

Maryland FFA

Agricultural Knowledge Bowl

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. **Score keepers** - 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 stopwatch 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 – PowerPoint slides of questions for each game shall contain forty-five (45) multiple choice questions. Each question will be typed on a slide. A hard copy of the slides will be given to the Moderator with the correct answers highlighted on it.

PROCEDURE OF PLAY

1. Teams will be organized into a standard single elimination 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. Only two (2) teams are allowed to be in the contest area during each round. All other teams will be in a holding room.
 - a. Advisors and chaperons will be allowed to sit in an observe the round for which their team is in play.
 - b. All participants and guests will be allowed in the room for the final round.
4. Teams are assembled and seated at their respective panels.
5. 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.
6. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question, or until a contestant activates a buzzer/light.
 - a. If a buzzer/light 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.
7. 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.
8. If the time in which to answer a question elapse without a contestant activating a buzzer/light, the question is discarded.
9. There shall be no loss of points if neither team attempts to answer the question.
10. Each correctly answered question is awarded ten (10) points, each incorrectly answered question will result in a loss of five (5) points.
11. At the end of the forty-five (45) questions a winner of the round will be determined. If the results end in a tie, we will move to tie breaker questions until a winner is declared.
12. **HAVE FUN**