

2015 National Ayrshire Quiz Bowl Contest

A Double-Elimination Contest



Rules & Regulations

Managed by:
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Brattleboro, Vermont
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Quiz Bowl is a contest where teams of three (3) or four (4) members compete against each other in a series of pre-constructed rounds. Team consisting of three members will not be at a point disadvantage. Competition points are awarded for correctly answering questions about the dairy industry and other related areas.

TEAM ELIGIBILITY:

1. Each team shall be comprised of three (3) or four (4) individuals meeting the specified age requirements as follows:
 - Junior Division: Ages 9 - 15 as of January 1st of the year competing.
 - Senior Division: Ages 16 - 21 as of January 1st of the year competing.
2. Each team shall designate one member to serve as team captain. Team captains are to be seated in the second chair from the time keeper to encourage continuity between teams and to allow all team members to more easily discuss during team-oriented questions.
3. Junior-aged team members may compete on a senior team, but may only compete on one team.
4. Entry forms must be postmarked by June 1st.

CONTEST CONDUCT:

1. Teams will compete in a series of one-on-one elimination contests until the top team has been chosen in each division.
2. Teams will be assigned the first round of competition before the contest officially begins by having each of the team members take a twenty-five (25) question placement test used for round robin seeding. Scores will not carry over to the team competition. Teams must be established prior to the written test. Once the test is administered there will be no changes in the members of each team.
3. Some teams may receive a "BYE" as part of the assignment process if there is an odd number of teams.
4. The competition will be a double-elimination contest. A second loss eliminates a team from continuing competition.
5. Competition between teams will take place in two phases.
6. The winning team will be determined by the highest scores from phase A and B. In the event of a tie, the two teams will be asked an additional five (5) Phase B questions. There will be no bonus questions.
7. Anybody writing down questions or recording will not be allowed to communicate with the teams competing.

CONTEST RULES & REGULATIONS:

Phase 'A': Twelve questions will be asked per team with each team member in rotation being asked questions. Three-person teams will be not be at a point disadvantage.

Correct answers will be worth **10 points** with **NO deductions for an incorrect answer**. NO TEAMMATE assistance may be given or received otherwise the answer will be ruled incorrect. Questions will not be repeated. The answer must be started within **5 seconds** of question completion. Each team will be asked the same set of questions. Other teams will remain in isolation until the team in action completes the questions.

Phase 'B': A total of sixteen toss-up questions will be asked. The first team member to activate the signaling device will start to answer the question within **five (5) seconds** after being acknowledged by the moderator or **lose 10 points**. Any member answering without being recognized will **lose 10 points**.

Incorrect toss-up answers result in a **deduction of 10 points**. Any member from the other team also has the opportunity to answer the question after it is reread by the moderator. Any member of the opposing team must first signal with the buzzer and be acknowledged by the moderator before giving the answer.

If the team answers the question correctly, they will receive **15 points**; however, if the answer is not correct, the team will lose **10 points**. If the opposing team chooses not to answer, no points are added or lost.

If neither team can offer an answer to a question within **10 seconds**, the moderator will read the answer.

When a signal is pushed before a question is completely read, the moderator shall immediately stop reading the question. The person signaling prematurely shall answer the question within five seconds. If the answer is correct the team gets credit; but, if the answer is incorrect or incomplete, the team loses 10 points. The judge may NOT ask the contestant to explain his/her answer. The question shall then be reread and any member of the other team will have the chance to answer it.

Bonus Questions: Bonus questions may be earned in the toss-up round. Bonus questions will be asked whenever three team members have answered toss-up questions correctly with the count kept individually for members of both teams within a match. Answers are to be given by the team captain, but team members may consult before the captain gives the answers. Answers must be started within 15 seconds after completion of the question. Individual counts of correct answers do not start at zero following the awarding of a bonus question. Eligibility for bonus questions does not carry over to another match. Bonus questions will be worth 15 points. Credit will be given to the portion of the bonus question answered correctly.

Team consultation will be allowed on bonus questions. Bonus questions are not passed to the other team if not answered correctly or completely.

POINTS FOR BONUS QUESTIONS:

All correct answers will be worth **15 points**. However, partial credit for answers to bonus questions will be assigned as follows.

2 part question:	1 correct	5	points
	2 correct	15	points
3 part question:	1 correct	5	points
	2 correct	10	points
	3 correct	15	points
4 part question:	1 correct	4	points
	2 correct	8	points
	3 correct	12	points
	4 correct	15	points

5 part question:	1 correct	3	points
	2 correct	6	points
	3 correct	9	points
	4 correct	12	points
	5 correct	15	points

RESOURCES FOR CONTEST QUESTIONS:

Questions will be taken from:

1. [Hoard's Dairyman](#) - June 2013 to present
2. [Dairy Herd Management](#) - June 2013 to present
3. [Holstein Foundation Workbooks](#) - Series of publications
4. [Ayrshire Digest](#) June 2013 to present
5. [Ayrshire Blue Book - Sire Summary](#) - 2015 edition
6. [A History of Ayrshire Cattle in the United States](#)
7. www.usayrhires.com
8. Practice Questions - may be requested or downloaded at www.holsteinfoundation.org from the Holstein Foundation
9. Virginia 4-H Study Materials at www.dasc.vt.edu

Questions will involve all phases of the dairy industry including: ag economics; feeds and feeding; milk quality and marketing; herd health; mammary, anatomy, physiology and health; cattle marketing; advertising; etc.

CLARIFICATION OF ACCEPTABLE ANSWERS:

1. Full names of animals - a contestant must use 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	Correct
	Des Chamois Poker--ET	Correct
	Poker	Incorrect
	Des Chamois Poker-Twin	Incorrect

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

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

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

Example: For a question with antibody as the answer, antibiotic is incorrect.

4. Volunteering information - if a contestant first gives a correct answer and goes on to add incorrect information, the entire question will be incorrect.
5. Correcting answers - if a contestant gives a complete answer, he or she cannot make a correction. If a partial answer is given and the contestant makes the correction mid-answer or word, the corrected answer will NOT be accepted.

GENERAL RULES & REGULATIONS:

1. All team members must stay in the holding/staging room during the contest unless competing. Teams must return to the holding/staging room after each round until the team has been eliminated from competition. Once a team has been eliminated, members can leave. Alternates may stay with the team. Coaches also have the option to decide whether they would like to stay in the staging room with their team except when the team is competing, or to stay out of the staging room and be allowed to move in and out of the various contests. Once a coach or alternate has made the decision to stay in or out of the staging room, it must be adhered to during the team's entire competition.
2. 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. A competing contestant, however, may ask for verification of an answer to a question, but only a contestant.
3. Any questions arising, which are not specifically dealt with in these rules, will be answered as they arise by a person designated in advance by the National Ayrshire Quiz Bowl Committee.
4. 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 can not guarantee that errors or omissions will not occur. Therefore, the Foundation can not be held responsible for Quiz Bowl competition outcomes in the unlikely event that inaccuracies occur.
5. The use of cell phones or other electronic devices will not be allowed in the Quiz Bowl holding area. Audience members in the contest room will also be required to turn off all electronic devices.

CONTEST 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 if either is challenged by a contestant.
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. One scorekeeper will write in such manner that all points awarded may be checked while the other remains 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.