

Kansas FFA Quiz Bowl Rules and Regulations

The Kansas FFA Association will conduct a High School Quiz Bowl Competition at the 2011 State FFA Convention in Manhattan. **This competition is limited to the top two scoring chapters on the leadership information test from 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.

Objective:

To evaluate the basic agriculture and FFA knowledge of high school FFA members.

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 more than 50 percent of the original team remains.

Recording of Questions and Answers:

No written materials or notes taken by any audience member or team member can be removed from the event room at the conclusion of the quiz bowl competition. Judges will monitor note takers in the room. As individuals leave the competition room, the judges must collect any notes that were taken during the event by any one observing or competing in the event. This also means that no videotaping will be allowed during the quiz bowl competition.

Rules of Play: (as adapted by the Kansas High School Activities Association Scholars Bowl Rules)

1. Sources: Questions will come from the **question bank** located on the Kansas FFA website. All questions will be agriculture or FFA related questions. Questions will cover the entire scope of the FFA organization including history, dates, people, programs, activities and current events of the organization.

Questions come from the following sources:

Websites – Kansas FFA, Kansas Department of Agriculture & National FFA; 2010-11 Official FFA Manual; FFA Student Handbook; Career Development Events Handbook (2006-2010); American FFA Degree Handbook (2006-2010); Agricultural Proficiency Awards Handbook (2006-2010); and Chapter Planning and Recognition Handbook (2006-2010).

2. Scoring: A player who states an answer which is accepted as correct earns 10 points for his or her team. If the moderator is interrupted by a team buzzing in before the question is read completely, and the player who is recognized gives an incorrect or unacceptable answer, the team will lose 5 points. The moderator will then reread the question in its entirety for the second team. However, if that team also buzzes in before the moderator completes the question, and they give an incorrect or unacceptable answer, they will not lose 5 points.
3. Timing: Teams will have 10 seconds to buzz in from the time the moderator finishes the question. If the team which buzzes in without interrupting gives an incorrect or unacceptable answer, the opposing team will have the remaining time, plus five seconds, to buzz in. When the first team buzzes in before the question has been read completely, and does not give an acceptable answer, the second team will then have 10 seconds to buzz in after the question has been reread for them. Time for the second team begins when the moderator announces the first team's answer is incorrect or unacceptable.

4. Proper buzz-in procedure: Teams may buzz in to answer a question at any time after the moderator begins reading or displaying it. A team member must wait to be recognized by team and position before answering. If a player states an answer without being recognized, if the wrong player answers, or if two or more players respond simultaneously, the moderator must say "I can't accept that answer," and turn to the other team, if it has not yet had a chance to respond to the question. Striking a teammate's buzzer requires the other player, whose buzzer signaled, to give the response.
5. Hesitation: If a team member, after being recognized, hesitates or stalls, the moderator will warn him or her to answer the question after three seconds. If the person does not answer the question immediately after the warning, it will be counted as an incorrect response.
6. Consultation: Team members may consult verbally and in writing until a member of their team buzzes in. If a team continues to consult after buzzing in, no answer from that team can be accepted as correct. Members of other team may continue to consult after their opponents buzz in, until they buzz in themselves.
7. Acceptability of answers: The first answer given by a team member will be the one taken as the answer, whether correct or incorrect. All answers must be given in the English language. Last names are acceptable unless otherwise specified by the moderator. 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.
 - a. Clarification on answering: If the answer is a proper name; for example, "Mary Kane," the member must provide **both the first and last** name for the team to have the correct answer.
8. Moderator/Judge/Question error: If the moderator misreads a question, but the error is discovered before either team buzzes in, the question will be reread 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 must 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 the answer to a valid question is prematurely revealed by a moderator or judge, before the second team has a chance to answer, a replacement question will be read for the second team only.
9. Unanswered questions: If no one presses the buzzer within the stated time limit for a question, or if neither team is able to give an acceptable answer, the correct answer is revealed by the moderator, no score is awarded, and no replacement question is given.
10. Procedural questions: 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 moderator(s) 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.

11. Tie-breaker in a round of competition: In the event of a tie at the end of the round, tie-breaker questions will be given until one team answers correctly or a team interrupting the moderator answers incorrectly. Points earned during the tie-breaker are included in determining final standings.

In the event that two tie-breaker questions are asked without a winner being named, the captain of the team to the left of the moderator will be asked to call a coin in the air. The winner of the coin toss will be asked if they would like to play or pass. If they choose to play, they will be asked a question; if they choose to pass their opponents will be asked a question. If the question is answered correctly, the team answering the question will win. If the question is answered incorrectly, 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 final standings.

12. Tie-breaker for qualification to the finals round: At the conclusion of round robin (preliminary) competition, the top two teams from each pool advance to the final round. Any ties for the top two positions must be broken for purposes of seeding the finals round.

Use the following tie-breaking procedures to determine first-, second- final qualifiers:

Note: At any time, if a step in the tie-breaking procedure reduces the number of tied teams to two, head-to-head protocols are employed.

Two Teams Tied:

1. The tie is broken by determining which team won when they met during the round-robin.

Three Teams Tied:

1. Determine the win-loss record among the tied teams using only the matches among the tied teams in the round-robin. IF one team has beaten the other two, it places first.
2. If all three teams are tied with 1-1 records, margins of victory within the matches mentioned above are used. Margin of victory counts as (+) points for the winning and (-) points for the loser. See the examples below.
3. If all three teams have an equal margin of victory (which would be 0), then total points within the matches mentioned above determine the order.
4. If all three teams have an equal total points within the matches, then the team with the highest Leadership School test score will be named the winner, the next highest will be second, and so on.

Four or More Teams Tied:

1. Determine the win-loss record among the tied teams using only the matches among the tied teams in the round-robin.
 - a. If there is an even number of tied teams, it is impossible to have all teams with equal records, therefore, after this step, follow appropriate procedure listed above for each subgroup.
 - b. If there is an odd number of tied teams, it is possible that the records can be exactly the same. If that occurs, go to margin of victory within the group and follow procedures shown above once subgroups are formed. If all tied teams have the same margin of victory, then go to total points as per above.

Remember: After applying the whole step and a team or teams “drop out” of the tie (but still cannot break the tie), then the procedure restarts with the remaining tied teams.