



NEW HAMPSHIRE 4-H BEEF KNOWLEDGE BOWL

- **Date:** Saturday, April 2, 2022
- **Time:** 9:30am to 4:00pm
- **Location:** Middle School at Parkside,
75 Parkside Ave, Manchester, NH 03102
- **Registration Deadline:** Entries, fees and questions must be received by March 22, 2022.
 - It is acceptable to fax or email questions and entries and then mail payment or pay at the event.
 - **Submit all knowledge bowl questions in Word or Excel via email to - michelle.bersaw@unh.edu.**



ABOUT THE EVENT:

The New Hampshire 4-H Beef Knowledge Bowl is an event where youth demonstrate their knowledge of all things beef. Teams of four race to hit their buzzers and answer beef-related questions. The top scoring teams and individuals are recognized at the conclusion of the contest. This is a time to showcase members' beef knowledge, build team and communication skills, meet other beef project members and have fun.

DIVISIONS:

- **Novice:** Contestants must be 8-10 on January 1 of the current year.
- **Junior:** Contestants must be 11, 12 or 13 on January 1 of the current year.
- **Senior:** Contestants must be 14 -18 years on January 1 of the current year.

ACCOMODATIONS:

Youth who require accommodations due to a disability must contact Michelle Bersaw-Robblee at michelle.bersaw@unh.edu or by phone at 603-255-3571 and will be placed in the most appropriate division with reasonable accommodations made.

IN CASE OF CANCELTATION:

In the event of a weather-related cancellation or delay, an email will be sent to all coaches no later than 6:00am on April 2nd, and a notice will be posted on the NH 4-H Animal Science Facebook page. Coaches, please share any changes with your teams.

QUESTIONS:

For further information on this contest, please contact Michelle Bersaw-Robblee, 4-H Field Specialist, at (603) 255-3571 or michelle.bersaw@unh.edu.

ELIGIBILITY/TEAM FORMATION:

1. Each county may enter an unlimited number of youth in the novice, junior, and senior divisions. Teams of less than three youth will be assigned additional players up to the maximum of four players per team. Each team/individual must have their own coach/supervisor on the day of the contest. Teams will stay together during the contest.
2. Novice contestants must be 4-H members 8-10 years old as of January 1 of the current year, junior contestants must be 4-H members 11-13 years old as of January 1, of the current year, seniors are 14-18 years old as of January 1, of the current year.
3. All contestants must be regularly enrolled 4-H members but not necessarily enrolled in a beef project.

ENTRY FEE:

Each Knowledge Bowl contestant must pay a non-refundable entry fee of \$5.00. Checks should be made payable to: UNH Cooperative Extension. In accordance with UNH Cooperative Extension policy, no 4-H member will be denied the opportunity to participate because of an inability to pay. If payment presents a barrier, please contact michelle.bersaw@unh.edu.

GENERAL:

- Please bring a bag lunch; no contestant may leave once the contest has started.
- Each team must submit 20 questions by March 22, 2022. Questions must be designated for the novice, junior or senior division and must be referenced to the publication and page of the reference where the information can be found. Each team should submit 20 single answer questions, and 20 questions with multiple answers. No true/false, yes/no or similar questions will be accepted. ***Submit all questions in Excel electronically to - michelle.bersaw@unh.edu**

DAY OF EVENT:

We will start on time. Late teams will be placed into play as available at the discretion of the superintendent. If unforeseen circumstances occur and you are going to be late, please call Michelle Bersaw at: (603) 255-3571. Registration begins at 9:30am, play will start at 10:00am or as soon as possible thereafter.

NH 4-H BEEF KNOWLEDGE BOWL - TEAM ENTRY FORM

- **ENTRY DEADLINE: March 22, 2022**. Entries must be signed and received by this date! Please mail entries to: Michelle Robblee, UNH Cooperative Extension, 315 Daniel Webster Highway, Boscawen, NH 03303
- **ENTRY FEE:** \$5 per team member (\$20 per team of four). **Make check payable to:** UNH Cooperative Extension
- **QUESTIONS:** Teams must submit 20 TYPED questions per team. Submission of questions can be by emailed in Excel format to michelle.bersaw@unh.edu by March 22, 2022.
- **ONE ENTRY BLANK PER TEAM or PARTIAL TEAM PLEASE! Do not mix age divisions on entry.**
- *Requests for accommodations due to disabilities (physical, learning, etc.) should be made to Michelle Bersaw-Robblee (603)255-3571 or email michelle.bersaw@unh.edu on or before the entry deadline.*

4-H COUNTY: _____

TEAM AGE DIVISION (check one): ___ Novice (age 8-10) ___ Junior (age 11-13) ___ Senior (age 14-18)

COACH NAME: _____

TELEPHONE: _____ **EMAIL:** _____

MAILING ADDRESS: _____

Please recruit a parent or other 4-H volunteer to help during the day!

HELPER NAME: _____

TELEPHONE: _____ **EMAIL:** _____

YOUTH PARTICIPANT INFORMATION:

1. NAME: _____ **AGE as of 1/1:** _____

TELEPHONE: _____ **EMAIL:** _____

2. NAME: _____ **AGE as of 1/1:** _____

TELEPHONE: _____ **EMAIL:** _____

3. NAME: _____ **AGE as of 1/1:** _____

TELEPHONE: _____ **EMAIL:** _____

4. NAME: _____ **AGE as of 1/1:** _____

TELEPHONE: _____ **EMAIL:** _____

Optional: Alternate to replace one of above, if necessary, on contest day.

5. NAME: _____ **AGE as of 1/1:** _____

TELEPHONE: _____ **EMAIL:** _____

NH 4-H BEEF KNOWLEDGE BOWL - RULES OF PLAY

CONTEST ELIGIBILITY:

- A. Teams of 3 or 4 can compete in the competition. A two-member team will need to be assigned one or two additional players in order to compete. Teams may compete with fewer than four, recognizing that they will be at a disadvantage.

First priority would be that all competitors that come to the competition play. Next priority would be to make every effort to keep two-member teams together. In the event that a unique team number arrangement presents itself, all involved coaches, the superintendent, and 4-H staff will meet prior to the contest and decide on the best way to handle the situation. The decision will be presented back to the youth involved and the youth involved will weigh in on the decision. The superintendent and 4-H staff make the final decision.

AWARDS:

Team Awards

- A. Team awards will be based on procedure of play determined by the number of teams participating and the time allocated for the contest.
 - 1. Double elimination brackets will be used, allowing each team to participate in a minimum of two matches.
 - 2. The top six (6) teams will be recognized in the novice, junior and senior divisions.
- B. Team rank will be determined on the basis of their position within the double elimination brackets. To place teams eliminated in the same round, the team which lost by the fewest points will be awarded the higher rank. If teams are still tied, the team with the higher average score in all games played will be awarded the higher rank.

Individual Awards

- A. Scores will be kept for each individual contestant, with the top ten individual contestants recognized in each division.
 - 1. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
 - 2. Ties for individual awards will be broken on the basis of: 1) high average score per game for the entire contest; then 2), high individual round scores; then 3), total number of points earned in the contest; then 4), high individual match score; and finally 5), age of the contestant with older contestants being given preference.
 - 3. Individual points earned in tie breakers will not count toward total individual score.

EQUIPMENT:

- A. Game Panels (Buzzer Boards) – The device used should provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders – A stopwatch, control panel timer, or other appropriate timing device.

- C. Signal Device – A timing device with a distinctively different sound than the response indicator is used to indicate when time is up for answering a question.
- D. Score Keeping – equipment for keeping both team and individual scores: a blackboard, flip chart, or electronic light display visible to the contestants and, if possible to the spectators, is used for team scores and for a separate record of individual scores.

NH 4-H BEEF KNOWLEDGE BOWL - QUESTIONS

Questions may be submitted by emailing an Excel document to Michelle.bersaw@unh.edu Each team must submit 20 typed questions per team. It is suggested that team members and leaders cooperate on question writing. Questions come from the official sources only.

Please use the following format:

Division	Question	Answer	Source	Page	Year
SR	Q: What term describes ears that are abnormally long?	A: Mule Ears	IDET	183	2014
JR	Q: A tail that is carried to one side rather than being held straight is called what?	A: Wry tail	IDET	295	2014

- The Excel spreadsheet must include the Division, Question, Answer, reference source abbreviation (edition), page number, and year.
- Please try to make your questions innovative and interesting and your answers accurate and complete. Please don't merely record questions word-for-word directly from the resources. Include all possible answers from all sources. Try to put the "key word" of the questions towards the end. True/False, Yes/No, or similar type questions will not be accepted.

QUESTION SOURCES:

Novice:

- Ohio State Beef Resource book 4-H 117R <https://extensionpubs.osu.edu/beefresource-handbook/>, Chapters 1-7 & 9

Junior:

- Ohio State Beef Resource book 4-H 117R <https://extensionpubs.osu.edu/beefresource-handbook/>, Chapters 1-9
- Beef Skill-a-thon Study Guide Part 1 and 2 <https://beefskillathon.tamu.edu/>

Senior:

- Ohio State Beef Resource book 4-H 117R <https://extensionpubs.osu.edu/beefresource-handbook/>
- Beef Skill-a-thon Study Guide Part 1 and 2 <https://beefskillathon.tamu.edu/>
- Quality Counts https://agrillife.org/qualitycounts/files/2010/11/E4H-010_editproof3.pdf

OFFICIALS:

It takes many volunteers to serve as contest assistants!

- A. **Moderator:** The moderator directs the matches within that particular room, asks all questions, designates a contestant to answer questions, accepts or rejects all answers unless the questions/answers are challenged, indicates when a contestant has exceeded the allotted time for a question, and declares a match winner. The moderator shall at all times be in control of the matches. The moderator must be knowledgeable in quiz bowl procedure, beef knowledge, have a clear speaking voice and be able to pronounce terminology used in the questions.
- B. **Judges:** At least one judge per room is recommended. Judges must be knowledgeable beef persons familiar with contest sources. The judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one judge, both the judge and the moderator must agree on actions to be taken.
- C. **Timekeeper:** Unless this duty is assumed by the moderator or judge, the timekeeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment.
- D. **Scorekeepers:** At least two are needed for each room. The team scorekeeper uses a method so that the scores are clearly visible to the moderator and contestants. The second scorekeeper maintains a record of the individual scores of each contestant. An assistant scorekeeper maintaining individual records is suggested. Two additional scorekeepers keep the tally of scores throughout the day in the scoring room and tabulate official placings.
- E. **Runners:** Volunteers who bring teams to and from contest rooms and bringing scoresheets to the scoring room.

NH 4-H BEEF KNOWLEDGE BOWL - PROCEDURES OF PLAY

COMPETITION BETWEEN TEAMS WILL BE IN THREE PHASES:

- **PHASE A:** Each individual will take a 25-question written quiz with each question being worth 5 points. No deductions will be made for wrong answers.
- **PHASE B: NOVICE & JUNIOR**
Team Questions: Teams are brought in the room individually. Both teams are asked the same set of questions.

Each team will be asked four questions; they are to be answered by the team captain. Members of the team can discuss the question and answers. Each question is worth three points. The answer must begin within 20 seconds.

- **PHASE B: SENIORS**
Teams are brought in the room individually. Both teams are asked the same set of questions. Each team member is asked three 10-point questions. The member asked the question must answer

within 20 seconds. There is no penalty for unanswered questions or incorrect answers and no help from teammates. Partial credit may be allowed at the discretion of the judge.

- **PHASE C:** Double elimination system. Each team will repeat this phase until the team has lost twice. The winning team is the team that is left after all other teams have lost twice.

MATCH PROCEDURES: The team match up for this phase will be determined randomly.

1. Teams are assembled and seated, and a team captain is designated, normally to be seated nearest the moderator. A team captain may be seated in a different chair.
2. Matches are subject to forfeit if all team members are not seated within three (3) minutes of the scheduled start of the match. Forfeits will be declared by the moderator and judge(s). Teams winning by forfeit will advance to the next round of play but will not receive individual or team points.

Fifteen (15) questions will be asked. Each correct answer will be worth 15 points.

1. The first team to signal will answer the question within 5 seconds of being acknowledged by the moderator. Any member answering a question without being acknowledged by the moderator will lose 10 points. If an incorrect answer is given, the other team will have the opportunity to answer the question after having it re-read once. The moderator may not ask a contestant to explain an answer. There are no deductions for wrong answers.
2. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer and the question will be dropped.
3. When a signal is pushed before the question is completely read, the moderator will stop reading the question when the light goes on; the moderator will not finish reading the question. The contestant pushing the signal may answer the question after being recognized. If correct, the team member will receive credit. If the answer is wrong or incomplete, the question will be re-read in its entirety for the other team who will have an opportunity to answer it.
4. To encourage full team participation, bonus questions will be offered to a team when three members of that team have answered a question correctly. This will be indicated by a line drawn under the first correct answer by each participant up to three participants. The staggered line is repeated for each bonus opportunity. A time limit of 20 seconds will be allowed for a team to start their answer to a bonus question. There shall be no penalty for missing a bonus question. Bonus questions are worth 20 points, and partial credit may be awarded for a bonus.

Answers and interpretation of questions will be the sole responsibility and final recall of the judges. A team member will have the privilege to ask the judge to verify an answer he/she feels is incorrect; the team member calling attention to the problem must do this by asking for "time out" before the next question is read. **If a coach challenges a judge's decision, the coach must call "time out"**

immediately before the next question is read. A decision made by the judges after the answer is verified will be final. Only the team member and coach may call for "time out". Parents and/or spectators who interfere will be asked to leave the room.

G: COMPLETING THE MATCH

1. The moderator will continue reading questions until all questions have been asked.
2. If a question is thrown out either due to poor reading by the moderator or a decision of the judges, it will be replaced by another question so that the total number of questions to be asked remains constant.
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. TIES - In the event of a tie after the designated number of questions, five (5) additional regular questions will be asked. If a tie still exists after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a one-point advantage) will be declared the winner. These additional questions will not be counted for individual point totals.
5. The moderator will ask both coaches and both scorekeepers if they are in agreement with the scorekeeping prior to declaring a winner.
6. Once the moderator has declared a winner, based on the scores, there shall be no protest.

H: PROTESTS

1. A protest of a question, answer, conduct of play, room conditions or equipment may be made only by the team captain prior to the start of a match or at a time that a particular question is read, or the answer is given. Any team member can stop play by raising a hand and notifying the captain regarding a protest. The moderator and the judges will then consider the protest, and their decision in all cases is final. The captain of the team making the protest or his/her designee, may submit their evidence to the judges and moderator verifying that their position is correct. Five minutes are allotted to verify their position. In all cases, the moderator and judge's ruling is final. The coach may help the team by verifying references, but only the captain or designee may speak. The judge(s) or moderator may request assistance from contest superintendent(s) or 4-H Staff to resolve a protest.
2. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate.
 - a. A question is protested before an answer is given and the protest is sustained --- discard the question. No loss or gain of points will result for either team.
 - b. An answer is protested (either correct or incorrect) --- At least one of the judges and the moderator or both judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect) --- at least one judge and the moderator or both judges determine the validity of the protest of the question. The question may then be discarded with no loss of points, or the question may be allowed with the appropriate gain or loss of points as in (b) above.
3. Abuse of protest provisions may result in one or more of the following:
 - a. dismissal (or replacement) of the team captain
 - b. dismissal of entire team with forfeiture of any points or standing

4. Only team captains (with input from other team members) may protest any question, answer, or procedure during the course of play. Others may submit suggestions, complaints, or protests in writing at the conclusion of the contest. All participants and spectators are asked to be kind and respectful; disrespectful behavior will result in dismissal from the contest.
 - a. Coach can protest only an incorrect or ineligible source, not a given answer.
5. No source of information is infallible. There may be answers given to questions which are in agreement with the recommended sources, but are, in fact, erroneous. Every effort will be made to eliminate such questions, but in the event of such an occurrence, the judges and moderator may challenge the answer, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the questions with no gain or loss to either team.
6. Novice & junior questions may only be drawn from listed novice & junior sources. However, novices & juniors providing answers that are correct as cited in senior sources will be awarded points provided that the source can be shown as above.
7. In the event of a protest of rules or procedures, the coach or contestant will notify the moderator no later than immediately after the final question is asked and answered (or time elapses). If necessary, additional contest officials such as contest superintendent and/or 4-H staff will be involved in resolving the protest. After the teams have left the room, all right to protest is forfeited.

I. EQUIPMENT FAILURE

1. If the device being used ceases to function during a match or is believed to be malfunctioning, a time-out may be called by any contestant, moderator, or by either coach.
2. If, after checking, it is determined that there is equipment malfunction, the faulty part or parts will be replaced, and play resumed.
3. Scores accumulated to the point of the time-out shall stand and all further points awarded during the remainder of the match added to or subtracted from this total. If both judges or one judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to the determination of the equipment failure may be recalled and two additional questions asked.
4. There shall be no replay of a match for any reason including equipment failure.

DETERMINING INDIVIDUAL SCORES:

Individual scores are determined by combining score from Phase A and individual highest two scores from double elimination rounds (Both Phase B & C) for Seniors, and Phase A and C for Juniors and Novice. Team bonus scores are not added to individual scores.

TIE BREAKER:

In the event of a tie, a ten-question quiz will be used to determine the winner.