



**Updated 10/2021*

Quiz Bowl

The State Championship Quiz Bowl Competition will be held in conjunction with the 94th Kansas FFA Convention in. **This competition is limited to the top two scoring chapters on the leadership information test from each of the seven district Leadership Schools.** Qualifying teams will be required to submit registration by the deadline for Leadership CDE's at State Convention as posted on the Kansas FFA website. Other communications from the Quiz Bowl LDE directors shall serve as supplements to these rules.

Eligibility:

Active FFA members in grades 9, 10, 11, and 12 are allowed to compete as a team. The top two scoring teams at district leadership school are eligible to compete in the state quiz bowl tournament, as long as at least 50 percent of the original team remains.

Written or Recorded Materials:

No written materials or notes may be taken by any audience member or team member. No questions or answers may be recorded by participants or audience members. This also means no videotaping will be allowed during the competition. FFA members will not be allowed to use cell phones or wear smart watches during the competition, including while sitting in the audience.

Resources:

There will be agriculture and FFA related questions, covering the scope of the FFA organization in its entirety, including history, dates, people, programs, activities, and current events. Sources used are as follows: (websites) Kansas FFA, Kansas Department of Agriculture, National Agricultural Statistics and Service, and National FFA. Also, sources include the most current issues of the Official FFA Manual, the FFA Student Handbook, the Career Development Events Handbook, American FFA Degree Handbook, Agricultural Proficiency Awards Handbook, and Chapter Planning and Recognition Handbook.

All questions will be gathered from the most recent Leadership Quiz Bowl question bank.

Contest Structure:

Each match will consist of 10 questions. The first six questions will match one contestant from each team against each other. (For example, the first question will be matched between the contestants seated in chair one from each team, the second question will be matched between the contestants seated in chair two from each team, etc.). If a team does not have six members,

they will forfeit a chance at the individual question(s) for their unfilled chair(s). Team members may not confer during the individual answer portion of the competition. During the remaining four questions of the match, any contestant can buzz in to answer the question for their team and team members may confer.

Scoring:

A player who answers a question with the correct answer will earn 10 points for his or her team. If a player buzzes in before the moderator finishes reading the question and gives an incorrect answer or fails to answer, the team will lose 5 points. If the answer is incorrect, the moderator will then read the question in its entirety for the other team. That team will then have 10 seconds to buzz in and answer the question. **Participants should wait to be recognized prior to answering a question.**

Timing:

Teams will have 10 seconds to buzz in after the moderator finishes reading the question. If a team buzzes in after the moderator has completed the question and answers incorrectly, the opposing team will have the remaining time, plus 5 seconds. If no one presses the buzzer within the 10-second time limit for a question, or if neither team is able to give an acceptable answer, the moderator reveals the correct answer, no score is awarded, and no replacement question is given.

Recognition:

Teams may buzz in at any time after the moderator begins reading. However, before answering the question, the team member must be recognized by the moderator. The moderator will recognize the player by **TEAM and SEAT number**. The player at that seat must answer the question. If the wrong player answers, the moderator will not accept the answer and the opportunity to answer will be given to the other team. If a team buzzes in before the moderator finishes and the wrong team member answers the question, the team will lose 5 points. Striking a teammate's buzzer will result in the teammate sitting at the designated buzzer giving the response.

If a team member, after being recognized, hesitates or stalls, the moderator will warn him or her to answer the question after five seconds. If the player does not answer the question immediately after the warning, it will be counted as an incorrect response.

Team members may consult one another verbally or in writing until a member of their team buzzes in only during the last four questions. If the team continues to consult after buzzing in, no answer from that team can be accepted. Members of other team may continue to consult after their opponents buzz in, until they buzz in themselves.

The first answer given by a team member will be the one taken as the answer, whether correct or incorrect. If a player states the correct answer, but mispronounces it, the response will be accepted if, in the opinion of the judge, the player's attempted pronunciation represents a reasonable phonetic possibility based on the way the word is written. This provision must not be used to create an argument for acceptance of a mispronunciation that demonstrates lack of

knowledge of the correct answer. If the answer is a proper name, the first name and last name must be provided unless otherwise specified by the moderator. If the answer is a proper name; for example, "Guy Shoulders," the member must provide **both the first and last** name for the team to have the correct answer.

Other:

If the moderator misreads a question, but the error is discovered before either team buzzes in, the moderator will reread the question correctly from the start. If a question is misread to the extent that, in the opinion of the judge, the error prevents a fair opportunity for both teams, the question will be discarded, and a replacement question will be read. The judge may also order a replacement question for both teams if he or she determines that the content of the question or the stated answer is defective, or if some other error has occurred for which a replacement question is a fair remedy to both teams. A replacement should not be ordered simply because a player disagrees with the correctness of the answer. If a moderator or judge prematurely reveals the answer to a valid question, before the second team has a chance to answer, a replacement question will be read for the second team only.

In the event a team feels that a procedural error has occurred, the team captain (chair 1) may raise an inquiry or protest on a procedural matter but must do so **before the next question is read**. The judge will then consult the printed rules and make a final decision. This decision may not be appealed. This rule may not apply to the correctness of an answer or to the correctness of the opposing team's response.

Tiebreakers:

If two teams are tied for points after 10 questions have been asked, tie breaker questions will be asked until a winner is decided.

The first tiebreaker question will be read to both teams. A correct answer will be awarded 10 points and a team victory. However, if a team buzzes in before the moderator finishes reading the question and answers the question incorrectly or does not answer in the allotted time, 5 points will be subtracted from their team score and the opposing team will be declared the winner. The team that did not answer the question will not receive 10 points. If the moderator reads the question in full, both teams will have ten seconds to buzz in, and a correct answer will be worth 10 points. If the first team's answer is incorrect or they fail to answer within the allotted time, they will not lose any points and the second team will have the remainder of the initial 10 seconds, plus 5 seconds to provide a response. If neither team provides a correct answer within the allotted time, a second tiebreaker question will be asked with same rules and procedures as the first. Points earned and lost by the first two tiebreakers will be included in each team's total score.

If neither team is declared the winner after the first two tie breaker questions, the captain of the team seated at Table A will be asked to call a coin in the air. The team that wins the coin flip will be asked if they want to play or pass. If they choose to play, they will be asked the final tiebreaker question. If they choose to pass, their opponents will be asked the final tiebreaker question. If a team answers the final question correctly, they will win. If the question is not

answered correctly, or not answered in the allotted time, the team who was not asked the question will win. No points earned by this method will be included in determining the final team scores.

At the end of the first round of competition, the teams will be ranked to determine which teams qualify for the semi-final round and how teams will be seeded in that round. First, teams will be ranked by their total wins. The team with the most wins will be ranked first. If, within this ranking, teams have same number of wins, the first tiebreaker will be head-to-head. (e.g. if Teams 1 and 2 have 2 wins and Team 2 beat Team 1 in the first round, Team 2 will be ranked above Team 1.) If the teams did not go head-to-head, the tiebreaker moves to total scores from the first round of competition. If tied scores still exist, margins of victory from the first-round games will be totaled. If teams are still tied, their Leadership School Test score will determine the seeds.

Alternative ranking procedures will only be used to rank tied teams. The teams with the best records will be ranked higher than their opponents **regardless of their total points, margins of victory, or average Leadership School Test.**

The top four teams will move onto the Semi Final Round. The teams ranked 1st and 4th will compete in the first match-up. The teams ranked 2nd and 3rd will compete in the second semi-final match-up.