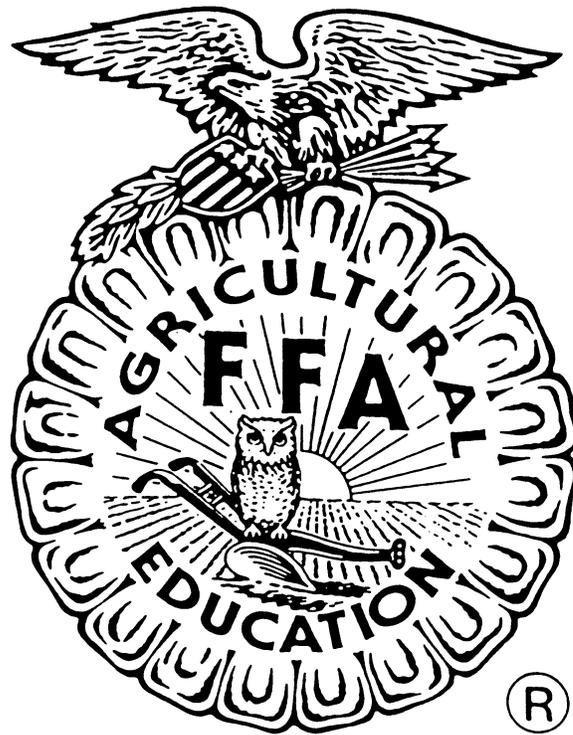


***QUIZ BOWL  
LEADERSHIP DEVELOPMENT  
EVENT***

***RULES AND REGULATIONS  
TEAM COMPETITION***



***ALABAMA FFA ASSOCIATION***

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Alabama State Department of Education, Philip C. Cleveland, Ed.D., Interim State Superintendent of Education

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**Revised August 2016**  
**Quiz Bowl LDE**

## QUIZ BOWL LEADERSHIP DEVELOPMENT EVENT

### PURPOSE:

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

### ELIGIBILITY AND REGULATIONS:

**School Eligibility:** All 7<sup>th</sup> and 8<sup>th</sup> 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 the top four team members will compete in certain parts of the head to head competition (Buzzer round). All team members must be registered for the competition before the beginning time. Exceptions to the registration deadline may be made by contest officials to ensure the safety of members traveling to the competition or to address unforeseen situations.*

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](http://www.alabamaffa.org/forms_applications.htm)

### EVENT RULES:

#### 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 after all **Procedural Protests** are addressed.

##### The Timekeeper:

Tracks the time for all areas of the competition in accordance with the rules. His/her sole responsibility is to enforce time violations when necessary.

##### The Scorekeeper:

Accounts for players and substitutes, records points, and announces the tally after each period.

*\*\*\*\*Officials may be combined as the moderator deems necessary and appropriate.*

**The winner shall be determined using the following criteria listed in order of precedence**

**Team score on the written exam:**

**District:**

All team members complete a one hundred item test (True/False or Multiple Choice), 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, and this sequence will continue until all eligible teams have selected a participation number). Teams will be seeded or eliminated from the competition upon missing a question as follows: (all teams involved in the tie breaker will attempt to answer each question until all teams miss the question or a team correctly answers the question) the first team to miss a question that is correctly answered by the next team will be seeded at the lowest available seed, unless multiple teams have missed the question or the teams involved in the tie breaker are competing for the fourth position in the buzzer round. When teams are competing for the fourth seed, the team missing the question would be eliminated and the team correctly answering would be seeded fourth. In any round where competition seeds are available and multiple teams are eliminated by another team, the team correctly answering the question will receive the highest available seed and all teams eliminated by that correct answer will be reinstated and the competition will continue until all competition seeds are filled. (Ex. Three teams are tied with the highest score. All teams have earned a position in the Buzzer Round, but must compete in the tie breaker to determine their final seeding. The first two teams miss the first question and the third team gets the question correct. Team three earns the top available seed and team one and two are reinstated to compete for the remaining seeds.

**BUZZER ROUND**

**District**

The top four teams will play against each other based on their score from the written section of the competition. Only four team members will participate during the section of the competition where buzzers are used. Six team members can participate in the work sheet 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). The team with the highest score will play the team in fourth place. The team in second place will play the team in third place. Teams winning in this round of competition will play each other with the winner of this round becoming the champion and the loser of this round will place second. Teams losing in the first round will play for third and fourth place with the winner of this round placing third and the loser placing fourth.

## STATE EVENT:

The state event will consist of a twelve team double elimination buzz round competition. Teams will compete head to head determined by the number drawn (1-12) by a team member. This number will lock each team into the standard twelve team double elimination bracket for the remainder of the competition. In the event that less than twelve teams make up the competition numbers not drawn will be drawn by competition officials and these numbers will be placed in the competition bracket based on the order they are drawn as a bye. This designation will continue through the bracket as a bye. Teams scheduled against a bye automatically receive a win and progress through the bracket.

## 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. **No electronic devices will be allowed. The detection of electronic devices will result in disqualification of the contestant.**

## 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 must designate a captain before the beginning of the head-to-head competition (Buzzer round). The team captain must be an active player throughout the competition.** Teams may replace active 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 10 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.

## 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, **their team locked out for that question, 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 timekeeper shall announce a time infraction prompting the moderator to declare the question void 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 **immediately**. 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 **declare the question void** and continue to the next toss-up.

d) During the reading of a toss-up question, a player may interrupt to answer. 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 repeat the question for the opposing team. That team must buzz immediately after the conclusion of the reading of the question or they too may interrupt by buzzing to answer the question.

### **Bonus Questions:**

During period two, two bonus questions shall be offered after each correctly answered toss-up for the team correctly answering the toss-up question. After the reading of the bonus questions, teams shall have 20 seconds to confer. After 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. 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.

### **\*\*\*\*\* Answers to bounce back-bonus questions are to be stated as follows:**

The answer to question one is: (answer)

The answer to question two is: (answer)

### **Worksheets:**

Period 3 consists of a worksheet containing twenty questions. Each team shall receive two copies of the worksheet face down and a scantron card. Teams shall write its school name on the scantron card. All team members (up to six) may participate during the worksheet period. Once the moderator (or timer) says "begin," the teams shall have three minutes to confer and complete the test. The timer shall prompt by saying "one minute," "thirty seconds," "fifteen seconds," and "stop." At this time each team captain shall turn in the team's scantron card to the moderator to insure all answers are clearly marked. The quiz bowl team will check answers and announce the points earned plus the updated team scores. The moderator shall not read the correct answers.

### **Conferencing:**

**Teams may conference only during bounce back bonus rounds.** 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.

**Disputed Answers:**

In the event that an answer or situation is disputed, as the rules allow using procedural protest, the question/situation shall be verified/clarified by the moderator using a reputable source and corrections will be made that will place the competition on a fair basis. In the event that procedural protest protocol is not observed, the team forfeits the opportunity to challenge the question/situation.

**Sudden-Death Tiebreaker:**

If **team scores are** 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.

**Procedural Protest:**

*The purpose of a procedural protest in the FFA Quiz Bowl Tournament is to challenge **an answer/situation that the coach or player (Team Captain) perceives as a serious error by the moderator. Only the team captain or coach shall lodge the protest before the reading of the next question or within ten seconds at the end of any period if the protest is directed toward a problem related to the last question of the period, preferably by raising his/her hand and waiting for recognition. A team shall be limited to two procedural protests per round. The moderator's decisions are final! After a round is completed, the results may not be contested.***

\*\*\*\*\* Only the team captain or coach are 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 the **confines** of quiz bowl rules.

**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 cameras or other **electronic** devices. Unruly observers may be removed.

**References:**

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

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

## **DISTRICT EVENT**

### **WRITTEN TEST**

- The written test will consist of general questions taken from the Alabama Course of Study (7<sup>th</sup> & 8<sup>th</sup> 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).

### **DISTRICT AWARDS:**

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

## **STATE EVENT**

The state event will consist of a twelve team double elimination buzz round competition. Teams will compete head to head determined by the number drawn (1-12) by a team member. This number will lock each team into the standard twelve team double elimination bracket for the remainder of the competition. In the event that less than twelve teams make up the competition numbers not drawn will be drawn by competition officials and these numbers will be placed in the competition bracket based on the order they are drawn as a bye. This designation will continue through the bracket as a bye. Teams scheduled against a bye automatically receive a win and progress through the bracket.

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