** | **15** |  |  |
| **23** | **TOSS-UP** | **15** |  |  |
| **24** | **BONUS** | **15** |  |  |
| **25** | **REGULAR QUESTION** | **15** |  |  |
| **26** | **REGULAR QUESTION** | **15** |  |  |
| **27** | **TOSS-UP** | **15** |  |  |
| **28** | **BONUS** | **15** |  |  |
| **29** | **REGULAR QUESTION** | **15** |  |  |
| **30** | **REGULAR QUESTION** | **15** |  |  |
| **31** | **TOSS-UP** | **15** |  |  |
| **32** | **BONUS** | **15** |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| **TOTAL** |  |  |  |  |

**RESOURCE MATERIAL**

The following is a list of references that will assist in preparing for beef quiz bowl contests. Please note that actual references may deviate from this list to keep current with a rapidly changing livestock industry. \*

* 1. University of Arkansas Cooperative Extension Service Publications and Factsheets: <https://www.uaex.uada.edu/publications/>
	2. BQA Manual: <https://www.bqa.org/Media/BQA/Docs/bqa_manual_final.pdf>
	3. Beef It’s What’s For Dinner website: <https://www.beefitswhatsfordinner.com/>
	4. American Meat Science Association Resources: <https://meatscience.org/publications-resources>
	5. "Wow That Cow" American National Cattlewomen
	6. "The Beef Book" North American Meat Institute

CURRENT EVENT REFERENCES:

A small percentage of questions will be based on current events in the beef industry. Since studying from these may appear to be overwhelming, keep these points in mind. Think about 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 maybe used to develop these questions:

1. Beef Magazine (questions related to current industry issues, August – December, previous year) website at: [www.beefmagazine.com](http://www.beefmagazine.com/)
2. Drovers CattleNetwork (questions related to current industry issues, August – December, previous year) website at: <http://www.cattlenetwork.com/>
3. Feedstuffs Magazine (questions related to current industry issues, August – December, previous year) website at: <http://www.feedstuffs.com/>

**\*A finalized citation list will be provided to coaches after the registration deadline.**

**FOR MORE INFORMATION**

**Contact:**

Bryan Kutz, Ph.D. Allison Harman

Department of Animal Science Department of Animal Science

AFLS-B106 LRSO-308G

University of Arkansas Cooperative Extension Service

Fayetteville, AR 72701 Little Rock, AR 72204

Phone: 479-575-4337 Phone: 501-671-2109

Cell Phone: 479-601-7417 Cell Phone: 501-400-6282

e-mail: bkutz@uark.edu e-mail: aharman@uada.edu