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# Middle Grade Quiz Bowl

## Purpose

The Quiz Bowl Leadership Development Event is designed to better acquaint FFA members in knowing key information about the FFA organization and the industry of agriculture.

## General Information

There are no qualifying rounds prior to this contest required to compete in the event. Any school with an eligible team may register. Registration is a first-come, first-served basis till there is a maximum number of teams registered.

- Active FFA members in grades 7 and 8 are allowed to compete. Each team will consist of 4 members from the same school.
- Schools may register more than one team but members may only compete on one team.
- Teams will be required to submit registration by the deadline for Leadership CDE's at State Convention as posted on the Kansas FFA website.
- Other communications from the Quiz Bowl LDE directors shall serve as supplements to these rules.

## Event Rules

- It is highly recommended that participants wear FFA Official Dress for this event. If FFA Official Dress is unavailable for the members, business casual is suggested.
- Any participant will not be allowed to use cell phones or wear smart watches during the competition, including while sitting in the audience.
- *Written or Recorded Materials:* No written materials or notes may be taken by any audience member or team member. No questions or answers may be recorded by participants or audience members. This also means no videotaping will be allowed during the competition.

## Event Format

- **Contest Structure**

Each match will consist of 12 questions. The first four questions will match one contestant from each team against each other. (For example, the first question will be matched between the contestants seated in chair one from each team, the second question will be matched between the contestants seated in chair two from each team,

etc). If a team does not have four members, they will forfeit a chance at the individual question(s) for their unfilled chair(s). Team members may not confer during the individual answer portion of the competition. During the next four questions, each team will have first opportunity to answer two questions on an alternating basis. The team shall discuss questions prior to answering, but only the team captain can report the answer. (If the team with first opportunity takes too long, or answers incorrectly, the other team may then discuss and answer the question) During the remaining four questions of the match, any contestant can buzz in to answer the question for their team and team members may confer.

- ***Scoring***

A player who answers a question with the correct answer will earn 10 points for his or her team. If a player buzzes in before the moderator finishes reading the question and gives an incorrect answer or fails to answer, the team will lose 5 points. If the answer is incorrect, the moderator will then read the question in its entirety for the other team. That team will then have 10 seconds to buzz in and answer the question. **Participants should wait to be recognized prior to answering a question.**

- ***Timing***

Teams will have 10 seconds to buzz in after the moderator finishes reading the question. If a team buzzes in after the moderator has completed the question and answers incorrectly, the opposing team will have the remaining time, plus 5 seconds. If no one presses the buzzer within the 10-second time limit for a question, or if neither team is able to give an acceptable answer, the moderator reveals the correct answer, no score is awarded, and no replacement question is given.

- ***Recognition***

Teams may buzz in at any time after the moderator begins reading. However, before answering the question, the team member must be recognized by the moderator. The moderator will recognize the player by **TEAM and SEAT number**. The player at that seat must answer the question. If the wrong player answers, the moderator will not accept the answer and the opportunity to answer will be given to the other team. If a team buzzes in before the moderator finishes and the wrong team member answers the question, the team will lose 5 points. Striking a teammate's buzzer will result in the teammate sitting at the designated buzzer giving the response.

If a team member, after being recognized, hesitates or stalls, the moderator will warn him or her to answer the question after five seconds. If the player does not answer the question immediately after the warning, it will be counted as an incorrect response. Team members may consult one another verbally or in writing until a member of their team buzzes in only during the last four questions. If the team continues to consult after buzzing in, no answer from that team can be accepted. Members of other team may

continue to consult after their opponents buzz in, until they buzz in themselves.

The first answer given by a team member will be the one taken as the answer, whether correct or incorrect. If a player states the correct answer, but mispronounces it, the response will be accepted if, in the opinion of the judge, the player's attempted pronunciation represents a reasonable phonetic possibility based on the way the word is written. This provision must not be used to create an argument for acceptance of a mispronunciation that demonstrates lack of knowledge of the correct answer. If the answer is a proper name, the first name and last name must be provided unless otherwise specified by the moderator. If the answer is a proper name; for example, "George Washington," the member must provide **both the first and last** name for the team to have the correct answer.

- **Other:**

If the moderator misreads a question, but the error is discovered before either team buzzes in, the moderator will reread the question correctly from the start. If a question is misread to the extent that, in the opinion of the judge, the error prevents a fair opportunity for both teams, the question will be discarded, and a replacement question will be read. The judge may also order a replacement question for both teams if he or she determines that the content of the question or the stated answer is defective, or if some other error has occurred for which a replacement question is a fair remedy to both teams. A replacement should not be ordered simply because a player disagrees with the correctness of the answer. If a moderator or judge prematurely reveals the answer to a valid question, before the second team has a chance to answer, a replacement question will be read for the second team only.

If, after both teams have attempted to answer the question and any team member doubts the correct answer provided by the moderator, feeling they may have not been awarded points for a correct answer, any team member may challenge. To challenge, they must do so before the next question is read. The judge will then consult appropriate materials, such as the FFA manual. If the correct answer cannot be found to verify the issue, the questions will be discarded and a replacement question will be asked.

In the event a team feels that a procedural error has occurred, the team captain (chair 1) may raise an inquiry or protest on a procedural matter but must do so **before the next question is read**. The judge will then consult the printed rules and make a final decision. This decision may not be appealed. This rule may not apply to the correctness of an answer or to the correctness of the opposing team's response.

## **Tiebreakers**

If two teams are tied for points after 12 questions have been asked, tie breaker questions will be asked until a winner is decided.

The first tiebreaker question will be read to both teams. A correct answer will be awarded 10 points and a team victory. However, if a team buzzes in before the moderator finishes reading the question and answers the question incorrectly or does not answer in the allotted time, 5 points will be subtracted from their team score and the opposing team will be declared the winner. The team that did not answer the question will not receive 10 points. If the moderator reads the question in full, both teams will have ten seconds to buzz in, and a correct answer will be worth 10 points. If the first team's answer is incorrect or they fail to answer within the allotted time, they will not lose any points and the second team will have the remainder of the initial 10 seconds, plus 5 seconds to provide a response. If neither team provides a correct answer within the allotted time, a second tiebreaker question will be asked with same rules and procedures as the first. Points earned and lost by the first two tiebreakers will be included in each team's total score.

If neither team is declared the winner after the first two tie breaker questions, the captain of the team seated at Table A will be asked to call a coin in the air. The team that wins the coin flip will be asked if they want to play or pass. If they choose to play, they will be asked the final tiebreaker question. If they choose to pass, their opponents will be asked the final tiebreaker question. If a team answers the final question correctly, they will win. If the question is not answered correctly, or not answered in the allotted time, the team who was not asked the question will win. No points earned by this method will be included in determining the final team scores.

After registration is closed, teams will be assigned a random seed and placed in a bracket. The bracket will be single elimination, and teams will move forward to the next round provided they win.

## **Awards**

First and second place teams at the state competition will receive an award.

## **References**

All questions will be agriculture and FFA related questions that align with the Kansas Agriculture Explorations Course Standards of the AFNR Pathway.