

2018 Ohio State Fair 4-H Rabbit Quiz Bowl Contest Rules

Team Entry Deadline: Thursday, June 7 Postmark

Contest Date: Saturday, July 7

Nationwide & Ohio Farm Bureau 4-H Center

Registration Time: 8:30am

Contest Instructions: 9:00am

BRIDGET MOORE, 4-H Educator, Athens County, Co-Superintendent

TRAVIS WEST, 4-H Educator, Vinton County, Co-Superintendent

LUCINDA MILLER, 4-H Companion & Small Animal Specialist, OSU Extension, Asst. Superintendent

CRYSTAL OTT, 4-H Program Coordinator, OSU Extension, Scoring Superintendent

PURPOSE OF THE CONTEST

The primary purpose of the Rabbit Quiz Bowl Contest is to provide an opportunity for 4-H members to demonstrate their knowledge of rabbit-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. The Rabbit Quiz Bowl Contest should provide an educational experience for both participants and spectators.

TEAM AND CONTESTANT ELIGIBILITY

1. Each county may enter two (2) junior and two (2) senior teams of four (4) or five (5) contestants. One team member will be designated as the alternate if five contestants are entered. The team may be selected by any procedure the county deems appropriate.
2. Team members must be 4-H members, but are not required to enroll in a 4-H Rabbit Project to participate.
3. Senior contestants must be at least 14 years of age on January 1, 2018, and not older than 18 years of age as of January 1, 2018.
4. Junior contestants must be at least 8 years old and in the third grade, or 9 years old regardless of grade, and younger than 14 years of age as of January 1, 2018.
5. Teams of three (3) members will be permitted ONLY IF a county does not have enough members to make a team of four (4) and CANNOT find members from another county to form a cross-county team. Teams with five (5) members MUST designate one of those members as an alternate.
6. If one county does not have enough members to complete a team of four (4), cross-county teams are allowed to participate. For cross-county teams:
 - a. Members must represent their county of 4-H enrollment.
 - b. Members from one or more additional counties can make up a cross-county team.
 - c. Cross-county team members do not need to be from neighboring counties with adjacent borders.
 - d. One Extension professional from the county in which the team is registered must sign the registration form.
 - e. One Extension professional from the other county (counties) where the cross-county team member(s) is enrolled must provide enrollment documentation in the form of a letter written on county Extension letterhead. This letter must be attached to the team's entry form.
- d. Documentation will be confirmed upon receipt of entries.
7. A junior individual may compete on a senior team; however, once a junior does compete as a senior, he/she may never move back to competing as a junior on a junior team.

TEAM ENTRIES

1. The postmark entry deadline for teams to enter the contest is Thursday, June 7. Refer to the team entry form.
2. Entry fees are \$15.00 per team.
3. Team members may be switched or added at contest registration provided the coach has a revised entry form signed by the county 4-H professional(s). Cross-county team rules still apply.
4. Each team must send 30 questions directly to Lucinda B. Miller, Extension Specialist, 4-H Youth Development, Nationwide & Ohio Farm Bureau 4-H Center, 2201 Fred Taylor Dr., Columbus, OH 43210, miller.78@osu.edu, POSTMARKED by **Thursday, June 7**. Team questions **postmarked** after June 7 will not be included in the contest.

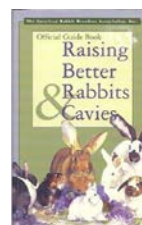
REFERENCE MATERIALS – SENIOR CONTEST

1. Questions MUST come from the following resources:
 - a. 228R *Rabbit Resource Handbook for Market Rabbit, Breeding Rabbit, and Pet Rabbit Projects*, ©2004. (Reference code: RRH)
 - Note: Breed information from pages 9 (Recognized Breeds) through 26 (Tan) in the Rabbit Resource Handbook is outdated. Please use breed information provided in the following PDF: *ARBA Rabbit Breed Profiles* document found at www.go.osu.edu/rabbitresources. (Reference code: RBP)



- b. *ARBA Standard of Perfection, 2016-2020*. (Reference code: SOP)
 - c. *ARBA Official Guide Book: Raising Better Rabbits & Cavies* ©2000. (Reference code: OGB)
- Questions must come from the following sections only:

- Section 6 – Rabbit Feed and Nutrition
- Section 7 – Breeding your Rabbit
- Section 9 – Records
- Section 13 – Companion Rabbits
- Section 14 – Medical Management



REFERENCE MATERIALS – JUNIOR CONTEST

1. Questions MUST come from the following resources:
 - a. 228R *Rabbit Resource Handbook for Market Rabbit, Breeding Rabbit, and Pet Rabbit Projects*, ©2004. (Reference code: RRH)
 - Note: Breed information from pages 9 (Recognized Breeds) through 26 (Tan) in the Rabbit Resource Handbook is outdated. Please use breed information provided in the following PDF: *ARBA Rabbit Breed Profiles* document found at www.go.osu.edu/rabbitresources. (Reference code: RBP)
 - b. *ARBA Official Guide Book: Raising Better Rabbits & Cavies* ©2000. (Reference code: OGB)

Questions must come from the following sections only:

 - Section 6 – Rabbit Feed and Nutrition
 - Section 7 – Breeding your Rabbit
 - Section 9 – Records
 - Section 13 – Companion Rabbits
 - Section 14 – Medical Management

QUESTIONS

1. Questions must come from the official sources only, and MUST include the reference and page number(s) where found. Questions and the correct answers should be typed in Microsoft Word (.doc or .docx) using the following sample format:

Q. What breed of rabbit is recognized as the ARBA's 49th breed?

A. Argente Brun

Reference: RBP

Page: 28

2. "Spell-the-Word" questions or "Fill-in-the-Blank" (short answer) questions may also be submitted.

Q. Spell the word "Enterotoxemia".

A. E-N-T-E-R-O-T-O-X-E-M-I-A

Reference: RRH

Page: 58

Or

Reference: OGB

Page: 194

Q. _____ is a disorder of the teeth often called Buck Teeth or Wolf Teeth.

A. Malocclusion

Reference: SOP (For Senior Questions)

Page: 48

Or

Reference: RRH

Page: 58

Or

Reference: OGB

Page: 200

3. Please try to make your questions innovative and interesting, and your answers accurate and complete.
4. Only answers contained in the *resources listed above* will be acceptable to the judges.

RESOURCES INFORMATION:

1. No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books which in fact are erroneous or out-of-date. Every effort is made to eliminate such questions; however, in the event one slips in, the judge may agree to:
 - a. Accept the answer and give an explanation of the correct or updated information for future use of the question.
 - b. Accept only the correct answer.
 - c. Replace the question to the appropriate contestants.

QUESTION TYPES

1. Each set of teams within a round will be asked 30 questions. Bonus questions will have the same point value in each game within a round. The number of questions may be increased in later matches.

2. 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 the point system summary for point values. Bonus questions WILL NOT be passed on to the other team in the event of an incorrect answer. There will only be one Bonus Question per team per match. When a team member answers a regular question correctly, that contestant will place a team bonus card by his/her name. 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 as follows:
 1. Each member of a 4-member team must answer a question correctly.
 2. Each member of a 3-member team must answer a question correctly. Once each member answers a question correctly, one team member may answer correctly for the fourth question.
 - c. **Tiebreaker 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.

SCOREKEEPING

1. The point value of correct responses, bonuses, and penalties are as follows:

Correct Answer	Plus 5 points
Incorrect Answer	MINUS 5 points
Response Penalty – Contestant not acknowledged	MINUS 5 points
Response Penalty –No answer started within 5 seconds	MINUS 5 points
Bonus Question – Correct Answer	Plus 10 points
Bonus Question – Incorrect Answer	No penalty

MATCH TIES

1. In the event two teams have a tied score at the end of a round, the tie will be broken by asking an additional five (5) questions.
2. Tiebreaker points do not get added to individual, team, or team bonus scores. They are used only to break match ties.

MECHANICS OF PLAY

1. Format
 - a. 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 Placings
 - a. Junior and Senior Teams – Seedings will be determined by random drawing of teams entered.
3. The moderator will ask a question.
 - a. The first person who activates a buzzer must be ACKNOWLEDGED before starting to answer the question or will LOSE five (5) points.
 - b. After a contestant has been acknowledged, s/he has five (5) seconds to start an official answer or will LOSE five (5) points. It is the responsibility of the moderator to determine if an official answer was started within the 5-second time limit. **The answer must be completed within 20 seconds after initiating the response.** Repeating the question does not constitute the initiation of an answer.
 - c. If a question was read to completion, the judge(s) may ask the contestant to explain, expand, be more specific, or clarify their answer. If the answer given is the same or means the same as

- the expected answer, it will be accepted. If the answer is different from the expected answer, it will be referred to the judge(s) for a decision.
- d. If an incorrect answer is given, the team will LOSE five (5) points.
 - e. If the question has been completely read and an incorrect answer given, the moderator will not repeat the question, but the other team will have the opportunity to buzz in within five (5) seconds.
 - f. Timing will begin when the question is complete and when a signal is activated.
 - g. Once a contestant starts spelling a word the contestant may stop and begin again, but can only re-trace the spelling previously given. The same holds true for a contestant with a fill-in-the-blank question. The contestant can restart, but not change what has already been said.
4. When a signal is activated before the question is completely read, the moderator shall stop reading the question. The contestant then has five (5) seconds to start the answer based on the portion of the question, and 20 seconds to complete the question.
 - a. If the answer is correct, the team will receive five (5) points.
 - b. If the answer is incorrect or incomplete, the team will LOSE five (5) points.
 - c. If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has five (5) seconds after being acknowledged to begin his/her answer. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
 - d. If an interrupted question is answered incorrectly, the question shall be completely reread and the other team will have the opportunity to answer.
 5. If neither team can offer an answer to the question within the five (5) seconds allotted for each team to start an answer, the moderator will give the answer, the question will be dropped, and neither team will forfeit points.
 6. The ONLY discussion allowed between team members will be on BONUS questions. These answers MUST come from the team captain.
 - a. 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.
 - b. 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.
 - c. Once the captain starts the answers, s/he will have thirty (30) seconds to complete the answers required.

PLAYING TEAMS AND ALTERNATES

1. Only four contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition, and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player (Chairs #2, #3, or #4) during a match or the competition.
2. During any match only one alternate may be replaced at the panel when:
 - a. The moderator, team captain, or team coach deems it impossible for one of the seated members to continue.
 - b. The captain or coach of a team requests the replacement of a team member.
3. The alternate may replace any team member except the team captain, who sits in Chair #1.
4. Teams may have only one alternate.
5. When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.

6. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. A five-member team is strongly encouraged.
7. Members removed from the game table for disciplinary reasons may not come back to any more matches in the competition.

INDIVIDUAL SCORES

1. Scores will be kept for each individual contestant, with the high 10 individual contestants in each age division receiving special recognition.
2. Only those contestants who have participated in three or more matches will be considered for individual awards.
 - a. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
3. Ties for individual awards will be broken on the basis of:
 - a. First tiebreaker: High average score for the entire contest
 - b. Second tiebreaker: High individual match scores
 - c. Third tiebreaker: Total number of points earned in the contest

TIME OUTS

1. The team captain, coach, or any staff member may call for a "timeout" for clarification of a rule, score, to seat an alternate, or to allow for any unexpected problem. The "timeouts" may be called only after a question has been answered and before the next question starts.

HOLDING ROOMS

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
2. After their round match is played, teams, alternates, and coaches must go to an appropriate designated area until the conclusion of the round in progress.
3. After the round is completed, all teams, alternates, and coaches (not eliminated from the contest) must return to the designated holding area to await their next match.
4. All coaches in the holding area are responsible for the supervision of their teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

CONTEST PROCEDURES

1. Teams are assembled and seated at their respective panels with the designated team captain seated in the #1 chair nearest to the middle or the timekeeper. Each contestant is given the opportunity to check the equipment.
2. Each team member will have a participation bonus card facing down. They will be blank to the scorekeeper(s) until that contestant gives a correct response to a question. At that time the card will be turned face up toward the scorekeeper.
3. The designated set of questions for each round is read by the moderator and verified with the judge before starting the game. Prior to reading a question, the moderator will announce the number, type of question (regular or bonus), and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read. The correct answer will be given for all unanswered questions or wrong answers.
4. Contestants who respond to a question will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
5. If the time (5 seconds) in which a member may buzz in to answer a question elapses without a contestant activating a buzzer, there will be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given and the next question read.

6. If the buzzer is activated and an answer is not started within the 5-second allowable time, there will be a 5-point penalty imposed against the contestant who activates the buzzer and their team.
7. If the judge(s) elect to not use a game question, it must be replaced by another question so the total number of questions to be asked will remain equal in each match.
8. If a question is answered incorrectly, the other team will have five (5) seconds to answer the question. The member on the other team activating the buzzer must be acknowledged before answering the question.

TEAM PLACINGS

1. Team awards will be given to five (5) places and based on the predetermined procedure of play.
2. Every team will participate in a minimum of two matches.
3. The rank of teams will be determined on the basis of their position within the double elimination bracket. After two losses, the teams eliminated in the same round will be placed on the basis of the higher scores in the eliminating round...third place to the highest score, fourth place to the next high score and so on.
4. Subsequent tiebreakers: (1) Total average of all games played in double elimination games that include bonus questions; (2) Highest match score in double elimination games with bonus questions included; and (3) Total score of the top two matches in double elimination games including bonus questions.

EQUIPMENT FAILURE

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match. Back-up units will also be available.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" will be called by any contestant, the staff, or by either coach.
3. If after checking the device it is determined there is an equipment malfunction or failure, the fault part(s) or unit will be replaced and play resumed.
4. Scores accumulated to the point of the "time out" shall stand, and all further points awarded during the remainder of the match added to or subtracted from this total.
5. If the judges or moderator deem it advisable, points awarded for the two questions asked immediately prior to determination of the equipment failure may be recalled and two additional questions used.
6. Under no circumstances shall there be a replay of a match in which there was an equipment failure.

TRANSCRIBING QUESTIONS

1. Transcribing contest questions by any means during the competition is prohibited. There will be no handwriting, typing, recording, computer or phone use, etc., in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS, CAMERAS, PHONES

1. Recording devices (video cameras, tablets, notebooks, etc.) may not be used during the competition. Electronic communication devices (laptops, tablets, etc.) ARE NOT ALLOWED in a contest room. If cell phones are brought into the contest room they MUST BE TURNED OFF and OUT OF SIGHT during the competition.
2. Photographs will only be allowed before or after a match.

PROTESTS AND VERIFICATION OF QUESTIONS AND/OR ANSWERS

1. Verification of a question and answer is permissible.
2. Only protests made in a courteous, respectful manner will be acknowledged.
3. A protest must be made before the reading of the next question.
4. An “official” protest of a question or the answer to a question may be called for by a team captain or the official team coach(s). The judge and moderator will consider the protest. Their decision in all cases will be final.
5. If an “official” protest is acknowledged, play will be stopped, and the designated official(s) will consider the protest and make a decision. A 1-point penalty will be assessed to the team making the protest if the protest is not upheld.
6. To sustain a protest, the judge and moderator must agree to keep or replace a question or to determine the validity of an answer.
7. If the protest is sustained by the officials, the moderator and scorekeeper(s) will take one of the following actions:
 - a. If the question is determined by the officials to be a poor question, it will be replaced and open to all contestants seated at the game table, depending on the type of play (regular or bonus questions).
 - b. If the answer to the question received a call for verification, the designated judge(s) will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
 - c. If a question was protested after an answer is given, the designated judge(s) will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.
8. All protests/challenges will be acknowledged by the contest staff.

ABUSE OF THE PROTEST PROVISIONS

1. In this competition, every effort will be made to be fair, courteous and understanding to the contestants and coaches.
2. Abuse of this protest provision by any contestant or coach will result in one of more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of any contestant from the competition.
 - c. Dismissal of an entire team from the competition with forfeiture of points or standing.
3. Spectators, parents, and visitors may not protest any question, answer, or procedure during the contest. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest.
4. Any contestant, coach, family member, friends or spectators exhibiting unsportsmanlike conduct, behavior or actions detrimental to the contest will be subject to dismissal from the immediate contest area.

GAME OFFICIALS AND EQUIPMENT

1. **Moderator** – The moderator shall assume the responsibility for reading questions and will inform the contestants who is eligible to respond to a question before the question is read.
 - a. The moderator will accept all answers that are the same or mean the same as the expected answer to the question.
 - b. Any answers different from the expected answer will be considered by the moderator and the judge(s) to make a decision to accept or reject the given answer.
 - c. The moderator is at all times IN CHARGE of the contest.

2. **Judges** – The judges (minimum of two – moderator may be one of the two) will consist of knowledgeable rabbit people.
 - a. Judges should give reasons for not accepting an answer to a question.
 - b. The judges will rule jointly on the acceptability of any question or answers to all questions.
 - c. In case of a challenge of a question or answer the judges must agree on accepting or rejecting the question or answer and agree on the actions to be taken.
 - d. If an answer was not clearly heard, the contestant may be asked to repeat his/her answer.
 - e. If a question was read to completion and the answer given is different from the one expected, if it is technically or logically correct, the judges may accept the answer. If the answer given is “in the ball park,” the judges may request the contestant to be more specific, expand, explain or clarify the answer.
 - f. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.
 - g. All answers must be correct for the way the question was written. Any answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judge may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.
 - h. All game questions will have a reference code and page number. The *Rabbit Resource Handbook* and *ARBA Rabbit Breeds* document will be available to look up information or to verify answers.

3. **Timekeeper(s)/Control Operator** – The timekeeper(s) will monitor all the time intervals and designate when the time of a response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor the judge act as a timekeeper. It will be the timekeeper’s responsibility at the beginning of the match to assure each contestant that their equipment is working properly.

Time allowed

- a. To start response to a question (after question is read to completion) – 5 seconds
 - b. To start answer after acknowledgement – 5 seconds
 - c. To complete an answer after initiating a response – 20 seconds
 - d. For a team to confer on a bonus question – 10 seconds
 - e. To start an answer to a bonus question – 5 seconds
 - f. To complete an answer to a bonus question – 30 seconds
4. **Scorekeepers** – At least two individuals shall be used to keep accurate team scores.
 - a. There will be a visual scorekeeper who will record the team scores on a blackboard, whiteboard, flipchart, or other visual object. The visual scores will be set up so they are visible to the table scorekeeper, the contestants, moderator and spectators, if possible.
 - b. The table scorekeeper (who may also act as a judge) will keep a written record of the official team and individual scores.
 - c. The written record of the scores must match the visual scores and will be the official record of all individual scores. A special score sheet will be available for the table scorekeepers. Upon completion of the match, coaches will sign the score sheet verifying their respective team’s score is correct.

 5. The Ohio State Fair 4-H Rabbit Quiz Bowl Contest superintendents will have final authority over all procedures and protests.

EQUIPMENT

1. **Game Panels** – An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question. A means of keeping the times indicated in these rules must be provided.
2. **Time Recorders** – A stopwatch, control panel timer, or other appropriate time device will be used.
3. **Signal Device** – This signal device shall be used by the timekeepers and shall have a distinctly different sound for each side, or a device that has a distinct sound and lights that indicate the contestant who is responding when their buzzer is activated. Backup units will be available in the event of malfunction or failure.
4. **Scoring Devices** – Two devices will be used. A whiteboard, flip chart, overhead projector, or electronic display, etc., will be used to maintain team scores that are visible to the contestants, scorekeepers, and if possible, to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

AWARDS

PLACINGS WILL BE ANNOUNCED AT THE END OF THE CONTEST ON JULY 7. AWARDS WILL BE PRESENTED ON THURSDAY, AUGUST 3 DURING THE OHIO STATE FAIR RABBIT SHOW AFTER SKILLATHON AWARDS. 4-H members not already exhibiting during the OSF Rabbit Show will receive OSF admission tickets for the award presentation.

Senior

1. The five highest scoring county teams will receive rosettes provided by the **Ohio State Fair**.
2. The ten highest scoring overall individuals will receive medals and rosettes provided by the **Ohio State Fair**.

Junior

1. The five highest scoring county teams will receive rosettes provided by the **Ohio State Fair**.
2. The ten highest scoring overall individuals will receive medals and rosettes provided by the **Ohio State Fair**.

Additional team and individual awards will be provided.