

DISTRICT 8 4-H QUIZ BOWLS

TENTATIVE Schedule FCH, Horse, & Livestock Quiz Bowls November 6, 2025

Tentative Schedule

8:30 am	Agents Arrive & set up contest rooms
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9:30 am	Quiz Bowl Contestants Check-in
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10:30 am	Quiz Bowls Begin
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Awards will be immediately following judging in each contest room.

DISTRICT 8 4-H QUIZ BOWLS

General Rules & Guidelines

1. Rules and Guidelines

All District contests will be conducted by the rules printed in the District 8 General Rules and Guidelines and in the 2025 Texas 4-H Roundup Guide. If an inconsistency exists, the Texas 4-H Roundup Guide rules will always supersede District policies, rules, and guidelines. All qualifying contests listed in the Texas 4-H Roundup Guide will be included in District Contest provided there are sufficient entries.

2. Membership

Participants must be a bona fide 4-H member, currently enrolled in their respective county program.

3. Age Divisions

There will be three (3) age divisions (Junior, Intermediate, and Senior) in all contests, except those listed below where there will be two (2) age divisions (Junior and Senior).

District 8 Contests with two (2) age divisions:

Dairy Judging

Leaders 4 Life Skillathon

Quiz Bowls (Livestock, Horse, and FCH)

Age divisions are determined by a participant's grade as of September 1, 2025, as follows:

Division	Grades	
Junior	3*, 4, or 5	<i>*Must be at least 8 years old</i>
Intermediate	6, 7, or 8	
Senior	9, 10, 11, or 12*	<i>*Must not be older than 18 years old</i>

Only Senior aged members may advance to the state qualifying competition at Texas 4-H Roundup.

4. Participation/Entries

4-H members must be certified by the County Extension Agent to participate at any District 4-H event.

Each county may enter the following number of entries at District 8 Contests:

Judging Contests	No limit
Educational Presentations	3 entries per county per age division per category
Public Speaking	3 individuals per county per age division
Quiz Bowls	No limit
Share-The-Fun	2 entries per county per age division per category
Rifle	No limit
Light Rifle	No limit
Food Show	1 entry per county per age division per category
Food Challenge	2 entries per county per age division
Fashion Show	1 entry per county per age division per category
Fashion Storyboard	No limit
Duds to Dazzle	No limit
Leaders 4 Life Skillathon	No limit

All team members must be from the same county and within the same age division. Exception: Juniors may move up to the Intermediate age division when participating on a team that has true Intermediates (based upon grades listed above) on it. No one may move up to the Senior age division. No individual may move down to a younger age division.

5. Multiple Entries at District Roundup

At Texas 4-H Roundup, 4-H members may participate in multiple events. 4-H members of all age divisions may enter a maximum of *one contest from each of the three columns* below. (The days listed at the top of each column below represent the day those contests are offered at Texas 4-H Roundup.)

Tuesday	Wednesday	Thursday
Livestock Quiz Bowl Horse Quiz Bowl FCH Quiz Bowl	STF Choreographed Routines STF Dramedy STF Poetry/Prose STF Vocal	Agricultural Technology & Farm Safety Ed Pres Animal Science Educational Presentation Beef Educational Presentation Health & Wellness Educational Presentation Horse Educational Presentation Open Ag & Natural Resources Educational Pres Open Family & Community Health Ed Pres Open Educational Presentation Promote 4-H Educational Presentation Public Speaking Safety & Injury Prevention Educational Presentation STF Celebrate 4-H STF Musical/Instrumental STF Solo/Band

Seniors Qualifying for more than one Texas 4-H Roundup event held at the same time

Senior age members who qualify for state in contest areas that conflict at Texas 4-H Roundup must choose the contest in which they will advance. Members are encouraged to communicate their decision with their County Extension Agent as quickly as possible so that the District Office may be notified. Once a member declares which contest they are advancing to at Texas 4-H Roundup, the state opportunity in the other contest will be offered to the next qualified placing participant.

Substitutions for Districts 4-H Contests

Each county should determine their own guidelines to follow in their County 4-H Roundup regarding substitutions when they advance to District Roundup.

Senior Substitutions for Texas 4-H Roundup

District 8 will follow the substitution rules as outlined in the current year's Texas 4-H Roundup Guide. To be an eligible substitute, he/she must have attended and competed in another competitive District 8 4-H event.

6. Academic Eligibility of Participants

According to the Texas Education Code, a 4-H member must be deemed "eligible" to compete in an event that takes place on a weekday or weekend. All 4-H youth, including youth in public, private, and/or home school must adhere to the following guidelines regarding extracurricular activities and academic eligibility:

- Complete a "Declaration of Eligibility Form"
- OR
- Name of 4-H member must appear on a list of eligible students to participate in a specific extracurricular activity signed by the school principal or designee.

If a 4-H member is ineligible for a 4-H competitive event, the agent must notify the 4-H member, his/her parents, and the district office, by letter, of this situation. If the parent has any questions, he/she should be referred to the school administrator.

7. Entries

All contest entries must be submitted through 4-H Connect and are due no later than the indicated dates.

8. Entry Fee

There is a \$12 entry fee per member per contest. All entries must be submitted through 4-H Connect by the entry due date.

9. Late Fees

Late entries will be permitted with an additional:

- \$50 late fee per 4-H member up to 72 hours after the close of the registration period.

DISTRICT 8 4-H QUIZ BOWLS

Quiz Bowl (FCH, Horse, Livestock) Rules & Guidelines

CONTEST RULES

Contestant Age & Team Structure

1. District 8 4-H Bowl contests will be divided into two divisions based on the member's grade as of September 1 of the 4-H year the contest is held:

- a. Juniors/Intermediates: 3rd – 8th grades
- b. Seniors: 9th – 12th grades

IMPORTANT 2. Senior Quiz Bowl Teams will be comprised of four (4) members. Junior/Intermediate teams may be comprised of three (3) members. This is to ensure teams advancing to National contests have the minimum number of contestants (4) required at all National contests.

3. There will be only one coach designated during any given round per team. The coach shall sit in an area designated by the moderator. The coach's role in the match is only as an observer. One time-out may be called by a coach during a match for the sole purpose of positive reinforcement of their team members.

Reference Material

All questions used in the quiz bowl contest will come from the official sources. See the individual contest supplement for a complete list of reference materials.

Question Types

1. The number of questions used per round will be up to the contest management but must include at least eight (8) one-on-one questions, sixteen (16) toss-up questions, and two (2) to four (4) bonus questions.
 - a. The number of questions asked during one-on-one play must be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions.
 - b. No more than 25% of all toss-up questions should have a bonus attached.
2. The number of questions may be increased in later matches. **For state contests**, it is recommended that the following strategy is utilized in developing question sets:
 - a. For rounds 1-4 of the contest, use the scenario laid out in #1 above.
 - b. When 8 or fewer teams remain in contest, increase number of questions in each set to include at least sixteen (16) one-on-one questions, twenty (20) toss-up questions, and up to five (5) but not fewer than three (3) bonus questions.
3. There will be three types of question used, 1) One-on-One, 2) Toss-Up, and 3) Bonus
 - a. **ONE-ON-ONE** questions are those to which only one member of each team may respond in a **head- to-head match** between the acknowledged members of each team. These points will count toward individual and team scores.
 - b. **TOSS-UP** questions are open to response by all contestants. These points will count toward individual and team scores.
 - c. **BONUS** questions are attached to toss-up questions and are given to the team that correctly

answered the toss-up question. These points will count towards a team score only and do NOT count towards individual points. No more than 25% of toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

Resources:

- <https://texas4-h.tamu.edu/quiz/>
- https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_livestock_resources_2025.pdf
- https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_horse_resources_2025.pdf
- https://texas4-h.tamu.edu/wp-content/uploads/quiz_bowl_fch_resources_2025.pdf

Match Procedures

1. **Double elimination** - For district and state contests, each contest is a double elimination tournament where a total of two losses are needed to eliminate a team from further competition.
 - a. Order of teams will be drawn at random. A bye system should be used if an odd number of teams enter. The number of teams participating, and the time allowed for the contest will determine the exact procedure followed.
 - b. County, invitational, and other contests may choose to use a single elimination tournament but should consider using double elimination whenever time and space permit.
2. **Starting the Contest**
 - a. The bowl coordinator or moderator chooses which team is Team A and which is Team B.
 - b. The designated team captain is seated at the direction of the moderator in position number one.
 - c. Teams are assembled and seated at their respective panels and each contestant is given the opportunity to check the equipment.
3. **Reading & Answering of Questions – General Overview**
 - a. The moderator will read all questions, indicating the question number and, when applicable, designating the chairs eligible to respond.

No part of the question (one-on-one, toss-up, or bonus) will be repeated, nor will any additional information be given to the contestants relative to the question.
 - b. Before play, the moderator will announce the method by which they will acknowledge contestants.
 - i. A **one (1) point penalty** will be deducted from the individual and team score if a contestant answers a question **before** being acknowledged, even if the given answer was correct.
 - c. **If a question was read to COMPLETION, contestants have five (5) seconds** to buzz in to indicate they want to answer the question.
 - i. If no contestant activates their buzzer within the time (5 seconds), no contestant or team shall lose or gain any points. After the response time has elapsed, the answer will be given, and the next question will be read.
 - ii. If a contestant activates their buzzer within the time (5 seconds), they must be **ACKNOWLEDGED** before they can answer the question. **After being acknowledged, the contestant has five (5) seconds** to start a valid answer. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit. This ruling cannot be protested.
 - Since the question was read to completion, the judge(s) may ask the contestant to explain, expand, be more specific, or clarify their answer.

- Based on the contestant's answer, points will be awarded or deducted accordingly, correct answers will be given accordingly, the score will be announced, and the next question read (in no instance will the same question be turned over to the other team).
- d. If a question is **INTERRUPTED** by a buzzer being activated **DURING** the reading of the question, the moderator will immediately cease reading the question. The contestant responding has **five (5) seconds**, after being **ACKNOWLEDGED**, to begin their answer.
 - i. Since the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
 - ii. If the answer given is correct for the entire question (both read and unread portions), it will be accepted. If the answer given is correct for the portion of the question read aloud, but wrong for the remainder of the question, the answer will not be accepted.
 - iii. Based on the contestant's answer, points will be awarded or deducted accordingly, correct answers will be given accordingly, the score will be announced, and the next question read (in no instance will the same question be turned over to the other team).
- e. The first answer(s) given by contestant will be accepted as the official answer, including multiple response questions. Repeating the questions will not be considered the initiation of the answer.
 - i. If the answer given is the same as the expected answer OR implies the same as the expected answer, it will be accepted and points awarded accordingly. If the answer is different than the expected answer, it will be referred to the judge(s) for a decision.
 - ii. If the answer given is incorrect or incomplete (or not attempted after activating buzzer), points will be deducted accordingly.
- f. **The correct answer will be given** for any question answered incorrectly, incompletely, and those not attempted by either team. Additionally, alternate acceptable answers will be given when more than one answer was available.
- g. **The judges and/or moderators will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.**
- h. If a question is thrown out, either due to poor reading by the moderator or a decision of contest officials (referee/judge, timer, scorekeeper), it will be replaced by another question so that the total number of questions to be asked remains consistent.
- i. At the end of each question, the **scorekeeper announces the gain or loss of points**, as well as the total of each team. At this time, a coach may request a review of the score.
 - i. See Section titled "Scoring" for point values

4. Reading & Answering of Questions – By Question Type

- a. **One-On-One questions** are those to which only **one member** of **each team** may respond in a **head- to-head match** between the acknowledged members of each team. These points will count toward individual and team scores. One-on-One questions are the first type of questions (usually 8 or more) asked during a match.
 - i. The moderator shall clearly indicate the start of one-on-one play.
 - ii. Prior to reading the question, the moderator shall indicate which two contestants are eligible to respond.
 - iii. Each question shall be addressed to only **one member** of **each team**, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants, respectively.

- 1. If any contestant other than the two designated contestants responds, that
individual and the team will lose one (1) point

If any contestant responds more than twice to questions directed to another

contestant, they could be disqualified from the game play. The remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.

- iv. There will be an equal number of one-on-one questions per contestant per match.
- v. There will be no toss-up or bonus questions asked during the one-on-one period.
- vi. The **scorekeeper announces the gain or loss of points**, as well as the total of each team at the end of each question.

1. The point value of a response to a one-on-one question will be as follows:

Correct response = +1 points (individual and team)

Incorrect response = loss of 1 point (individual and team)

If both contestants to whom a question is addressed fail to signal to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given, and the next question will be read.

- b. **Toss-Up and Toss-Up with Bonus questions** are open to response by all contestants. These points will count toward individual and team scores. Toss-up and Toss-up with Bonus questions are asked after One-on-One questions have been asked in the match.

- i. The moderator shall indicate clearly the start of toss-up questions.

1. The point value of a response to a toss-up question will be as follows:

Correct response = +1 point (individual and team)

Incorrect response = loss of 1 point (individual and team)

If no contestant signals to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.

- 5. The moderator shall indicate clearly when a bonus question is attached to a toss-up question.

- a. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
- b. The moderator reads the bonus question, and a **10-second discussion period** is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the time, a **5-second period is then permitted for the designated team captain OR designee, chosen by the team during consultation**, to BUZZ IN and begin answering the bonus question AFTER BEING RECOGNIZED.
- c. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
- d. The point value of a response to a bonus question will be as follows:
 - i. Correct response = 2 points (Does not count toward individual points or towards team participation reward points)
 - ii. Incorrect response = no points lost
 - iii. No answer = no points lost

e. Team Participation Reward Points

- i. In order to encourage full team participation, Team Participation Reward Points will be awarded in each match to teams that meet the criteria. During play, a two (2) point Team Participation Reward will be given to teams that have each team member correctly respond to a one-on-one or toss-up question (not bonus question).
- ii. To obtain Team Participation Points, each member of the team must have correctly

answered a question OTHER than a bonus question.

- iii. Once a team has earned the Team Participation Points, they may then begin repeating the process to earn additional Team Reward Points. There is no limit to the number of times a team is eligible for Team Reward Points.

- a. No team will be credited toward a Team Participation Reward with a member's second correct response until the first Team Participation Reward has been awarded.

f. Tie-breaker for Contest

- i. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked.
 - ii. If a tie still remains after the five-question overtime, the moderator will continue to read toss-up questions, each being worth one point. The first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner.
 - iii. Points for Team Participation Rewards will NOT be given during the overtime period, nor will Bonus questions be asked in the overtime period.
 - iv. Tie breaker points do NOT get added to individual scores, nor do they provide credit towards Team Participation Reward Points. They are used to break match ties only.
- 1. **Completing the Contest:** Following the final question, the team with the highest number of points shall be declared the winner of that match
 - a. Once the moderator has declared a winner based on the scores, there shall be no protest.

- b. There shall be no protest of any questions or answers following the declaration of the winner.
- c. Winners of each match advance to the next round of competition

Spectators & Viewing

****NEW****

1. **Only the contestants and contest officials are allowed in the contest room during the preliminary matches. As determined by contest officials, audiences may be permitted to watch the final match(s) and this will be announced during orientation. if applicable. Any audience member making excessive noise or movement that could influence a team's answer will be asked to leave the contest.**
2. Contestants are not allowed to bring any items into the contest room with them, including but not limited to phones, smart devices, recording devices, or scribing materials.
 - a. **This rule will be enforced for the audience as well if allowed to observe during the final(s) round.**

Equipment Failure

1. It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the match.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by **any contestant and/or the moderator**
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
 - a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

Time Outs

1. Time outs, of any type, are allowed only after a question is answered and before the next question is started.
2. Any **contestant** or the **moderator** may call for a time out for equipment failure, for clarification of a rule, or to allow for unexpected problems.
3. **Team captains** are given unlimited 1-minute time-outs, which can be used for rule clarification, equipment check, to boost team morale, discuss team strategy, etc.
4. Abuse of time-out provisions may result in one or more of the following:
 - a. Dismissal of team member and/or coach.
 - b. Dismissal of entire team with forfeiture of any points or standing.

Protesting

1. **Any team member** may declare an unofficial protest to a question or answer to a question, but only at the time a particular question is read, or the answer is given. Once an unofficial protest has been made, the team lodging the protest has a 10-second consultation period to declare an official protest. The team captain buzzes in and announces the team's intent to lodge an official protest.
2. When an official protest is made, play will be suspended until the protest is resolved.
 - a. If the protest focuses on contradicting information from the official references, contest officials bring the official references to the contest room for the teams use. *Any type of question (one-on-one, toss-up, or bonus), or the answer to any type of question may be protested.*
 - i. Once official references are present, the protesting team will then be given 2 minutes to support their protest.
 - b. If the protest focuses on game play rules, equipment failure, or other issues, contest officials will refer to the Texas 4-H Quiz Bowl Guide for instruction and may defer judgment to contest superintendents.
3. A protest committee will consider the protest. Their decision in all cases is final. The moderator and the referee judges will consider the protest and must agree on the acceptability or rejection of any question and/or answer and the subsequent actions to be taken. If no referee judge is present, both the moderator and at least one other contest official (scorekeeper, timer) must agree on the actions to be taken.

IMPORTANT a. A one (1) point team penalty will be assessed if the protest is not upheld.

4. Depending on exact situation, the moderator will take one of the following actions as is deemed appropriate:
 - a. A **question** is protested *before an answer* is given, and the protest sustained -- discard the question. A substitute question will be read.
 - b. A **question** is protested *after an answer is given* (correct or incorrect) -- the moderator and referee judge(s) determine the validity of the protest of the question. The question may then be discarded at no loss of points, and a substitute question will be read, or the question may be allowed with the appropriate gain or loss of points.
 - c. An **answer** is protested (either correct or incorrect) -- the moderator and referee judge(s) determine the validity of the protest. Points will be added or subtracted as appropriate.
 - d. **There shall be no protest once the moderator has declared a winner based on the scores.**
5. Abuse of protest provisions may result in one or more of the following:
 - a. Dismissal (or replacement) of team captain.
 - b. Dismissal of entire team with forfeiture of any points or standing.
6. No source of information is infallible. There may at times be answers given to questions, which are in agreement with the recommended sources, which are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may agree to:
 - a. To accept the answer and give an explanation of the correct or up-dated information for future use of the question.
 - b. To accept only the correct answer.
 - c. Replace the question to the appropriate contestants
 - d. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

7. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct or any actions, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
8. If a score is protested, the official scorekeeper's records are reviewed. If used, the scoreboard attendant's record is unofficial and posted merely as convenience for the participants and coaches where appropriate.

Code of Conduct

1. Unsportsmanlike conduct may result in one or more of the following:
 - a. A warning
 - b. Dismissal of the team member
 - c. Dismissal of the whole team.
2. The moderator, judge(s), timer, and/or scorekeeper will decide what action to take.
3. Spectators demonstrating unseemly behavior, unsportsmanlike conduct or any actions, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

Cell Phones and Other Electronics

1. NO recording equipment, including but not limited to, cell phones, tablets, video cameras, movie cameras, tape recorders or any other type of camera may be used during the competition.
2. Cell phones and other electronics will not be allowed in the contest room. Violation of this rule will result in dismissal from the game of the team member.
3. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing, recording or computer use in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule

Scoring

1. One-On-One Questions

- a. Correct.....+1 individual and team
- b. Incorrect.....-1 individual and team
- c. A contestant other than the two designated contestants responds.....-1 individual and team

2. Toss-Up Questions

- a. Correct.....+1 individual and team
- b. Incorrect.....-1 individual and team

3. Bonus Questions

- a. Correct.....+2 team only
- b. Incorrect.....No points lost

4. Miscellaneous

- a. Answering without signaling (buzzing in).....-1 individual and team
- b. Answering without being acknowledged by moderator.....-1 individual and team

5. Team Participation Reward Points

- a. Each member of team **correctly answers a *ONE-ON-ONE* or a *TOSS-UP*** question.....+2 team only
 - i. A team member does NOT get credit towards Team Participation Points for correctly answering a Bonus question
- b. No answers will accumulate toward a second team reward for that team until the first team reward points have been given

6. Protesting

- a. Not upheld.....-1 team only
- b. Upheld.....No penalty points lost, original points award to team/individual if warranted
- c. Abused.....Dismissal of team and loss of all points

7. NOTE for National Participants: Point values may be different at National contests

Awards & Placings

1. **Team Awards:** The number of placings will be determined by contest superintendents
 - a. The rank of teams will be determined on the basis of their position within the double elimination brackets. After two losses, the teams eliminated in the same round will be placed on the basis of the higher score in the eliminating round.
 - b. **TIES** for team awards will be broken on the basis of: 1-higher score in the eliminating round; 2-high average score for the entire contest; 3-highest match score in entire contest.
 - c. **Medals** will be presented to the top 3 teams and top 3 overall individuals (at the end of all game play), in each age division.