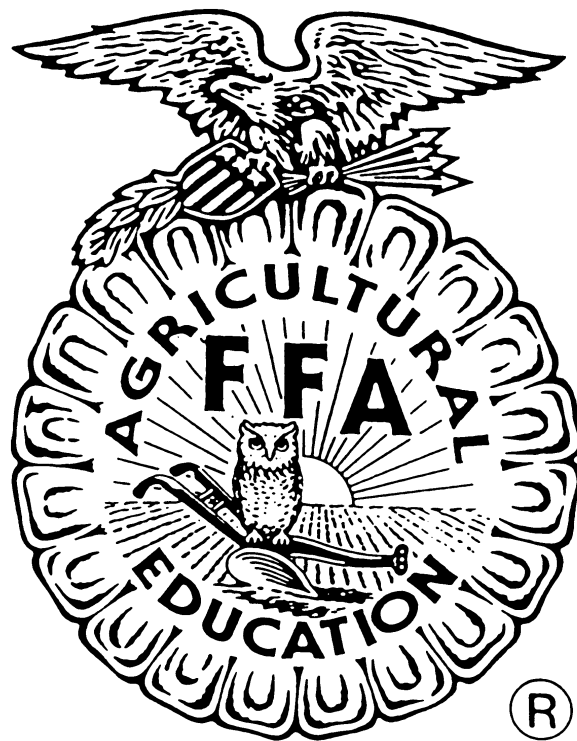


***QUIZ BOWL
CAREER DEVELOPMENT EVENT***

RULES AND REGULATIONS

TEAM COMPETITION



ALABAMA FFA ASSOCIATION

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No person shall be denied employment, be excluded from participation in, be denied the benefits of, or be subjected to discrimination in any program or activity on the basis of disability, sex, race, religion, national origin, color, or age. Ref: Sec. 1983, Civil Rights Act, 42 U.S.C.; Title VI and VII, Civil Rights Act of 1964; Rehabilitation Act of 1973, Sec. 504; Age Discrimination in Employment Act; Equal Pay Act of 1963; Title IX of the Education Amendment of 1972: Title IX Coordinator, P.O. Box 302101, Montgomery, Alabama 36130-2101 or call (334) 242-8444.

Revised February 2009
Quiz Bowl CDE

QUIZ BOWL CAREER DEVELOPMENT EVENT

PURPOSE:

The Quiz Bowl Career Development Event is designed to develop agricultural leadership by providing for 7th and 8th grade member participation in an agricultural competition based on knowledge of agriscience topics.

ELIGIBILITY AND REGULATIONS:

School Eligibility: All 7th and 8th grade Alabama FFA Members are invited/eligible to participate in the *Alabama FFA Quiz Bowl Tournament*. **Teams shall consist of from four to six players.** No school may enter more than one team.

Player Eligibility: Players must be FFA Members at the represented school (not just the same system or in feeder schools) and must be in grades 7 or 8. Teams that play ineligible players will be disqualified from the competition.

*****Remember: Teams shall consist of up to four players and two substitutes. All six team members compete in the written test, and all team members compete in certain parts of the head to head competition (Buzzer round). All team members must be registered for the competition before the beginning of the written exam. Exceptions to the registration deadline may be made by contest officials to ensure the safety of members traveling to the competition.*

The top four place winners in the North, Central, and South Districts will compete in the state finals.

STATE AWARDS/SPONSOR(S):

Refer to Alabama FFA Contests and Awards Booklet at:
http://www.alabamaffa.org/forms_applications.htm

EVENT RULES:

Winners shall be determined using the following criteria listed in order of precedence:

- Team score on the written exam: If more than four team members participate in the written exam section, the highest four scores from each team will determine the four teams that continue into the head-to-head competition (Buzzer round). If any qualifying teams have the same qualifying score a tie breaker between those teams will be conducted to determine team seeding as follows: The teams with the tied score will compete for seeding placement by selecting one member from their team to represent them in a single elimination round. These team members will participate in an oral question round. The order of competition will be determined by drawing numbers (the team member drawing 1 will go first, the team member drawing 2 will go second, this sequence will continue until all eligible teams have selected a participation number). Teams will be seeded upon missing a question as follows: the first team to miss a question will be seeded at the lowest available seed with each subsequent team missing a question being seeded one seed higher until all competition seeds are filled. In any round where competition seeds are available and multiple teams are eliminated, all teams eliminated in that round will be reinstated and the competition will continue until all competition seeds are filled.

- Head-to-head competition (Buzzer round): The top four teams will play against each other based on their score from the written section of the competition following the format described in this document. Only four team members will participate during the section of the competition where buzzers are used with the exception of the worksheet round. Teams qualifying through the tie breaker elimination round will compete based on the order that they qualified for head-to-head competition (Buzzer round).

Officials:

The **moderator** reads the questions and enforces the rules. As head judge, he/she decides whether to recognize a player, whether the answer given is correct, when and how to re-read questions, and whether the answer was given in accordance with the rules. His/her decisions are final. The **timer** tracks the seconds after the moderator finishes reading a question. His/her sole responsibility is to call "time" when necessary. The **scorekeeper** accounts for players and substitutes, records points, and announces the tally after each period. *These officials may be combined as the moderator deems necessary and appropriate.*

Room Procedures:

Teams shall report on time to the competition area. If a team is not present within five minutes of the scheduled time, the moderator may declare a forfeit for that round. Pencils, paper, and all other required materials shall be provided and should be left in the room at the end of each round. Other student aids or devices are prohibited.

Toss-up Questions:

- a) On a toss-up, any player may press the buzzer to answer a question. The player must wait until recognized by the moderator, preferably by name. If a player gives an answer without being recognized, the answer shall be ignored and the question shall be offered to the other team.
- b) At the conclusion of the reading of a toss-up question, contestants shall have five seconds to buzz (ten seconds for designated computation questions). If no player buzzes within that time, the moderator shall reveal the answer and continue to the next toss-up.
- c) Once a player is recognized to answer a toss-up question, he/she must begin answering the question within three seconds. If the answer is incorrect or not given in time and the question was read in its entirety, the moderator shall offer the question to the other team. A player on that team must signal immediately, otherwise the moderator shall reveal the answer and continue to the next toss-up. The moderator shall not re-read the question.
- d) During the reading of a toss-up question, a player may interrupt to answer it. The moderator shall stop reading and recognize the player who buzzed. If the player's answer is incorrect or not given in time, the moderator shall continue reading the question for the opposing team. That team shall have five seconds (10 seconds for computations) to buzz after the conclusion of the reading of the question unless they too interrupt by buzzing to answer the question.

Bonus Questions:

During Period 2, bonus questions shall be offered after each correctly answered toss-up. After the reading of the bonus questions, teams shall have 20 seconds to confer. At the end of 15 seconds, the timer shall say “five seconds” and at the end of the twenty seconds, the timer shall say “time”. Immediately thereafter, the captain of the team that correctly answered the toss-up, or a player the captain designates, must begin answering. If the captain designates another player to answer the bonus, that player must answer all parts of the bonus. If a player asks the moderator to repeat any bonus questions, this reading shall be included in their 20-seconds conference time. Incorrectly answered and unanswered bonus questions shall then be offered to the opposing team. Their captain or designee must begin answering immediately. Bounce-back team players shall not have the bonus questions re-read for them.

Worksheets:

Period 3 consists of a worksheet containing ten questions. Each team shall receive two copies of the worksheet face down and shall write its school name on the back of them. The penalty for failure to write the team name on the back of the worksheet that is turned in to be scored shall be a ten point deduction from the worksheet score. All team members (up to six) may participate during the worksheet period. Once the moderator (or timer) says “begin,” the teams shall have two minutes to confer and complete the sheet. The timer shall prompt by saying “one minute,” “thirty seconds,” “fifteen seconds,” and “stop.” The moderator shall collect the official copy of the answer sheet (the team may keep the second copy), check answers silently, and announce the points earned. The moderator shall not read the correct answers.

Conferencing:

If a player talks or signals to anyone (including team members) during a toss-up question or talks or signals to anyone other than competing teammates during bonus or worksheet questions, his/her team shall be disqualified from answering the current question(s). The other team shall not be deprived of their opportunity to answer the question(s).

Disclosed Answers:

If an answer is disclosed before teams have a chance to answer the question, that question shall be replaced with an emergency question, which shall be offered to both teams. If, after Team A misses an answer to a question, the moderator reveals the answer before giving Team B an opportunity to answer, the moderator shall select another question solely for Team B to answer.

Procedural Protests:

The purpose of a procedural protest in the FFA Quiz Bowl Tournament is to challenge what the coach or player perceives as a serious error by the moderator. The team captain or coach shall lodge the protest before the reading of the next question, preferably by raising his/her hand and waiting for recognition. A team shall be limited to two procedural protests per round. Discrepancies in announced scores shall be reconciled before the next period begins. The moderator’s decisions are final! After a round is completed, the results may not be contested.

Disputed Answers:

In the event that an answer is disputed, it shall be marked and, provided the disputed points will affect the outcome of that round, the question shall be brought to the tournament director, who shall resolve the issue using a reputable source.

Observers:

Observers are expected to be quiet and not to move around. They should not cheer or clap until the round is over. During play, observers may not use video cameras or other recording devices. Unruly observers may be removed.

References:

All available sources will be used to collect questions for the quiz bowl competition.

Sudden-Death Tiebreaker:

If the score is tied after the completion of Period 4, toss-up questions shall be asked until a team correctly answers a question. That team wins the round.

All materials required for this event will be furnished. No other materials or devices will be allowed in the competition room.

DISTRICT EVENT:

The top four place teams in the North, Central, and South Districts will be eligible to compete in the state finals.

The district event will consist of:

WRITTEN TEST

- The written test will consist of general questions taken from the Alabama Course of Study (7th & 8th Grade Agriscience Courses).
- All team members will compete in the written exam. The four highest scores on the written exam will determine the teams ranking and seeding for the head- to-head competition (Buzzer round).

BUZZER ROUND

- The buzzer round will be a single elimination tournament based on the team written test rankings.
- **Head-to-Head competition (Buzzer round)** – Head-to-head competition (Buzzer round) matches two teams who compete to answer a series of questions using the format described in this section. Teams earn points for correct answers. Each team designates a captain before the beginning of the head-to-head competition (Buzzer round). Teams may replace players with their substitutes at the beginning of any period. Four periods comprise a round. The teams with the highest score at the end of each round advances through the competition bracket until all other teams are eliminated.

Period 1: 10 toss-up questions, worth five points each.

Period 2: 10 toss-up questions, worth 10 points each, with bounce-back bonus questions worth 20 points collectively.

Period 3: A worksheet of 20 questions, worth five points each.

Period 4: 10 toss-up questions, worth 15 points each.

Buzzer Round Tie Breaker

- If the score is tied after the completion of Period 4, toss-up questions shall be asked until a team correctly answers a question. That team wins the round.

***** Only the team captain or coach is allowed to represent the team in any matter. During the buzzer round, if any team member other than the team captain attempts to represent the team, the team forfeits the right to contest that question or situation. The team coach may question any appropriate situation within confines of quiz bowl rules.

DISTRICT AWARDS:

The top four teams will receive a banner for district competition.

STATE EVENT:

The state event will follow the same format as described for the district competition.

**FFA Quiz Bowl
Head- to Head
Bracket**

1st Place Written Test

Round 1

Winner of Round 1

4th Place Written Test

Round 4

Winner of Round 4 (1st Place)

2nd Place Written Test

Round 2

Winner of Round 2

Loser of Round 4 (2nd Place)

3rd Place Written Test

Loser of Round 1

Round 3

Winner of Round 3 (3rd Place)

Loser of Round 2

Loser of Round 3 (4th Place)