

Texas 4-H

Quiz Bowl Orientation

- 1) Quiz Bowl Teams will be comprised of four (4) members. **NO EXCEPTIONS**
- 2) Contestants must remain in **SAME** seat number (1, 2, 3, 4) throughout entire tournament
- 3) Any County with more than one team in same contest must: identify a *different* coach to accompany each team into contest room, **AND**, keep members/coaches of different teams **SEATED AWAY** from each other during the entirety of the quiz bowl contest. Please move now.
- 4) **NO ITEMS** are allowed in contest rooms, including phones, purses, etc.
- 5) **Unsportsmanlike behavior** from contestants/coaches and those abusing time-outs will receive a warning and eventually be excused from the match
- 6) **During a match, NO talking among team members OR between coach/team. Exception: bonus and time-outs**
- 7) **Each match** has approximately 25-30 questions, including bonus questions
 - One-on-One questions – one member of each team is asked the question and may respond. One-on-One questions start with chair 1 and progress to chair 2, 3, and 4 respectively.
 - Toss-up questions – any member of either team may answer the question
 - Bonus questions – only members from team that correctly answered toss-up may answer
- 8) **Reading and Answering of Questions**
 - The moderator reads questions. No part of any question will be repeated.
 - If a question was read to completion, contestants have **five (5) seconds** to buzz in to indicate they want to answer the question. Since the question was read to completion, the moderator/judge may ask the contestant to explain, expand, be more specific, or clarify their answer.
 - If contestant buzzes in *while* question is being read, the moderator immediately stops reading the question and the contestant that buzzed in has **five (5) seconds**, after being **ACKNOWLEDGED**, to start answering. Since the question was interrupted, the moderator/judge will not be allowed to ask for any type of clarification of the answer given.
 - Once contestant activates a buzzer, they must be **ACKNOWLEDGED** before they answer question. A one-point penalty will be issued if contestant answers before being acknowledged
 - After being acknowledged, the contestant has **five (5) seconds** to **start** a valid answer. Contestant may finish answering question if time runs out, provided they have already *begun* their answer.
 - For Bonus Questions, after the moderator reads the *bonus question* the team is given a **10-second discussion period** to determine the answer. The end of the **10-second period** is signaled by the timer. At the signal from the time, a **5-second period** is then **permitted for the designated team captain OR designee, chosen by the team during consultation**, to BUZZ IN and begin answering the bonus question **AFTER BEING RECOGNIZED**
- 9) **Team Participation Reward Points** (to encourage full team participation), are awarded as follows:
 - During play, a two (2) point Team Participation Reward will be given to teams that have **EACH TEAM MEMBER** correctly respond to a **One-On-One** or **Toss-Up** question
 - There is **no limit** on the number of times a team is eligible for Team Reward Points

10) **Time outs** are allowed only after a question is answered and before the next question is started. Abuse of timeout privilege and/or those behaving in an unsportsmanlike fashion will be excused from the contest.

- Team captains are given unlimited 1-minute time-outs, which can be used for rule clarification, equipment check, to boost team morale, etc.
- Coaches may call one, 1-minute time-out during a round. A “coach’s timeout” should be used as a way to preserve the positive youth development experience of the quiz bowl. It is not to be used to encourage team to protest. *Coaches may call unlimited number of time-outs for rule clarification.*

11) **Protests**

- Any team member may call an unofficial protest. The team then has 10 seconds to decide if they wish to call an official protest.
- If the protest focuses on contradicting information from the official references, the team will be allowed 2 minutes to find the relevant facts in the official references provided.
- If protest focuses on game play rules, equipment failure, or other issues, contest officials will refer to the Texas 4-H Quiz Bowl Guide and may defer judgement to contest superintendents.
- A **one (1) point team penalty** will be assessed if the protest is not upheld. This is in addition to change of points from answering question. If a protest is upheld, see official rules for guidance.
- The moderator’s decision is final.

12) **Scoring** - The score will be read aloud at the end of each question, even if there is no change in score

- **Winners of each match advance to the next round of competition. Double elimination tournament**
- **One-On-One Questions/Toss-Up Questions**
 - Correct..... +1 individual and team
 - Incorrect..... -1 individual and team
 - A contestant other than the two designated contestants responds..... -1 individual and team
- **Bonus Questions**
 - Correct..... +2 team only
 - Incorrect..... No points lost
- **Miscellaneous**
 - Answering without signaling (buzzing in)..... -1 individual and team
 - Answering without being acknowledged by moderator -1 individual and team
- **Team Participation Reward Points**
 - Each member of team correctly answers **On-On-One** or **Toss-up** question..... +2 team only
- **Protesting**
 - Not upheld -1 team only (This is in addition to change of points from answering question)
 - Upheld No penalty points lost (points for question/answer altered if necessary)
 - Abused Dismissal of team and loss of all points

13) **Ties** - In the event of a tie at the end of the match, five (5) additional toss-up questions will be asked. If a tie still remains after the five-question overtime, the moderator will continue to read toss-up questions, each being worth one point. The first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner.