

AVIAN BOWL CONTEST

Purpose of the Contest:

1. To encourage youth to expand their knowledge of avian facts, and become proficient in poultry management, and related subjects.
 2. To serve as an award activity and trip for youth who have achieved superior levels of performance in state competition and thus stimulate their learning processes, interest, and enthusiasm.
 3. To help youth with career guidance, and to promote the poultry industry, by stimulating their interest in poultry and other avian species.
 4. To make learning fun.
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Study Packet: The listing of study materials will be published yearly and will be available through the contest coordinator.

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General Rules and Information:

1. Each County may enter a team of not less than one (1), and not more than four (4) members.
2. There will be a 25 question written quiz given preceding the Avian Bowl Contest. The scores for the top three individuals will be added and averaged to give a team score.
3. Questions will be prepared from the references listed by the contest coordinator
4. Questions will be: fill-in-the-blank (short answer), multiple choice, and spelling.

5. County representatives will be determined by the State 4-H Office, or designated representative.

6. Team members may be participants in other contests.

7. Contestants may compete on state level annually. However, once an individual competes at the national level in 4-H poultry judging they are ineligible to compete in the state 4-H poultry judging contest in the future.

8. The **Game Layout**.



9. The audience is required at all times to refrain from providing answers to any team member. Disciplinary action for violations will be at the discretion of the Avian Bowl Contest judges.

10. In the event an odd number of teams register, a "bye" will be awarded, as necessary, in order to allow all teams to participate.

11. No flash pictures will be allowed during the contest. No recording of any kind (tape recorders, videos or written transcription) will be allowed.

Officials:

1. **Moderator** - Assumes complete direction of the contest, asks all questions, designates contestants to answer questions, acts as the referee judge. Is at all times **IN CHARGE**.

2. **Referee Judge** - May rule on the acceptability of any answer.

3. **Time Keeper** - Records total elapsed time for each contest and indicates to the moderator the expiration of total time or the expiration of the time allowed in which to answer questions.

4. **Score Keepers** - Two individuals shall keep scores on each contest. One score should be kept so that all points awarded or taken away in penalties may be checked. The second score is kept to maintain scores visible to the moderator, the contestants, and, in so far as possible, the viewing audience.

Questions:

1. The degree of difficulty and choice of questions will depend upon the contestants level of knowledge.

2. Questions may be in the form of written words.

3. Number of Questions. Each set of teams within a round will have the same number of questions. Bonus questions will have the same point value in each game within a round.

4. Types of Questions. There are three types of questions:

A. Regular Questions.

B. Bonus Questions - A bonus question is usually a question requiring a several-part answer or a difficult answer. See point system summary for point values. Bonus questions WILL NOT be passed on to the other team in the event of an incorrect answer. When a team member answers a regular question correctly, a colored card in front of that team member will be turned over by the moderator. Regardless of the number of members on a team, four (4) questions must be answered correctly by the team before a Bonus Question is earned. There will only be one bonus question per team per game.

C. Tie-breaker Questions - A tiebreaker question is used to replace a question thrown out by the judges. It is also used for the extra questions needed to break a tie between teams.

5. **Tied Games.** In the event that two teams have a tied score, the tie will be broken by asking an additional five (5) questions. The running score will be maintained through the tie breaker. Questions answered correctly during the tiebreaker can go toward the awarding of a bonus question if the team has not already received a bonus question during that game.

Scoring:

Correct Answer	5 POINTS
Incorrect Answer	Minus 5 POINTS
Acknowledgment Penalty	Minus 5 POINTS
Bonus Question	10 POINTS

5 points per correct answer on multi-answer questions or bonus value on regular answers. NO loss of points for incorrect answer on bonus questions. The value of the bonus questions will be announced by the moderator before the question is read.

Mechanics of Play:

1. Format: A double elimination tournament style format will be followed. Any team which loses two games will be eliminated from the contest. The contest will continue until only one team remains with less than two losses.

2. Pairings, Byes, Order of Play and Placing:

- The average team score for the written test (lowest score will still be dropped) will be used to determine the seedings for the contest.
- In the case of two average team written test scores being identical, the seeding will be determined by a coin toss.
- The contest will be a classic double elimination contest and will run as such by an individual versed in contest organization.

3. The written scores will not be added in again at the end of the oral competition.

4. The moderator will ask a question. The first person whose light flashes must start to answer the question within five (5) seconds after being acknowledged, or LOSE five (5) points.

- Any member answering a question without being acknowledged will LOSE five (5) points.
- It will be the responsibility of the judges to determine that an answer was started within the five (5) seconds allowed. It should be noted that repeating the question does not constitute the initiation of an answer.
- If an incorrect answer is given, the team will LOSE five (5) points.
- If the question has been completely read, the moderator will not repeat the question, but the other team will have the opportunity to ring in within five (5) seconds.
- Timing will begin when the question is complete and when a signal is activated.

5. When a signal is activated before the question is completely read, the moderator shall stop reading the question, then the contestant has five (5) seconds to start the answer based on that portion of the question.

- If the answer is correct, the team will receive five (5) points.
- If the answer is incorrect or incomplete, the team will LOSE five (5) points.
- If the question was interrupted, the judge may NOT ask the contestant to be more specific, expand, or explain in any way their answer.
- If an interrupted question is answered incorrectly, the question shall then be completely reread and the other team will have the opportunity to answer it.

6. 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 and neither team will forfeit points.

7. The ONLY discussion allowed between team members will be on BONUS questions. The answers MUST come from the team captain.

- Only the number of answers required by the bonus question will be accepted. Example: If the bonus has a four part answer, the first four answers given by the team captain will be accepted.
- On a bonus question the team may have ten (10) seconds to consult. Time will be called at the end of ten (10) seconds, the Captain must start the answer within five (5) seconds.
- Once the Captain starts the answers, he/she will have thirty (30) seconds to complete the answers required.

Decisions and Interpretations:

Answers and interpretations of questions will be the sole responsibility and final recall of the judge. All decisions of the judge, scorekeepers, and referee-timers are FINAL.

1. A team member will have the privilege to ask the judge to verify an answer that he/she feels is correct.
2. If a coach challenges the judge's decision, the coach must call "time out" immediately (before the next question is read). A decision made by the judge after the answer is verified, will be FINAL.
3. Only answers contained in the Avian Bowl Manual will be acceptable to the Judge.