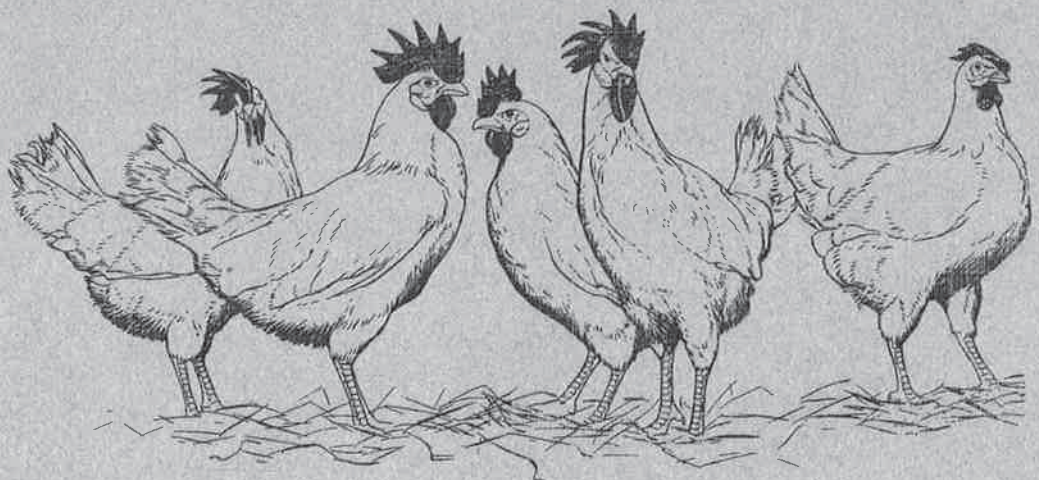


Introduction to Avian Bowl



THE AVIAN BOWL CONTEST

Avian Bowl encourages youth to study the many aspects of avian sciences. The contest was developed in California by Dr. Francine Bradley, Dr. Ralph Ernst, and Mr. John Emo. Avian Bowl was field tested for several years at county fairs, exhibition poultry shows, and 4-H field days. Eventually, the California State Fair became the venue at which the State's champion junior and senior teams were determined. In 1989, Avian Bowl became an official contest at the 4-H Poultry and Egg Conference, held annually in Louisville, Kentucky.

Interest in Avian Bowl grows every year, and the contest has increased the amount and breadth of avian knowledge among participants. The mechanics of play ensure a fast-moving competition that appeals to both contestants and observers.

Purpose of the Contest

1. To encourage youth to expand their knowledge of avian facts and become proficient in poultry management and related subjects.
2. To serve as an award activity and trip for youth who have achieved superior levels of performance in state competition and thus stimulate their learning processes, interest, and enthusiasm.
3. To help youth with career guidance and to promote the poultry industry by stimulating their interest in poultry and other avian species.
4. To make learning fun.

Rules and Information Specific to the Avian Bowl Contest

1. Each state may enter a team of not less than two (2) and not more than four (4) members.
2. There will be a 25-question written quiz given the evening preceding the Avian Bowl Contest. The scores for the top three individuals will be added and averaged to give a team score. This score will be used to establish the seedings for the double-elimination tournament.
3. Questions will be prepared from the National Avian Bowl Study Packet by the Avian Bowl Committee. Ordering information is available from the Clemson University Bulletin Room, Room 96, Poole Agricultural Building, Clemson, SC 29634. The sale price is \$15.00.
4. Questions will be fill-in-the-blank (short answer), multiple choice, and spelling.
5. State representatives will be determined by the State 4-H Office or designated representative.
6. Team members may be participants in other contests.
7. As in other contests, team members may only compete one year.
8. The game layout is enclosed.

9. The audience is required at all times to refrain from providing answers to any team member. Disciplinary action for violations will be at the discretion of the Avian Bowl Contest judges.

10. In the event an odd number of teams register, a “bye” will be awarded, as necessary, in order to allow all teams to participate.

11. No flash pictures will be allowed during the contest. No recording of any kind (tape recorders, videos, or written transcription) will be allowed.

1. Officials

A. **Moderator** - Assumes complete direction of the contest, asks all questions, designates contestants to answer questions, and acts as the referee judge. Is at all times IN CHARGE.

B. **Referee Judge** - May rule on the acceptability of any answer.

C. **Time Keeper** - Records total elapsed time for each contest and indicates to the moderator the expiration of total time or the expiration of the time allowed in which to answer questions.

D. **Score Keepers** - Two individuals shall keep scores on each contest. One score should be kept so that all points awarded or taken away in penalties may be checked. The second score is kept to maintain scores visible to the moderator, the contestants, and, in so far as possible, the viewing audience.

2. Types of Questions, Scoring, and Reference Material

A. Questions

1. The degree of difficulty and choice of questions will depend upon the contestants' level of knowledge.

2. Questions may be in the form of written words.

B. Scoring

1. *Number of Questions.* Each set of teams within a round will have the same number of questions. Bonus questions will have the same point value in each game within a round.

2. *Types of Questions.* There are three types of questions:

a. Regular Questions.

b. Bonus Questions. A bonus question is usually a question requiring a several-part answer or a difficult answer. See point system summary for point values. Bonus questions WILL NOT be passed on to the other team in the event of an incorrect answer. When a team member answers a regular question correctly, a colored card in front of that team member will be turned over by the moderator. Once all members on a team have their cards turned over, that team is entitled to a bonus question. There will only be one bonus question per team per game.

c. Tie-breaker Questions. A tie-breaker question is used to replace a question thrown out by the judges. It is also used for the extra questions needed to break a tie between teams.

3. *Tied Games.* In the event that two teams have a tied score in games involving placings, the tie will be broken by asking an additional five (5) questions.

4. Point System

POINTS

Correct Answer -----	5
Incorrect Answer -----	MINUS 5
Acknowledgement Penalty -----	MINUS 5
Bonus Question -----	10

Five (5) points per correct answer on multi-answer questions or bonus value on regular answers. NO loss of points for incorrect answer on bonus questions. The value of the bonus questions will be announced by the moderator before the question is read.

5. *Reference Material.* Competing teams should know well in advance the specific sources from which questions are taken. Questions will be taken from the *National 4-H Avian Bowl Manual*, *4-H Manual 161*, from Clemson University. Study sections will be listed in the conference cover letter which accompanies the conference rules.

C. Mechanics of Play

1. A double-elimination tournament style format will be followed. Any team which loses two games will be eliminated from the contest. The contest will continue until only one team remains with less than two losses.

2. Pairings, Byes, Order of Play, and Placings

a. The average team score for the written test (lowest score will still be dropped) will be used to determine the seedings for the contest.

b. In the case of two average team written test scores being identical, the seeding will be determined by a coin toss.

c. The contest will be a classic double-elimination contest and will run as such by an individual versed in contest organization.

3. The written scores will not be added in again at the end of the oral competition.

4. The moderator will ask a question. The first person whose light flashes must start to answer the question within *five (5) seconds* after being acknowledged or LOSE five (5) points.

a. Any member answering a question without being acknowledged will LOSE five (5) points.

b. It will be the responsibility of the judges to determine that an answer was started within the five (5) seconds allowed. *It should be noted that repeating the question does not constitute the initiation of an answer.*

c. If an incorrect answer is given, the team will **LOSE** five (5) points.

d. If the question has been completely read, the moderator will not repeat the question, but the other team will have the opportunity to ring in within *five (5) seconds*.

e. Timing will begin when the question is complete and when a signal is activated.

5. When a signal is activated before the question is completely read, the moderator shall stop reading the question, and the contestant has *five (5) seconds* to start the answer based on that portion of the question.

- a. If the answer is correct, the team will receive five (5) points.
 - b. If the answer is incorrect or incomplete, the team will **LOSE** five (5) points.
 - c. If the question was interrupted, the judge may **NOT** ask the contestant to be more specific, expand, or explain in any way his or her answer.
 - d. If an interrupted question is answered incorrectly, the question shall then be completely reread and the other team will have the opportunity to answer it.
6. If neither team can offer an answer to the question within *ten (10) seconds*, the moderator will give the answer, the question will be dropped, and neither team will forfeit points.
7. The **ONLY** discussion allowed between team members will be on **BONUS** questions. *The answers **MUST** come from the team captain.*
- a. Only the number of answers required by the bonus question will be accepted.
Example: If the bonus has a four-part answer, the first four answers given by the team captain will be accepted.
 - b. On a bonus question, the team may have *ten (10) seconds* to consult. Time will be called at the end of *ten (10) seconds*, and the captain must start the answer within *five (5) seconds*.
 - c. Once the captain starts the answer, he or she will have *thirty (30) seconds* to complete the answer required.

D. Decisions and Interpretations

Answers and interpretations of questions will be the sole responsibility and final recall of the judge. All decisions of the judge, scorekeepers, and referee-timers are **FINAL**.

- 1. A team member will have the privilege to ask the judge to verify an answer that he or she feels is correct.
- 2. A coach is the only person who can challenge the judge. If a coach challenges the judge's decision, the **COACH** must call "time out" immediately (before the next question is read). A decision made by the judge after the answer is verified will be **FINAL**.
- 3. Only answers contained in the Avian Bowl Manual will be acceptable to the judge.

Avian Bowl Game Layout

Moderator
X

Scorekeeper with
visible score
X

Timekeeper
X

Team A X
X
X
X

X
X
X
X Team B

Back-up
Scorekeeper

