

Virtual 4-H Contest Invitational



4-H FCS Bowl - updated 10/2020

Adapted from the Western National Roundup Guidelines

Contest Eligibility

- A. Each state will determine senior division eligibility based on their own state guidelines. This contest is for senior age youth only.
- B. Each States may enter 2 teams in the FCS Bowl Competition. A team consists of 4 members plus 1 alternate. It is not required to have an alternate. This is NOT a nationally sanctioned 4-H event. This is a Utah 4-H sponsored event that is open to the senior age 4-H youth in every state. Therefore this does not affect eligibility to compete in any state or national 4-H contest in the future.
- C. All contestants must be enrolled in 4-H in their state in order to compete.

CONTEST RULES

I. Contest Procedure

A. Teams

1. Each team consists of four members and may include one alternate, if desired. Only four contestants are seated at the panel at one time. Each state can have 2 teams.
2. The team alternate must be designated prior to the start of the contest.
3. During a round, only one team member may be replaced at the panel by the alternate. A member may only be replaced when:
 - a. The moderator deems it impossible for one of the seated members to continue in the contest, or
 - b. The captain of a team requests the replacement of a team member.
4. The team member removed from the round becomes ineligible to return during that round. The team member removed and the replacement member are both eligible to participate in further rounds.
5. There is only one coach recognized for each team.

B. Written Exam

1. Each contestant, including team alternates, must take a written exam prior to the FCS Bowl. 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 tie breaker for individual placing.
3. Test scores will determine the order of play, with the top four team member scores used to establish the bracket. Seating will be determined as follows: The highest scoring team will play the lowest team score in the initial round and so forth for the top 4 teams scores. If there is an odd number of teams competing, the team ranked first based upon written exam scores will get a bye in the first round of the tournament.

C. Contest questions are taken from the following sources:

- a. U.S. Dietary Guidelines for Americans, 2015-2020 (*only sections included in resource packet*)
- b. Toothpaste
- c. Internet Safety -updated
- d. Smoothies
- e. Bicycles
- f. Toys
- g. FCS Skill-a-thon ID Class Study Guides (Food & Cooking, Housing & Interior Design, and Sewing & Clothing)

All resources for FCS Bowl can be found at <https://extension.usu.edu/utah4h/events/virtual-contest-invitational/index>. It will be under the FCS Bowl link

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.
2. Toss-up questions – open for response by any member of either team.
3. Bonus questions – attached to select toss-up questions and are open to any member of the team that won the toss-up question. No part of the bonus question may be repeated or any 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. 1st half of Round 1: The first half of the round is one-on-one competition. Only one member of each team is eligible to respond to each question. Example: Player 1 on both teams is eligible to answer the question.
2. 2nd half of Round 2: The second half of the round consists of toss-up questions. All team members are eligible to respond.
3. Contestants and Coaches will be send a tentative time schedule for each round of play based on the team test scores. Teams not competing in the current round of play or on deck for the next round are required to remain off line until 20 minutes before their scheduled time. At that time teams will login to the zoom link and will be assigned a holding room. In the holding room each contestant s zoom ID will rename t their position on the team. For example: Utah A 1 for player 1.
4. Coaches are allowed in the holding room while they are waiting to be allowed into the competition room.

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 has 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 that 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. The virtual format to "buzz in" in will be:
 - a. Contestants will type the word "buzz" into the chat.
 - b. When they want to "buzz in", the push enter
 - c. There will be a chat box monitor watching the chat. Contestants must wait to be called on by the chat box monitor before responding . They will address you by our position such as Utah A 1 for player 1 on the Utah A team.
4. Contestants have five seconds to begin to answer the question after being recognized by the chat box monitor.
5. If a contestant "buzz in" during the reading of a question, the chat box monitor will call STOP. The the moderator immediately stops reading the question and the contestant has five seconds after being recognized by the chat box monitor to begin the answer.
6. Repeating the question by the contestant is not considered the initiation of the answer.
7. It is the responsibility of the moderator and judges to determine if an actual answer was begun within the five-second period.

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:
 - a. Correct response – gain 2 points
 - b. Incorrect response – loss of 1 point
3. For one-on-one and toss-up questions, if the time elapses (5 seconds) without a contestant to "buzz in", 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 is 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, to which any contestant may answer after "buzzing in" and being recognized. If a tie remains after the overtime, the first team to score two points, or gaining 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 tie breaker.
2. Grand Champion and Reserve Grand Champion teams will be determined in final round of play.

I. Individual Placing will be determined as follows:

1. Top individual will be determined by the highest scores on the seeding test.
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 tie breaker for individual placing.

II. Rules and Procedure of Play

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

1. The first half of the round shall consist of 20 one-on-one questions or last for the duration of 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 prior to the reading of each question.
4. Each question is addressed to only one member of each team, beginning with the team captain (player 1) and progressing with subsequent questions to the number two, three, and four contestants, respectively.
 - a. Example: On the first question, only the team captains may "buzz in" to answer the question. On the second question, team members number two may "buzz in". 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 "buzz in" or verbally responds.
 - 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 full team.

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

1. The second half of the round shall consist of 20 toss up questions or last for the duration of eight minutes, whichever is completed first.
2. The moderator begins by reading a toss-up question and clearly indicates if a bonus question is attached.
3. The moderator reads all questions to their completion, or until a contestant "buzzes in".
4. Any contestant may respond to a question after activating his/her buzzer and being recognized by the moderator.

5. If the answer given is incorrect, the question will not be repeated for the other team, but it will be discarded.
6. If the time elapses without a contestant "buzzing in", 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. If the toss-up question is answered correctly within the five-second time limit, that team scores two points.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a ten-second period is signaled by the timer. At the signal, a five-second period is permitted for the team captain, or designated team member, to begin the answer.
 - b. No part of the bonus questions will be repeated nor will any additional information be given.
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 member of a team "buzzes in" 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. Either the team captain or the moderator may call a time-out for clarification of a rule, or to 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 then only at the time the question is read or the answer 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. If a question is protested before an answer is given and the protest sustained, the question is discarded. 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.

No source of information is infallible. Every effort is made to eliminate questions that are vague or erroneous, but 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.

Sportsmanlike conduct is expected at all times throughout the contest.

Awards

Grand Champion and Reserve Grand Champion teams and top individual will be recognized for FCS Bowl:

- Grand Champion - Certificate and Award
- Reserve Grand Champion - Certificate
- Top Individual - Certificate

Winners will be announced at the virtual awards ceremony Saturday night. All certificates will be emailed to contestants and awards will be mailed to the contestants home after the the Virtual 4-H Contest Invitational.

Special Note: Recording Devices

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

FCS Bowl Scorekeeper Sheet

	Blue Team Name:		Green Team Name:
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Individual Round				
Question # Player #	2 points Correct answer	minus 1 point Wrong Answer	2 points Correct answer	minus 1 point Wrong Answer
Q1P1				
Q2P2				
Q3P3				
Q4P4				
Q5P1				
Q6P2				
Q7P3				
Q8P4				
Q9P1				
Q10P2				
Q11P3				
Q12P4				
Q13P1				
Q14P2				
Q15P3				
Q16P4				
Q17P1				
Q18P2				
Q19P3				
Q20P4				
sub total	0	0	0	0
total	0		0	

Toss-Up Round				
Question #	2 points Correct answer	minus 1 point Wrong Answer	2 points Correct answer	minus 1 point Wrong Answer
Q1				
Q2				
Q3				
Q4				
Q5				
Q6				
Q7				
Q8				
Q9				
Q10				
Q11				
Q12				
Q13				
Q14				
Q15				
Q16				
Q17				
Q18				
Q19				
Q20				

Bonus Questions				
Bonus 1				
Bonus 2				
Bonus 3				
Bonus 4				
Bonus 5				
sub total	0	0	0	0
total	0		0	

Final Score

0

0