

4-H STATE CONSUMER BOWL CONTEST RULES

The Consumer Bowl covers materials from all areas of consumerism. This bowl game involves the 4-H'ers in a College Bowl type contest matching wits with the opposing team to see who can answer the most questions the fastest.

I. Eligibility

- A. 4-H members must have passed their 14th birthday and be no older than 18 as of midnight, December 31, of the previous year.
- B. Each county may enter only one team. A team must have four members. It is recommended that each team have one alternate.
- C. Team members who won the contest cannot return to compete again as a team.
- D. Teams: Counties are responsible for determining who will participate in the state contest. Counties or regions may enter one team of up to four qualified members. A county cannot have members on more than one team. If a county has three members in the contest, they can recruit a fourth member from another county.
- E. Competition: If there is only one team entered at the state contests, the team must answer at least 50 percent of the questions correct to represent Colorado at the Western National 4-H Roundup Contest. Individual placings will be ranked by the amount of questions answered correctly by each individual.

CONTEST RULES

II. Contest Procedure

A. Teams

1. Each team consists of four members and may include one alternate, if desired. Only four contestants are seated at the panel at one time.
2. The team alternate must be designated prior to the start of the contest.
3. During a round, only one team member may be replaced at the panel. A member may only be replaced when:
 - A. The moderator deems it impossible for one of the seated member to continue in the contest, or

- B. The captain of a team requests the replacement of a team member.
- 4. The team member removed from the round becomes ineligible to return during that round. The team member removed and the replacement member are both eligible to participate in further rounds.
- 5. There is only one coach recognized for each team.

B. Contest References

1. Contest questions are taken from the following sources;
 - a. U.S. Dietary Guidelines for Americans, 2015-2020 (*only sections included in resource packet*)
 - b. Checking Accounts
 - c. Internet Safety
 - d. Cleaning Products
 - e. Bicycles
 - f. Toys
 - g. FCS Skill-a-thon ID Class Study Guides (Food & Cooking, Housing & Interior Design, and Sewing & Clothing)
2. All resources for Consumer Bowl can be found at:
The Western National Roundup Study Materials found at:
<http://www.westernnationalroundup.org/contests-fcs.aspx>

C. Questions- There are three kinds of questions:

1. One-on-one questions---the designated member of either team may respond during the first half of the round (one-to-one competition). Example: Player 1 on both teams is eligible to answer the question.
2. Toss-up questions---open for response by any member of either team.
3. Bonus questions--attached to selected toss up questions are open to any member of the team that won the toss-up question. No part of the bonus question may be repeated or any additional information given to the contestant relative to the question.

4. Question types may include multiple choice, fill in the blank, open-ended, and true/false.

D. Game Structure—A game consists of rounds that are divided into halves.

1. Round 1: The first half of the round is one-on-one competition. Only one member of each team is eligible to respond to each question. Example: Player 1 on both teams is eligible to answer the question.
2. Round 2: The second half of the round consists of toss-up questions. All team members are eligible to respond.
3. Teams not competing in the current round of play are required to stay in the assigned holding room. Study materials are not allowed in the holding room. Coaches are not allowed in the holding room during or between rounds.

E. Scoring

1. All questions (one-on-one, toss-up, and bonus) are worth two points.
2. The gain or loss of points is declared as follows:
 - a. Correct response –gain two points
 - b. Incorrect response—loss of one point
3. For one-on-one and toss-up questions, if the time elapses (5 seconds) without a contestant activating a buzzer, there is neither loss nor gain of points to either team.
4. Failure to answer a bonus question results in no loss of points.
5. Following the final question or time limit, the team with the highest number of points is declared the winner of that round.
6. In the event of a tie after the designated number of questions, five additional toss-up questions will be asked, to which any contestant may answer after activating the buzzer and being recognized. If a tie remains after the overtime, the first team to score points, or gaining the advantage due to loss of two points by opposing team, will be declared the winner.

F. Time Requirements

1. Each round is divided into halves, with each half based on time (eight minutes) or number of questions (20 questions). The moderator will continue reading questions (and bonus questions, applicable) until all questions have been asked or eight minutes has expired, whichever comes first.
2. If a question is thrown out either due to poor reading by the moderator or a decision by the judges, it will be replaced by another question so that the total number of questions or time limit remains consistent.
3. After the moderator reads a question, contestants have five (5) seconds to buzz in to indicate they want to answer the question.
4. Contestants have five seconds to begin to answer the question after activating the buzzer and being recognized by the moderator.
5. If a buzzer is activated during the reading of a question, the moderator immediately stops and the contestant has five seconds after being recognized by the moderator to begin the answer.
6. Repeating the question by the contestant is not considered the initiation of answer.
7. It is the responsibility of the moderator and judges to determine if an actual answer was begun within the five-second period.

G. High Team Placing will be determined as follows:

1. The contest will be double elimination for up to five (5) teams. After the contest surpasses five (5) teams, the contest will return to single elimination with the seeding test used for bracket determination and tie breaker.
2. First and second place teams will be determined in final round of play
3. Subsequent team placings will be determined by team score acquired in rounds of competition.

III. Rules and Procedure of Play

A. First Half of Round (one-on-one questions)

1. The first half of the round shall consist of 20 one-on-one questions or last for the duration of eight minutes, whichever is completed first.
2. Only one member of each team is eligible to respond to a question.
3. The moderator indicates which two contestants are eligible to respond prior to the reading of each question.
4. Each question is addressed to only one member of each team, beginning with the team captain and progressing with subsequent questions to the number two, three, and four contestants, respectively.
 - a. Example: On the first question, only the team captains may activate the buzzer to answer the question. On the second question team members number two may activate the buzzer. When all four team members have had a chance to answer a question, the procedure will start over with the team captains.
 - b. The team loses two points if a contestant other than the designated contestant responds with the buzzer or verbally.
 - c. If any contestant responds more than twice to questions directed to another contestant, that contestant may be dismissed from the round, and the remainder of the match is played with less than the full team.

B. Second Half of Round (toss-up questions)

1. The second half of the round shall consist of 20 one-on-one questions or last for the duration of eight minutes, whichever is completed first.
2. The moderator begins by reading a toss-up questions and clearly indicates if a bonus question is attached.

3. The moderator reads all questions to their completion, or until a contestant activates a buzzer.
4. Any contestant may respond to a question after activating his/her buzzer and being recognized by the moderator.
5. If the answer given is incorrect, the question will not be repeated for the other team, but it will be discarded.
6. If the time elapses without a contestant activating a buzzer, there is neither loss nor gain of points for either team.
 - a. If a bonus questions was attached to an unanswered toss-up question, that bonus question is then transferred to the next question.
7. If the toss-up question is answered correctly within the five-second time limit, that team scores two points.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a ten-second period is signaled by the timer. At the signal, a five-second period is permitted for the team captain, or designated team member, to begin the answer.
 - b. No part of the bonus questions will be repeated nor will any additional information be given.
8. If the answer to a question is begun during the five-second allowable time and the answer is incorrect, that team loses the points associated with that question.
 - a. If a member of a team activates a buzzer and an answer has not been started within the five-second allowable time, there is a two-point penalty imposed against the team activating the buzzer and that question is discarded.
 - b. If a bonus question is attached to an incorrectly answered toss-up question, that bonus question is transferred to the next question.
9. Either the team captain or the moderator may call a time-out for clarification of a rule, or to allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next question.

C. Protests

1. Once the moderator has declared the winner based on the score, there will be no protests.
2. Protests may be made only by the team captain or coach, and then only at the time the question is read or the answer given.
3. Each team may make no more than two protests per round.
4. The moderator and judges consider the protest, and their decision in all cases is final.
5. When a protest is made, play will be stopped until the protest is resolved or a three-minute time limit is up.
6. If a protest is sustained, the moderator will take one of the following actions:
 - a. If a question is protested before an answer is given and the protest sustained, the question is discarded. There is no loss or gain of points for either team.
 - b. If an answer is protested, at least one of the judges and moderator, or both judges, determines the validity of the protest. Points will be added or subtracted as appropriate.
 - c. If a question is protested after an answer is given, at least one judge and moderator, or both judges, determine the validity of the protest. The question is then discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points.
7. Abuse of the protest provisions may result in one or more of the following:
 - a. Dismissal of coach from the contest area.
 - b. Dismissal or replacement of team captain.
 - c. Dismissal of entire team with forfeiture of points or standing.
8. Spectators may not protest a question, answer, or procedure during play.
 - a. Spectators may submit, in writing to the contest officials, any suggestions or complaints after the contest.
 - b. Unseemly behavior, unsportsmanlike conduct or actions detrimental to the contest will result in dismissal from the contest area, loss of points (2 points per occurrence), or disqualification of team.

9. No source of information is infallible. Every effort is made to eliminate questions that are vague or erroneous, but in the event of a doubtful question, the judges and/or moderator may challenge them and, if there is unanimous agreement, may elect to discard the question with no loss or gain of points for either team.

IV. Awards

- A. First through fifth place ribbons will be awarded to the winning team member.
- B. The first-place team is eligible to represent Colorado State at Western National 4-H Roundup in Denver.

V. Miscellaneous

A. Equipment Failure

1. If equipment fails or malfunctions during a round, any contestant, the moderator, judges or coach, may call a time-out.
2. If, after checking, it is determined that there is a malfunction, the faulty part(s) will be replaced and play resumed.
3. Scores accumulated up to the point of the time-out shall stand and all further points awarded during the match added or subtracted from this total.
4. If both judges, or one judge and the moderator, deem it appropriate, points awarded for the question immediately prior to equipment failure may be recalled and an additional question used.
5. Under no condition shall there be a replay of a match in which there was an equipment failure.

B. Recording Devices

1. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort, no note taking, recording devices, or cameras are allowed in the contest room.
2. Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.