

Knowledge Bowl Guidelines (Subject to Change) Objectives: Stimulate learning in subject matter areas. Reward 4-H members for learning subject matter. Provide a competitive setting where attitudes of friendliness and fairness prevail. Develop teamwork, self-confidence and decision-making skills. **Team Membership:** Each club may have up to (2) junior, (2) senior teams, and as of 2024, (1) primary team (rules for Primary Teams will be listed below general rules). **Juniors:** Nine to fourteen (9-14) years of age or fourth to eighth grade. **Seniors:** All high-school aged exhibitors. If a member participates in multiple clubs, he/she should represent his/her primary club in the Knowledge Bowl. A team may consist of two to four (2-4) members; primary teams may consist of three to five (3-5) members. If there are less than four (4) senior members from a club, junior members may participate in the club's senior team (at the parents' and leaders' discretion). Senior members may not participate on any club's junior team. **Wild Card Team:** Members who are not on their respective club teams will be given the opportunity to compete on a Wild Card Team. **ALL TEAMS MUST PRE REGISTER BY THE GIVEN DEADLINE.** Games are pre-made and based on the amount of teams that have registered. **Team Captains:** Each team must select a team captain, who will represent the team in placement draws and coin tosses. **Supporting Positions for the event:** Supporting positions for the Knowledge Bowl will consist of, **Moderator:** will read questions, monitor progress of the competition, and act as Master of Ceremonies. **Scorekeepers:** Two (2) individuals will track points earned or lost. **Timekeeper:** will announce the end of time allowed for buzzing in, answering a question or researching a contest of points awarded/subtracted. **Judges Panel:** Two-three (2-3) individuals will rule on the accuracy of each answer. **Game Play:** Team members are encouraged to wear club T-shirts or 4-H uniform. **Process of Elimination:** The number of rounds will be determined by the number of teams competing. The winning team in each round will advance to the next bracket, until the final two teams compete for 1st and 2nd place. **Placement Draw:** Teams will draw numbers for placement in the tournament. If there are an odd number of teams competing, one team will draw a "bye" for the first round. **Time Limits:** The following time limits will be enforced by the timekeeper during each round: Ten (10) minutes for each round of game play, after which no more questions will be asked unless there is a tie. Five (5) seconds, following the reading of a question, for any contestant to buzz in, after which the question will be thrown out with no points awarded/subtracted. The "buzzed in" contestant has (15) fifteen seconds to answer the question. Once the contestant begins speaking, any gap in speech lasting more than (10) seconds will conclude the answer, after which the judges will rule it as correct or incorrect. In each round, each team has two opportunities to contest an answer, deemed incorrect. The team must contest the answer BEFORE the moderator has started reading the next question. The team contesting has two minutes to locate the disputed answer in the Knowledge Bowl Handbook. **Question Format:** Prior to the start of the game, teams will flip a coin for first pick of questions on the game board. A moderator reads questions to the teams, whose players attempt to buzz in first with the correct answer, scoring points for their team. Any team member from either team may buzz in to answer a question. ALL members on the team must answer at least ONE question. Members will have identifying objects in front of them to move/change in order to prove the individual has responded at least once. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator. Each round will begin with 16 available questions. **Questions will be divided into four (4) knowledge categories:** General 4-H, Large Animal Projects, Small Animal Projects, Still Exhibits and Other Projects. If an incorrect answer is given, the other team has the opportunity to buzz in. If they do, points will be awarded/subtracted the same way. **Points:** Questions will have a points value. When a correct answer is given, points in the value listed for the question will be added to the team's score. When an incorrect answer is given, points in the value listed for the question will be subtracted from the team's score. **Contesting and Ruling:** Judges will rule on the acceptability of a contestant's answer, and this ruling is final unless the team chooses to contest it. Any protest of a ruling must be made immediately. If the other team buzzes in, or if the next question is chosen, the judges' initial ruling is final. Each team may only contest up to two (2) rulings during a round. To change the judges' ruling, the team members must demonstrate that their answer is correct using the Knowledge Bowl Handbook. If they cannot do so in the allotted time (2 minutes), the original ruling will remain final. If the other team has not already answered, they will have the opportunity to do so. Because questions appear on the screen, questions will not be re-read. **Premature Buzzing:** When a buzzer is pushed before the

question is completely read, the moderator will stop reading. In some cases, questions may contain a given multiple choice option. The contestant must answer the question, completely and correctly, based on what has already been heard/seen on the screen, with points being awarded or subtracted as normal. Judges will not ask for clarification in the case of premature buzzes. If the contestant answers incorrectly, the full question will be read, and the other team will have the opportunity to answer. Accidental buzzing that occurs when a question is not open (i.e. after a question has been answered or timed out, and before the next question is chosen) will not result in a penalty for the contestant's team. Audience Participation: Spectators, parents and other visitors in the audience will not participate in any way. Audience members may not protest any ruling or procedure during game play. Any coaching from the sidelines will result in the audience member being asked to leave, and the team's score adjusted to correct any unfairly awarded points (at the discretion of Moderator and Judges. Winning the Round: The round ends when either all questions on the board have been asked, or ten (10) minutes have passed, whichever comes first. The team with the highest number of points and with all members answering at least one question, will win the round. Tiebreaker: If the teams are tied when the round has ended, a bonus question will be asked to break the tie. **Awards:** Each member of teams placing 1st, 2nd or 3rd will receive an award accordingly. **Resources:** All resources are available for viewing and download at [http://ceimperial.ucdavis.edu/4- H_Program/Knowledge_Bowl/](http://ceimperial.ucdavis.edu/4-H_Program/Knowledge_Bowl/). A buzzer kit, used for the Knowledge Bowl, is also available at the 4-H Office. Clubs are encouraged to borrow them for practice sessions. Buzzers may leave the 4-H office, but MUST be returned at least two business days prior to competition, unless there is high demand for their use, in which a schedule will be made to accommodate teams.

(NEW 2024)

Physical Challenge

During each round, a hidden Physical Challenge will be placed within the game board. The team that selects the question with the challenge, will be asked to wager anywhere from zero (0) up to their total number of points scored at that point in the game, plus 200. The team will have 25 seconds to discuss and decide on points to wager. Rules for the challenge and time frame to complete each challenge will vary and be explained after the team wagers their points. They will then have the opportunity to participate in the challenge. If they succeed, points will be awarded. If they fail, points will be deducted. Judges have the final say in whether the challenge was completed successfully.

Primary Teams:

This category was added to encourage our younger members to learn all they can about our program. This is a fun competition that will include basic 4-H knowledge. There will be a physical aspect of the competition that will encourage teamwork and communication. Because this is the inaugural year, we acknowledge that this part of the event will evolve. All parts of the competition will be explained to each team before the competition. *Primaries:* all team members must be registered as a primary member for the current 4-H year. One team per club will be allowed. Teams may consist of three to five (3-5) members of a club. Primary teams will be required to register for preparation by the organizers. The County Ambassador team will serve as moderators, and judges.

Basic knowledge may include: 4-H Pledge, item identification within certain projects, 4-H Uniform, and primary livestock projects. Game Play: Each round will consist of 5 to 8 questions. Single elimination. Score will be kept and the winning team will advance against the next team. All primary participants will receive a goodie bag and ribbon.