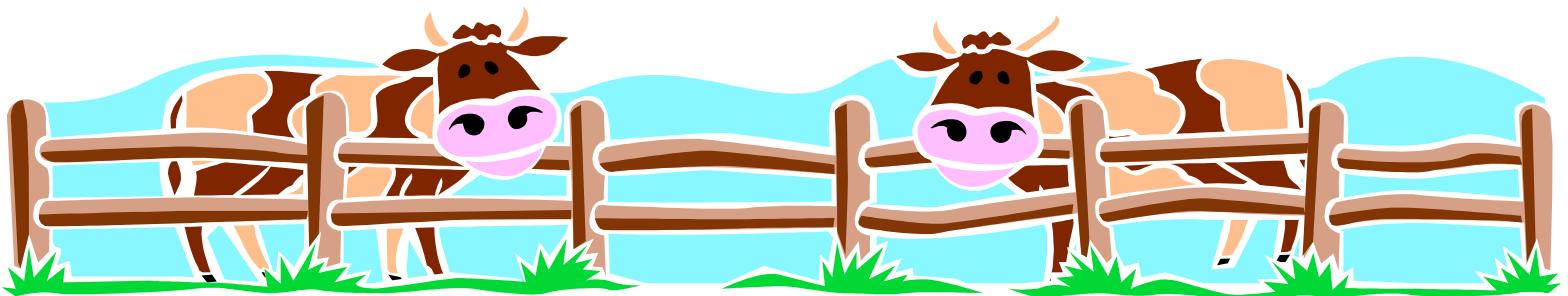


**2013**

**National Ayrshire**

**Dairy Jeopardy  
Contest**



# Jeopardy Rules & Regulations

The Dairy Jeopardy contest is where individuals compete against each other. Competition points are awarded for correctly answering questions about the dairy industry and closely related areas.

The contest will accept a maximum of 30 participants per two divisions.

Each contest shall consist of six categories, each with five questions, with a point value of 10, 20, 30, 40, and 50 points. A maximum of six players will compete at one time. The number of players per contest will be dependent on the number of contestants.

Answers may be in the form of a question or statement. Example: 10-point question is “basic structural unit of protein”. Acceptable form would be “What are amino acids?” or “amino acids”.

There will be deductions for wrong answers, failing to signal, not waiting to be recognized and failing to give an answer.

## Eligibility

1. Contestants must be between the ages of 9-21 as of January 1 in the year competing.

Age division breakdowns are as follows:

**Junior:** 9 to 15 years old as of January 1 in the year competing  
**Senior:** 16 to 21 years old as of January 1 in the year competing

2. The information used in this contest is based on data from various sources. While every effort is made to ensure the accuracy of contest information, the Holstein Foundation cannot guarantee that errors or omissions will not occur. Therefore, the Foundation can't be held responsible for Dairy Jeopardy competition outcomes in the unlikely event inaccuracies occur.
3. Entry forms must be postmarked by June 1st.
4. A coin toss/object out of a hat will be used to determine who goes first. The player with the last correct answer will get to select the next category and point value.
5. A contestant wishing to answer any question must activate the signaling device. Since more than one contestant may think they have signaled the device, contestants may not answer until acknowledged by the moderator.

After being acknowledged by the moderator, the contestant must immediately begin an answer. If the contestant who buzzes in fails to give the correct answer then the question will be reread once and another contestant has the chance to buzz in. If no one buzzes in within 5 seconds, the moderator will move on to the next question.

6. If a contestant answers without signaling, or waiting to be recognized by the moderator, the answer will be declared invalid and the point value of the question will be deducted. The question will then be offered to the opposing individuals.
7. If a contestant signals and is recognized, but fails to start an answer immediately, the contestant will lose points and the question will be offered to the opposing individuals. The amount of points deducted will be determined by the point value of the question.
8. If no contestant can offer an answer to the question within 5 seconds, the question will be dropped and no contestant will forfeit points.
9. If the answer is incorrect or incomplete, the question shall then be reread and the other contestants will have one more opportunity to answer. The judge may not ask the contestant to explain his or her answer.
10. Clarification of acceptable answers:
  - a) Full names of animals - a contestant must use the full registration name of an animal with the exclusion of suffix. If the suffix is used, it must be correct, i.e., ET versus ETS or \*TD versus \*TM.

Examples:	Des Chamois Poker -ET	Correct
	Des Chamois Poker	Correct
	Poker	Incorrect
	Des Chamois Poker –Twin	Incorrect

Names of people - when giving a specific person's name, the last name only will be acceptable. The first name is not necessary but, if given, it must be correct.

Examples:	Payne	Correct
	Becky Payne	Correct
	Betty Payne	Incorrect
	Paynes	Incorrect

c) Pronunciation - judges must recognize answers given as mispronunciation. The error in pronunciation can affect the correctness of an answer.

Example: For a question with antibody as an answer, antibiotic is not correct.

d) Volunteering information - if a contestant first gives a correct answer and goes on to add incorrect information, the entire question will be ruled incorrect.

e) Correcting answers - if a contestant gives a complete answer, he or she cannot make a correction. If a partial incorrect answer is given and the contestant makes the correction mid-answer or word, the corrected answer will not be accepted.

11. There will be three rounds of play (12 or less contestants will have two rounds of questions, 13 or more will have the full three rounds of questions). In each round all the questions will be the same. Contestants must remain in the contest room once they have competed until it is announced who will be advancing to the next round of play. An individual's score must be zero or greater to advance to any round of play.

Round 1 - All contestants participate, depending on the number of contestants, (12 or less contestants will have two rounds of questions, 13 or more will have the full three rounds of questions). The top contestants will be selected to go on to Round 2. In case of a tie in round one it will be decided by three questions using the buzzers.

In case of a tie for one of the top twelve positions after Round 1 then a sudden death tiebreaker question(s) would be asked of only those contestants that are affected by the tie. Example: Top eleven are in place; three contestants tie with a score of 100 and are all tied for 12<sup>th</sup> place. Question(s) would be asked until one contestant becomes the 12<sup>th</sup> person eligible for Round 2. The same sudden death tiebreaker question(s) would be used for selecting the top six positions for Round 3.

Round 2 - The top contestants (up to 12) from Round 1 will advance to play a second round. The top contestants will be announced at the completion of Round 1. The top 12 positive scores from round 1 will be divided so that the odd seeds (1, 3, 5, 7, 9 & 11) will be in one group, and the even seeds (2, 4, 6, 8, 10 & 12) will be in a second group. Again, a random selection of who selects first takes place. The top contestants (up to 6) from Round 2 then go on to play in Round 3. In case of a tie in Round 2 it will be decided by three questions using the buzzers.

In case of a tie for one of the top positions after Round 2 then a sudden death tiebreaker question(s) would be asked of only those contestants that are affected by the tie. Example: Top five are in place; three contestants

tie with a score of 100 and are all tied for 6<sup>th</sup> place. Question(s) would be asked until one contestant becomes the 6<sup>th</sup> person eligible for Round 3.

Round 3 - The top contestants (up to 6) from Round 2 play will advance to play a third round. The top contestants will not be announced until Round 2 has been completed. Again, a random selection of who selects first takes place.

At the end of Round 3 each of the contestants will have an opportunity to answer a "Final Jeopardy" question providing they have 1 or more points. Contestants with zero or negative points will be ineligible to participate in the final question. The answer will be in written form with spelling not essential however the moderator and judges must agree on the correctness of the answer. The contestant can wager (in 10 point increments, for ease of scoring) all, part, or none of the points they have accumulated to this point. A correct answer grants all the points wagered to the contestant. An incorrect answer will result in the points wagered being deducted from the score.

Rankings are then based on top scores. In case of a tie for first, second or third place in Round 3 a sudden death question(s) will be asked. The answer will be in written form with spelling not essential however the moderator and judges must agree on the correctness of answer.

12. There shall be two bonus questions in each round. The contestants will not know prior to the contest which categories and point values contain the bonus questions. The contestant can wager (in 10 point increments, for ease of scoring) all, part, or none of the points they have accumulated to this point. A correct answer grants all the points wagered to the contestant. An incorrect answer will result in the points wagered being deducted from the score.
13. If a contestant becomes eligible for a bonus question and the contestant has no points the contestant will be permitted to wager up to the point value of the question. Example: Contestant has no points, selects Feed for 40 points. The wager cannot exceed 40 points. If the contestant correctly answers the question he or she will receive 40 points; if incorrect the score will become negative.
14. All contestants must stay in the staging room during the contest unless competing. Once an individual has been eliminated, contestants can leave.
15. If the moderator questions the answer, a panel of at least two judges will determine if the answer is correct or incorrect. There will be no challenges to the answers at the time of the contest. The decision of the judges is

- final. Any spectator or coach who questions or argues with a judge or moderator or interferes with the running of the contest will be asked to leave.
16. Questions will be taken from publications dated June 2011 through June 2013. Questions will cover feeds and feeding, milk quality, herd health, udder health, breeding and genetics, marketing, dairy foods, calf raising and other dairy topics. Although questions may come from a variety of sources, most questions will be selected from:

*Ayrshire Digest, Ayrshire Blue Book, A history of Ayrshire Cattle in the U.S., Hoard's Dairyman, Dairy Herd Management, www.holsteinfoundation.org (workbooks, Dairy Bowl & Dairy Jeopardy Sample Questions), [www.usayrshire.com](http://www.usayrshire.com) and Virginia 4-H Study Materials at [www.dasc.vt.edu](http://www.dasc.vt.edu).*
  17. The contestant with the most points will be declared the winner. The player with the next greatest points will be declared second place, etc.
  18. The use of cell phones or other electronic devices will not be allowed in the Dairy Jeopardy holding area. Audience members in the contest room will also be required to turn off all electronic devices.
  19. Video taping and or recording will not be allowed. We request that no pictures be taken during the actual competition.
  20. Use of the rest rooms will be one person at a time. Each contestant is requested to maintain a respectable demeanor throughout the contest. Any disruptions in either the contest room or the holding room will result in the immediate elimination of the individual in question from the contest.
  21. Points will be deducted for wrong answers. The amount of points deducted will be determined by the point value of the question. Points will also be deducted for bonus questions, failing to signal, not waiting to be recognized, failing to answer and the final written question.

## **Officials**

1. **Moderator**  
The moderator assumes complete direction of all contests, asks all questions, designates contestants to answer questions, accepts or rejects all answers unless overruled by both judges. He/she may seek interpretation of questions and answers from judges. The moderator designates the winner of each contest and shall at all times be in charge; having the final voice in all decisions, except for answers to questions which are ruled on unanimously by judges.
2. **Judges**  
Two judges are to be used who are knowledgeable in the subject matter. The judges may rule individually or jointly on the acceptability of any answer. Either both judges, or one judge and the moderator, must agree on the acceptability or rejection of a question and/or answer.
3. **Program/Equipment Operator**  
One individual will be used to make sure program and equipment is operating to its full potential.
4. **Timekeeper**  
One individual will be used to record time and to indicate to the moderator the expiration of the time allowed in which to answer questions.
5. **Scorekeepers**  
Two individuals will keep scores on each contest. Scores will remain visible to the moderator, the contestants, and insofar as possible, the viewing audience.
6. **Door Guard**  
One individual will be used to control the flow of the room. Once the contest has begun no one will be allowed to enter the contest room.
7. **Holding Room Guards**  
Two individuals will be in charge of keeping the holding room in order. They are responsible for noise control, getting the proper contestants to the correct competition room in a timely manner. They are also in charge of making sure once contestants have completed a round they return to the holding room, if they have not been eliminated from the competition.