

MARYLAND FFA

# 3

# AGRICULTURAL KNOWLEDGE BOWL

CHAPTER

CAREER DEVELOPMENT EVENT

*A Special Project of the Maryland FFA Foundation*

## OFFICIALS

1. **Moderator (Quiz Master)** - The moderator assumes complete direction of all contests, asks all questions, designates contestants to answer questions, accepts or rejects all answers unless overruled by both referee judges. He/she may seek interpretation of questions and answers from referee judges. The moderator designates the start of total time, the start and stop of time-outs, the winner of each contest, and shall at all times be in charge; having the final voice in all decisions, except for answers to questions which are ruled on unanimously by referee judges.
2. **Referee judges** - Two judges are to be used who are knowledgeable in the subject matter. The referee judges may rule individually or jointly on the acceptability of any answer. Either both referee judges, or one referee judge and the moderator, must agree on the acceptability or rejection of a question and/or answer if either is challenged by team captains or coaches.
3. **Time keepers** - Two individuals will be used to record total elapsed time for each contest and to indicate to the moderator the expiration of total time or the expiration of the time allowed in which to answer questions.
4. **Score keeper** - Two individuals shall keep scores on each contest. One set of scores is to be written in such a manner that all points awarded or taken away for penalties may be checked, and one to maintain visible to the moderator, the contestants, and in so far as possible, the viewing audience.

## EQUIPMENT

1. **Response Panels** - Each contestant will have a response panel to indicate intent to answer by activating a light and/or buzzer.
2. **Time recorder** - One stop watch or other form of elapsed time recorder with stop/start (time-out) capabilities is needed. It should have at least a 20-minute range and accuracy to the fractions of a second.
3. **Bell** - This signal device will be used by the timekeeper (this may be a buzzer with a distinctly different sound than contestant buzzers).
4. **Score keeping device** - This may be a blackboard, a flip chart or electronic light display system which will score for both teams in multiples of five.
5. **Questions** - Packets of questions for each game shall contain forty (40) toss-up questions and their accompanying bonus questions. Each question and answer will

be typed on one side of a 3 x 5 card. If there are several potential answers to a question, all answers will be listed. These questions shall be known as "toss-up" questions. Bonus questions shall be attached to no more than one half, but not less than one fourth of the toss-up questions. Each toss-up question shall be worth five points and each bonus question shall be worth five points.

## PROCEDURE OF PLAY

### A. Starting the Contest

1. Teams will be organized into a standard tournament style bracket.
2. Team positions will be determined by the contest officials, utilizing a random drawing with all byes positioned prior to drawing.
3. Teams are assembled and seated at their respective panels.
4. A team captain is designated and shall be seated nearest the moderator.
5. The question packet is opened by the moderator, and questions will be drawn randomly throughout the contest.
6. Questions used will be the same for each contest within a round. Questions will be changed from one round to the next. Several separate sets of tie breaker questions will be on hand to break ties at the end of any game.
7. At the signal of the moderator or as the first question is started, and time is begun.
8. The moderator reads the first toss-up question (as with all succeeding questions) until the completion of the reading of the question, or until a contestant activates a buzzer or light.
  - a. If a light or buzzer is activated during the reading of the question, the moderator immediately will cease reading the question and the contestant activating the buzzer/light shall have five seconds to begin the answer based on that portion of the question read.
  - b. If the answer given is incorrect, the question will not be repeated for the other team, but will be discarded as if it had been read completely and answered incorrectly.
8. At the completion of the reading of a question or when a buzzer/light is activated, five (5) seconds are permitted in which to begin an answer.
  - a. It shall be the responsibility of the moderator to determine if an actual answer is started within this five-second period
9. If the time in which to answer a question elapses without a contestant activating a light, the question is discarded.
  - a. There shall be no loss of points if neither team attempts to answer the question by activating the light.
  - b. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next toss-up question to which no bonus is attached.