

4-H FCS National Championship

4-H FCS BOWL CONTEST

CONTEST SUPERINTENDENTS

Jamie Harris

Assistant State 4-H Leader
4-H Youth Development
Tennessee 4-H
205C Morgan Hall
2621 Morgan Circle Drive
Knoxville, TN 37996-4507
(865) 974-7432
jhharris@utk.edu

Cheryl Varnadoe

Retired Extension 4-H Specialist
LifeSmarts Outreach Coordinator
520 Arrowhead Drive
Lavonia, GA 30553
(706) 255-9342
cherylv@nclnet.org

CONTESTANTS AND ELIGIBILITY

I. Eligibility

- A. A state/territory/District of Columbia is allowed only one entry in only one division of a contest in a national 4-H competitive event each year. An entry is an individual in events where individuals compete against individuals only or a team in events where team scores are computed and recognition given to the team. Individuals may be recognized in those events that are primarily team events.
 1. Each state is invited to enter one team of three or four contestants. If a state enters a team of three, be aware that there will be a disadvantage in the one-on-one questions.
 2. Participants may be selected by any procedure that the state deems appropriate.
- B. Entries not officially entered will not be permitted to participate for any reason.
 1. Please review the 4-H FCS National Championship eligibility requirements at <https://texas4-h.tamu.edu/events/FCS/>

CONTEST RULES

I. Contest Procedure

A. Teams

1. Each team may consist of three or four members. Only the active team will be seated on the panel. If the team consists of three contestants, then there will be an open seat on the panel.
2. Teams with three members will forfeit the fourth seat question during the one-on-one question round.
3. There is only one coach recognized for each team.

B. Written Exam

1. Each contestant must take a written exam at the scheduled time. This test will consist of 25 questions taken from the contest reference material.
2. The written test will also include one essay question pertaining to the contest reference material. Participants' essay questions will be graded and scored as needed to serve as a tiebreaker for individual placing.
3. Test scores will determine the order of play, with the top member scores used to establish the bracket. Seating will be determined as follows: The highest-ranked team will play the lowest-ranked team, followed by the second-ranked team to play the next lower-ranked team, followed by the third-ranked team to play the fourth-ranked team. If an odd number of teams are competing, the team ranked first based on written exam scores will get a bye in the tournament's first round.

C. Contest References

1. Contest questions are taken from the following sources:
 - a. FCS Consumer Decision-Making Study Guide (Activewear, Backpacks, Brewing Coffee, Carry-on Luggage, Fast Food, Fundraising, Ground Transportation, Place Settings, Smoothies, Subscription Shopping, Toothpaste, Wearable Technology)
<https://texas4-h.tamu.edu/events/FCS/>
2. All resources for FCS Bowl can be found at the 4-H FCS National Championship website: <https://texas4-h.tamu.edu/events/FCS/>

D. Questions - There are three types of questions:

1. One-on-one questions – the designated member of either team may respond during the first half of the round (one-on-one competition). Example: Player 1 on both teams is eligible to answer the question. If a team has only three members, they will forfeit the fourth player question, and the team with four players will then be eligible to answer that question.
2. Toss-up questions – open for response by any member of either team.
3. Bonus questions are attached to select toss-up questions and are open to any team member that won the toss-up question. No part of the bonus question may be repeated or additional information given to the contestant.
4. Question types may include multiple-choice, fill-in-the-blank, open-ended, and true/false.

E. Game Structure - A game consists of rounds that are divided into halves.

1. Round 1: The first half of the round is a one-on-one competition. Only one member of each team is eligible to respond to each question. Example: Player 1 on both teams is qualified to answer the question.
2. Round 2: The second half of the round consists of toss-up questions. All team members are eligible to respond.
3. Teams not competing in the current round of play must stay in the assigned holding room. Study materials are not allowed in the holding room, and coaches are not allowed in the holding room during or between rounds.

F. Time Requirements

1. Each round is divided into halves, with each half based on time (eight minutes) or number of questions (20 questions). The moderator will continue reading questions (and bonus questions, if applicable) until all questions have been asked or eight minutes have expired, whichever comes first.
2. If a question is thrown out either due to poor reading by the moderator or a decision by the judges, it will be replaced by another question so the total number of questions or time limit remains consistent.
3. After the moderator reads a question, contestants have five (5) seconds to buzz in to indicate they want to answer the question.
4. Contestants have five seconds to begin to answer the question after activating the buzzer and being recognized by the moderator.

5. If a buzzer is activated while reading a question, the moderator immediately stops, and the contestant has five seconds after being recognized by the moderator to begin the answer.
6. Repeating the question by the contestant is not considered the initiation of the answer.
7. The moderator and judges are responsible for determining if an actual answer was begun within five seconds.

G. Scoring

1. All questions (one-on-one, toss-up, and bonus) are worth two points.
2. The gain or loss of points is declared as follows:
Correct response – gain two points
Incorrect response – loss of one point
3. For one-on-one and toss-up questions, if the time elapses (5 seconds) without a contestant activating a buzzer, there is neither loss nor gain of points to either team.
4. Failure to answer a bonus question results in no loss of points.
5. Following the final question or time limit, the team with the highest number of points are declared the winner of that round.
6. In the event of a tie after the designated number of questions, five additional toss-up questions will be asked, which any contestant may answer after activating the buzzer and being recognized. If a tie remains after the overtime, the first team to score two points or gain the advantage due to a loss of two points by the opposing team will be declared the winner.

H. Team Placing will be determined as follows:

1. The contest will be double elimination for up to five (5) teams. After the contest surpasses five (5) teams; the contest will return to single elimination with the seeding test used for bracket determination and tiebreaker.
2. First and second-place teams will be determined in the final round of play.
3. Subsequent team placings will be determined by the average of a team's test scores and team scores acquired in rounds of competition. If needed, the team's average of the seeding test scores will be used as a tiebreaker in determining team placings.

I. Individual Placing will be determined as follows:

1. Participants will be ranked individually based on their scores on the seeding test.
2. The written test will also include one essay question about the contest reference material. Participants' essay questions will be graded and scored as needed to serve as a tiebreaker for individual placing.

II. Rules and Procedure of Play

A. First Half of the Round (one-on-one questions)

1. The first half of the round shall consist of 20 one-on-one questions or last for eight minutes, whichever is completed first.
2. Only one member of each team is eligible to respond to a question.
3. The moderator indicates which two contestants are eligible to respond before reading each question.
4. Each question is addressed to only one team member, beginning with the team captain and progressing with subsequent questions to the number two, three, and four contestants.
 - a. Example: On the first question, only the team captains may activate the buzzer to answer the question. On the second question, team member number two may activate the buzzer. When all four team members have had a chance to answer a question, the procedure will start over with the team captains.
 - b. The team loses two points if a contestant other than the designated contestant responds with the buzzer or verbally.
 - c. If any contestant responds more than twice to questions directed to another contestant, that contestant may be dismissed from the round, and the remainder of the match is played with less than the entire team.

B. Second Half of Round (toss-up questions)

1. The second half of the round shall consist of 20 one-on-one questions or last for eight minutes, whichever is completed first.
2. The moderator begins by reading a toss-up question and indicates if a bonus question is attached.
3. The moderator reads all questions to their completion or until a contestant activates a buzzer.

4. Any contestant may respond to a question after activating their buzzer and being recognized by the moderator.
5. If the answer is incorrect, the question will not be repeated for the other team but will be discarded.
6. If the time elapses without a contestant activating a buzzer, there is neither loss nor gain of points for either team.
 - a. If a bonus question was attached to an unanswered toss-up question, that bonus question is then transferred to the next question.
7. That team scores two points if the toss-up question is answered correctly within the five-second time limit.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator reads the bonus question, and the timer signals ten seconds. At the signal, five seconds is permitted for the team captain or designated team member to begin the answer.
 - b. No part of the bonus questions will be repeated or given additional information.
8. If the answer to a question is begun during the five-second allowable time and the answer is incorrect, that team loses the points associated with that question.
 - a. If a team member activates a buzzer and an answer has not been started within the five-second allowable time, there is a two-point penalty imposed against the team activating the buzzer, and that question is discarded.
 - b. If a bonus question is attached to an incorrectly answered toss-up question, that bonus question is transferred to the next question.
9. The team captain or moderator may call a time-out to clarify a rule or allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next question.

C. Protests

1. Once the moderator has declared the winner based on the score, there will be no protest.
2. Protests may be made only by the team captain or coach and only when the question is read, or the answer is given.
3. Each team may make no more than two protests per round.
4. The moderator and judges consider the protest, and their decision in all cases is final.

5. When a protest is made, play will be stopped until the protest is resolved or a three-minute time limit is up.
6. If a protest is sustained, the moderator will take one of the following actions:
 - a. The question is discarded if a question is protested before an answer is given and the protest sustained. There is no loss or gain of points for either team.
 - b. If an answer is protested, at least one of the judges and moderator, or both judges, determines the validity of the protest. Points will be added or subtracted as appropriate.
 - c. If a question is protested after an answer is given, at least one judge and moderator, or both judges, determine the validity of the protest. The question is then discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points.
7. Abuse of the protest provisions may result in one or more of the following:
 - a. Dismissal of the coach from the contest area.
 - b. Dismissal or replacement of team captain.
 - c. Dismissal of the entire team with forfeiture of points or standing.
8. Spectators may not protest a question, answer, or procedure during play.
 - a. Spectators may submit any suggestions or complaints in writing to the contest officials after the contest.
 - b. Unseemly behavior, unsportsmanlike conduct, or actions detrimental to the contest will result in dismissal from the contest area, loss of points (2 points per occurrence), or team disqualification.
9. No source of information is infallible, and every effort is made to eliminate vague or erroneous questions. Still, in the event of a doubtful question, the judges and/or moderator may challenge them and, if there is unanimous agreement, may elect to discard the question with no loss or gain of points for either team.

III. Awards

- A. Team Awards – The top five teams will be recognized with plaques and/or ribbons.
- B. Individual Awards – The top five individuals will be recognized with plaques and/or ribbons.

IV. Miscellaneous

- A. Equipment Failure

1. Any contestant, the moderator, judges, or coach may call a time-out if equipment fails or malfunctions during a round.
2. If, after checking, it is determined that there is a malfunction, the faulty part(s) will be replaced, and play resumed.
3. Scores accumulated up to the point of the time-out shall stand, and all further points awarded during the match are added or subtracted from this total.
4. If both judges or one judge and the moderator deem it appropriate, points awarded for the question immediately before equipment failure may be recalled and an additional question used.
5. Under no condition shall there be a replay of a match in which there was an equipment failure.

B. Recording Devices

1. No note-taking, recording devices, or cameras are allowed in the contest room to preserve the contest's fairness and integrity for all contestants who have dedicated their time and effort.
2. Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.