

LIVESTOCK QUIZ BOWL



OBJECTIVES

Targeted Life Skills: self-confidence, decision making, problem solving, critical thinking, communication, cooperation, and teamwork

This activity will train 4-H members to gain general knowledge about beef cattle, swine, sheep, and goats. 4-H members will process information and make informed decisions both individually and as a team. The quiz bowl format will allow participants to demonstrate their knowledge in a competitive event.

ACTIVITY

The State 4-H Livestock Quiz Bowl Contest will be held on Tuesday, June 17, 2025 at the Arkansas State University – Beebe campus in Beebe, Arkansas. The contest will take place in the Dr. Eugene McKay Student Center. **All teams must be registered via Formstack by their County Extension Agent by June 2, 2025. The link to the registration will be found in ZSuite. The fee for teams is \$50.** ISDs will be initiated from the State Office to bill the county after the registration deadline has passed.

Registration will be from 9-9:30 a.m. on the day of the contest. Contestants should be in the designated holding room by 9:45 a.m. for announcements. The contest will start as close to 10:00 a.m. as possible. Lunch will be provided for contestants around 12:00pm. Times are subject to change due to final participation numbers.

ELIGIBILITY

- The contest is open to Junior and Senior 4-H members.
 - Juniors must be 9-13 years old.
 - Junior members are youth aged 9-13 as of January 1.
 - Seniors must be 14-19 years old.
 - Senior members are youth who are 14 as of January 1 and who have NOT reached their 19th birthday by January 1 of the current year.
Example: If a 4-H'er is 18 on January 1 and turns 19 on January 2, they are eligible to compete because they were 18 on January 1. If a 4-H'er turns 19 on December 31, they are ineligible to compete because they were 19 as of January 1.
 - All participants must be enrolled in ZSuite by the registration deadline.

- Each team must consist of four contestants. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates. Recommended procedure for contestant substitution of an alternate is as follows:
 - 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 in competition.
 - 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 the moderator.
- Each county may enter up to one (1) senior team. Each county may enter multiple junior teams.
- 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.
- Any senior 4-H members that have previously competed at the National 4-H Livestock Quiz Bowl Contest in Louisville, Kentucky are ineligible to participate in the state contest.

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.

Judge: The judge(s) will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may not ask for clarification from a contestant.

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 set-up of the equipment.

Scorekeeper: Two scorekeepers (if possible) will keep a running score on each match. One scorekeeper will maintain a written record of all scoring transactions. The second score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience.

GENERAL RULES

Chaperones: Each team must have an adult leader who will accept the responsibility of coach and will chaperone 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.**

Dress Code: Contestants are highly encouraged to dress professionally. No T-shirts or hats should be worn during the contest.

Teams: Teams must remain in the designated holding area until notified of their match. A bracket will be kept up to date for everyone to see to better understand when their next match will be. 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. Contestants will wear identification tags and/or have tent cards with their name and/or number. 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 competition. After their team has been eliminated, contestants may view matches, but must remain quiet throughout the event. No electronic devices are allowed in 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.

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, question and/or answer, 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:
 - a. 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.
 - b. 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.
 - c. 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.

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 for the team portions of the contest.

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 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.

Final Score: Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests. The team with the highest score wins the match.

METHOD OF CONDUCT

- 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.
- A double elimination procedure will be used.
- 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.
 - **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 second buzzer goes off is not acceptable). Answers will consist of multiple choice; 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 equipment allows a member of each team to buzz in at the same time or locks out both 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 question will be selected by the judges.
- **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 captain answers, no points will be awarded. Answers must be started within 20 seconds after the question is read (starting an answer after the 20-second buzzer goes off is not acceptable). Teams are not required to buzz in to provide their answer. 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. Teams are not required to buzz in before answering the question.
- **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.
 - 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.
 - 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.

- 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 than 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.
 - 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.
 - 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. 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. 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.
 - 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 question will be selected by the judges.
- Questions will not be re-read, except as in instances of pre-mature buzzing (detailed above).
 - All answers indicated on the official question sheets and the decision of the official reading the questions regarding the correctness of an answer are final.

AWARDS

The following awards will be given in the junior and senior divisions:

- 1st-3rd place team awards

National trips:

- Overall 1st Place Team
 - National 4-H Livestock Quiz Bowl Contest in Louisville, Kentucky (**partial travel funding will be available**)
- Overall 2nd Place Team
 - Western National Round Up 4-H Livestock Quiz Bowl Contest in Denver, Colorado (travel funding will not be available)

CONTEST ADMINISTRATION

Allison Harman – Instructor, 4-H Youth Livestock

Example Livestock 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				

RESOURCES

4-H Materials – Available at: <http://www.4-h.org/resource-library/curriculum/plant-animal-science-curriculum/>

Swine 1: The Incredible Pig

Swine 2: Putting the Oink in Pig

Swine 3: Going Whole Hog

Swine - Helper's Guide

Beef 1: Bite into Beef

Beef 2: Here's the Beef

Beef 3: Leading the Charge

Beef – Helper's Guide

Sheep 1: Rams, Lambs and You

Sheep 2: Shear Delight

Sheep 3: Leading the Flock

Sheep – Helper's Guide

Meat Goat 1: Just Browsing

Meat Goat 2: Get Growing with Meat Goats

Meat Goat 3: Meating the Future

Meat Goat - Helper's Guide

UADA Animal Science Publications and Factsheets: <https://www.uaex.uada.edu/publications/>

Sheep 101 and Sheep 201: <http://www.sheep101.info/>

North Carolina State University Meat Goat Materials:

<https://youthlivestock.ces.ncsu.edu/youthlivestock-resources/youthlivestock-meat-goats/>

Ohio 4-H Livestock Activity Guide:

https://ohio4h.org/sites/ohio4h/files/d6/files/publications/documents/4H_959_Chapter_2.pdf

National Swine Registry resources: <https://nationalswine.com/resources/resources-main.php>

Cornell Cooperative Extension General Livestock Sample Questions:

<http://ulster.cce.cornell.edu/resources/livestock-skillathon-quiz-bowl-questions>

U.S. Premium Beef USDA Quality Grades and Yield Grades:

<http://www.uspremiumbeef.com/DocumentItem.aspx?ID=21>

USDA Food Safety and Inspection Service Meat and Poultry Labeling Terms:

<https://www.fsis.usda.gov/food-safety/safe-food-handling-and-preparation/food-safety-basics/meat-and-poultry-labeling-terms>

Pork Checkoff Quiz Bowl materials: <https://lms.pork.org/Tools/View/skillathon-quiz-bowl>

Beef Quality Assurance training manuals: <https://www.bqa.org/resources/manuals>

CURRENT EVENT REFERENCES:

A small percentage of questions will be based on current events in the beef, sheep, meat goat, and swine industries. 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. North American Meat Institute website at: <https://www.meatinstitute.org/>
2. PorkNetwork (questions related to current industry issues, January – June, current year) website at: www.porknetwork.com
3. Beef Magazine (questions related to current industry issues, January – June, current year) website at: www.beefmagazine.com
4. National Hog Farmer Magazine (questions related to current industry issues, January – June, current year), website at: <http://nationalhogfarmer.com/>
5. Drovers CattleNetwork (questions related to current industry issues, January – June, current year) website at: <http://www.cattlenetwork.com/>
6. American Boer Goat Association (questions related to current industry issues, January – June, current year) website at: <http://www.abga.org/>
7. Feedstuffs Magazine (questions related to current industry issues, January – June, current year) website at: <http://www.feedstuffs.com/>
8. Sheep industry news (questions related to current industry issues, January – June, current year) website at: <https://www.sheepusa.org/newsmedia-sheepindustrynews>
9. USDA Animal and Plant Health Inspection Service – Livestock and Poultry Disease (questions related to current animal health issues, January – June, current year) website at: <https://www.aphis.usda.gov/livestock-poultry-disease>