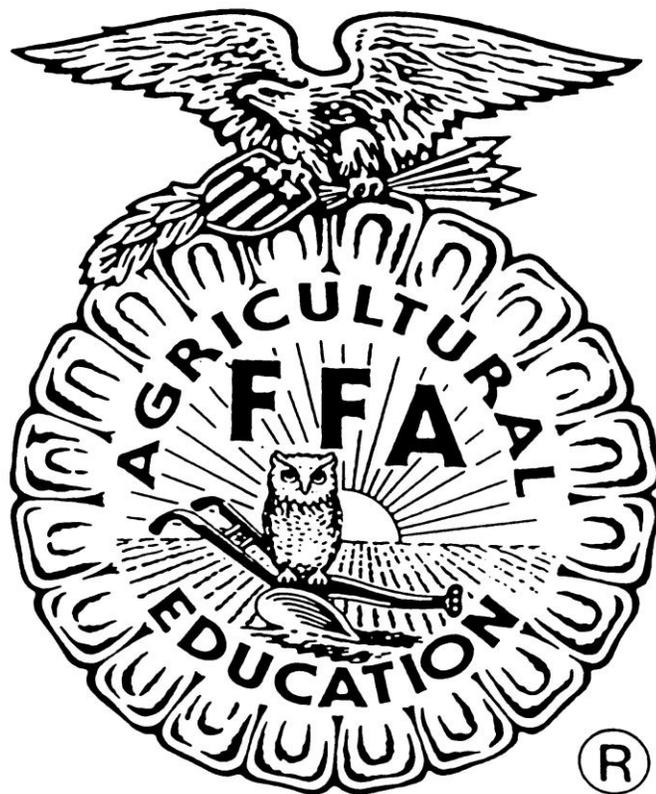


***QUIZ BOWL
LEADERSHIP DEVELOPMENT
EVENT***

RULES AND REGULATIONS

TEAM COMPETITION



ALABAMA FFA ASSOCIATION

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Alabama State Department of Education, Dr. Eric G. Mackey, State Superintendent of Education

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Revised September 2018
Quiz Bowl CDE

QUIZ BOWL LEADERSHIP DEVELOPMENT EVENT

PURPOSE:

The Quiz Bowl Leadership 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 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 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 competition. 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.*

Twelve chapters will advance to the State FFA Quiz Bowl Finals. Chapters placing 1st through 4th in North, Central, and South Districts will all 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 OFFICIALS:

Officials: Contest officials will be comprised of the State Quiz Bowl CDE committee. These members equally represent all three FFA districts. Contest committees members may designate the individuals below as needed.

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.

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.

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.

ALL LEVELS OF COMPETITION IN THE ALABAMA FFA QUIZ BOWL WILL BE CONDUCTED IN STRICT ACCORDANCE TO THESE CRITERIA

GENERAL RULES

Room Procedures:

Teams will 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 will 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 District and Three Periods State**) 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. (DISTRICT & STATE)

Period 2: A worksheet of 20 questions, worth five points each. (DISTRICT ONLY)

Period 3: 10 toss-up questions, worth 10 points each, with bounce-back bonus questions worth 20 points collectively. (DISTRICT & STATE)

Period 4: 10 toss-up questions, worth 15 points each. (DISTRICT & STATE)

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.

Bounce Back Bonus Questions:

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)

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 **protocol**, 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 at the end of a round, toss-up questions shall be asked until a team correctly answers a question. That team wins the period/round.

Procedural Protest:

***** **All protest must be directed to the moderator.**

***** Only the team captain or coach will be allowed to represent the team in any matter. During the competition, 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 captain/coach may question any appropriate situation within the confines of quiz bowl rules.

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 **twenty** 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. **The moderator may call a time out to confer with the CDE committee members/officials present.***

Observers:

Observers are expected to be quiet and not to move around. They should not cheer or clap until each round is completed. During play, observers may not use cameras or other electronic devices. Unruly observers may be removed from the contest area.

DISTRICT EVENT:

The **advancement/competition seeding** shall be determined using the following criteria listed in order of precedence.

Team score on the written exam: (Thirty-minute time limit on the written test.)

Team scores from the written test will be used to determine competition seeding.

Written Exam: All team members complete a **thirty-minute**, one hundred item exam (True/False or Multiple Choice). **The written test will consist of general questions taken from the Alabama Course of Study and other available/appropriate sources.** (7th & 8th Grade Agriscience Courses). 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:

Tie Breaker: One team member from each team, involved in the tie, will participate in a single elimination buzzer round. The first person to buzz in will either correctly answer the question qualifying their team for the highest available seed or if that contestant misses the question a new question will be asked, and the process will begin again until the tie is resolved. The unsuccessful member and their team will be placed at the lowest seed available or not seeded at all, given the placing of the tie. The tie breaker round will continue in the same manner until all seeds are filled.

Example #1: A Two-way tie for 4th: The FFA member who buzzes first, answers correctly. Their team will be seeded 4th and advance. The other member will be seeded 5th and not advance.

Example #2: A Three-way tie for 3rd: The FFA member who buzzes first answers the question incorrectly, a new question will be read, and the process started over. On the second question the FFA member who buzzes first answers the question correctly and his/her team is seeded third. This member is dismissed. The remaining two members are asked an additional question. The FFA member who buzzes first and answers the question correctly will have their team seeded 4th and the remaining member and team will be seeded 5th and excused from competition.

Buzzer Rounds:

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

Worksheets: District only

The worksheet round consists of a worksheet containing twenty questions. Each team shall receive two copies of the worksheet face down and an answer card. Teams shall write its school name on the answer 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 answer card to the moderator to insure all answers are clearly marked. The quiz bowl cde committee will check answers and announce the points earned plus the updated team scores. THE MODERATOR SHALL NOT READ THE CORRECT ANSWERS.

STATE EVENT:

The state event will consist of a twelve-team double elimination buzzer round competition. Teams will compete head-to-head determined by their score/placing at district. Teams will be seeded in the contest bracket from highest district score/placing to lowest district score/placing. In the case of a tie score, the contest officials will flip a coin to determine seeding. This number/placing 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 state competition, teams not present will be placed in the competition bracket based on their qualifying order 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 first-place teams from each district (North, Central, and South) will receive a bye in the first round of the state competition. The fourth bye will be determined through a drawing of each of the second place teams from the North, Central, and South districts. The drawing will be conducted by CDE Committee and/or Officials, prior to the beginning of state level competition.

Period 1: 10 toss-up questions, worth 10 points each. (DISTRICT & STATE)

Period 2: 10 toss-up questions, worth 10 points each, with bounce-back bonus questions worth 20 points collectively. (DISTRICT & STATE)

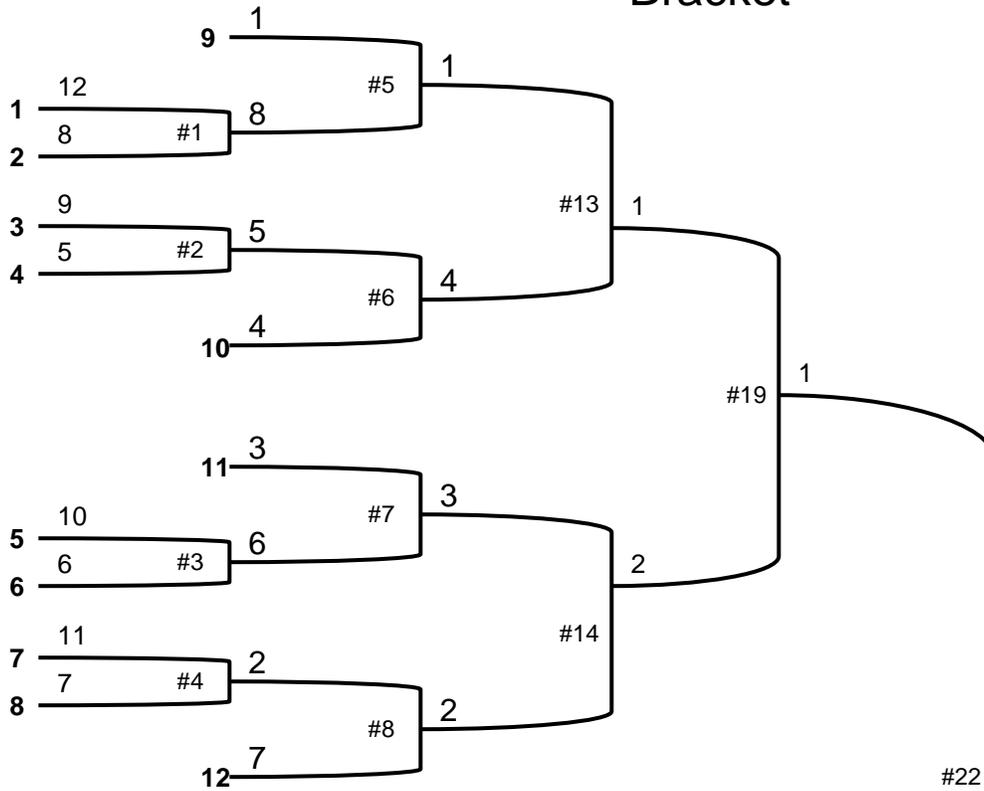
Period 3: 10 toss-up questions, worth 15 points each. (DISTRICT & STATE)

*****The State Competition will not include a worksheet round nor will it include a written exam.

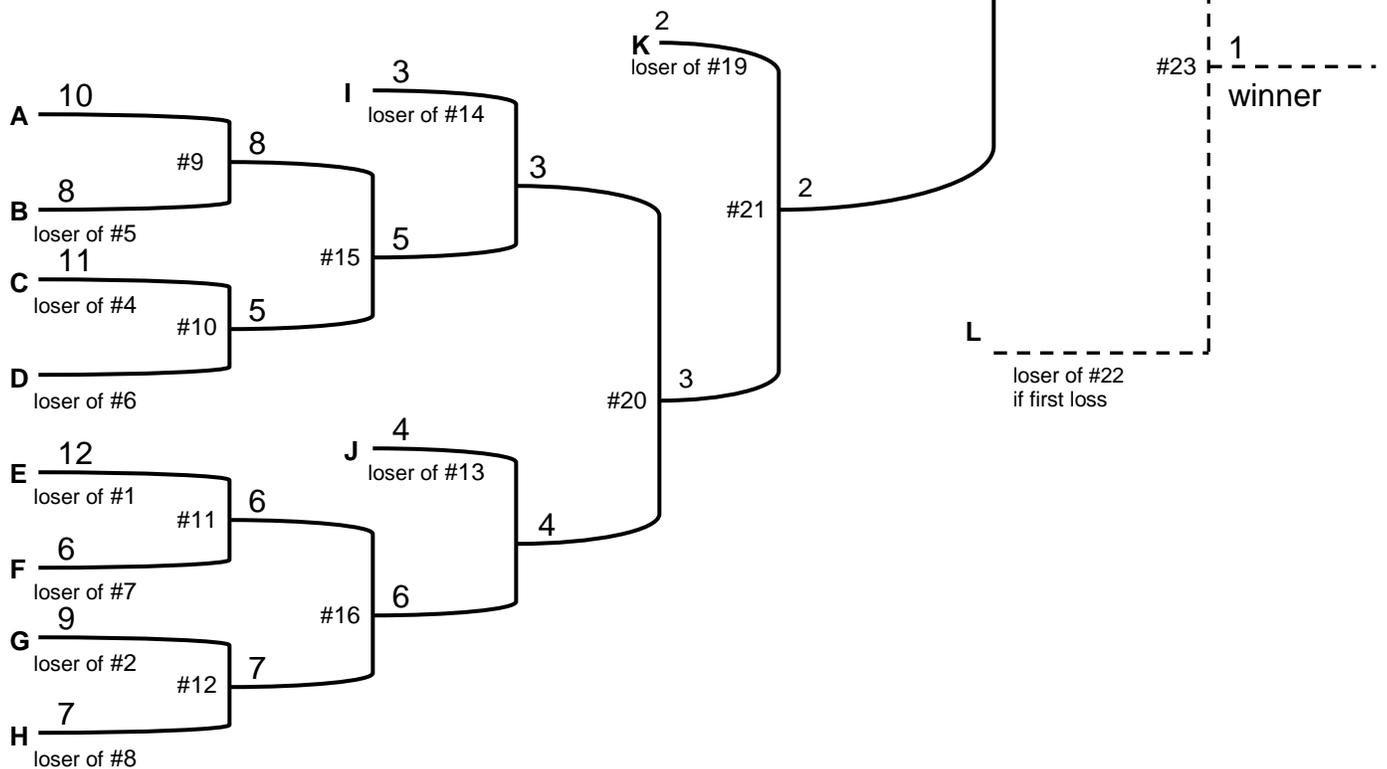
All materials required for this event will be furnished. No other materials or devices will be allowed in the competition room.

Alabama FFA Quiz Bowl State 12 Team Double Elimination Bracket

Winners Bracket



Losers Bracket



Alabama FFA Quiz Bowl

Score Sheet

Team Score

Team _____ Team _____

Toss Up Questions Period

Bounce Back Round Period

Final Toss Up Period

Question #
10 each

Question #
10 each

Question#
15 Each

1	10	10
2	10	10
3	10	10
4	10	10
5	10	10
6	10	10
7	10	10
8	10	10
9	10	10
10	10	10
Total	_____	_____

1	10	10
B	10	10
B	10	10
2	10	10
B	10	10
B	10	10
3	10	10
B	10	10
B	10	10
4	10	10
B	10	10
B	10	10
5	10	10
B	10	10
B	10	10
6	10	10
B	10	10
B	10	10
7	10	10
B	10	10
B	10	10
8	10	10
B	10	10
B	10	10
9	10	10
B	10	10
B	10	10
10	10	10
B	10	10
B	10	10
Total	_____	_____

1	15	15
2	15	15
3	15	15
4	15	15
5	15	15
6	15	15
7	15	15
8	15	15
9	15	15
10	15	15
Total	_____	_____

Worksheet Period
District Only
Team 1 Team 2
Score _____

Total Team Round Scores
Team 1 Team 2

Toss up Period 1		
Worksheet Period		
Bounce Back Period		
Final Toss Up Period		
Team Total		

Winner _____
Loser _____

REFERENCES:

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

DISTRICT AWARDS:

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

STATE AWARDS

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