

# CLOVER BOWL

## 2024 State 4-H Roundup

### Contest Superintendent:

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Ambassador Chair: Jake Vulgamore

### Additional Forms Required:

Entry Form

### Objective

The objective of the Clover Bowl is to provide an opportunity for youth enrolled in 4-H to develop and demonstrate their knowledge of 4-H history in a competitive setting where attitudes of friendliness and fairness prevail.

### Description

This packet contains a complete set of guidelines that will be followed in the 2024 Oklahoma 4-H Clover Bowl.

### Contest Format

| Round # | Format          | Points Possible | Total Time  |
|---------|-----------------|-----------------|-------------|
| 1       | Toss-Up         | 150             | ~10 minutes |
| 2       | Lightning Round | 100             | ~5 minutes  |
| 3       | Toss-Up         | 150             | ~10 minutes |

### Contestants and Eligibility

- All participants must be Oklahoma 4-H Roundup delegates representing their county. Each county may enter as many teams as it considers appropriate for the good of the county program. Each team must consist of four members.
- There will **not** be separate competitions for intermediate and senior youth. Intermediate teams, senior teams, and teams made up of both intermediate and senior youth will compete in the same category for 4-H Roundup awards.
- 4-H members that have served as State 4-H Ambassadors for one year or more as of the time of Roundup are ineligible to participate.

### Equipment

- Game Panels – An appropriate device will be used which will clearly indicate the first contestant to respond to a question.
- Time Recorders – A stopwatch or other appropriate time device will be required.
- Score Sheets – A sheet will be required to maintain a record of individual and team contest scores after each round.

## Officials

The Chief Judge will:

- Follow game rules and procedure in conducting the round.
- Be the final arbitrator on the acceptability of answers given.
- Maintain a professional atmosphere in the competition room.

The Moderator will:

- Work with the Chief Judge to follow all game rules and procedure in conducting the round.
- Read clearly and efficiently.
- Verbally accept or reject answers with a yes or no.

The Timer will:

- Use a timing device such as a stopwatch or an electronic clock/timer.
- Be consistent in the starting and stopping of the timing.
- Check the equipment to be certain it is in good working order.
- Handle all controls of the game equipment.

The Scorekeeper will:

- List team members on the score sheet by both the first and last names.
- Keep an accurate record of the score using an official score sheet.

\*If there is a lack of people to serve as officials, the responsibilities of the timer and scorekeeper may be combined.

## Teams

- A. Each team shall consist of four members from the same county.
- B. Each team will have a Team Captain who may speak for the team regarding protests and give the official selection and answers during the lightning round.
- C. Each team may have subs to sub in after lightning rounds are over and before second set of toss up questions begin.

## Pre-Game Preparations

- A. Prior to the beginning of the match, the Chief Judge will:
  1. Ask each team to designate the Team Captain.
  2. Check to be certain all needed personnel are present:
    - Moderator
    - Timer
    - Scorekeeper
    - Teams.
- B. Prior to the beginning of the match, the Scorekeeper will list team members on the score sheet.

## Game Rules

- A. Points are awarded for correct answers to questions asked by the Moderator. Points are not subtracted for incorrect answers.
- B. There are two types of questions in each match:
  - Toss-up questions – fifteen questions worth ten points each per round in rounds one and three.
  - Lightning Round questions – ten related questions worth ten points each answered in sixty seconds or less.
- C. The first response given is the one that counts.
- D. If the participant responding to the question gives more information than is needed to answer the questions, the additional information must be correct. This situation is likely to occur when a participant has interrupted the reading of a question in order to answer quickly. The Chief Judge will be the final arbitrator on the acceptability of the answer.
- E. Only the Chief Judge will have access to reference books during competition.
- F. Any videotaping and/or tape recording of the competition are prohibited.

## Game Procedures

### **There are fifteen toss-up questions in the first round.**

1. Toss-up questions are worth ten points each.
2. After the Chief Judge has read the question, competitors will have five seconds in which to activate their buzzer.
3. The participant must answer the toss-up question without conferring with other team members.
4. Use of hand signals to transfer answers will not be allowed.
5. Once buzzing in, the participant must begin their answer immediately. The Moderator will allow for a natural pause, but will not allow for stalling.
6. Each Moderator's interpretation of a natural pause will vary slightly; however, it is normally a fairly quick four count: "1, 2, 3, 4."
7. If the Moderator determines a time period longer than a natural pause has elapsed and the player gives an answer after that time has been called, the answer will not count.
8. It is not necessary for players to wait until a toss-up question has been read in its entirety by the Moderator to signal their readiness to answer the question. However, the Moderator will stop reading immediately when a participant's signal is received.
9. If the Moderator is interrupted while reading a question and the recognized player gives an incorrect response or does not answer within the brief pause allowed by the Moderator, the Moderator will complete the question for the opposing team and the five second time allotment will then be given.
10. If the answering participant gives an incorrect answer or does not answer within the brief pause allowed by the Moderator, and if the five second time allotment has been depleted, the Moderator will call on the opposing team for an immediate answer.
11. If the first team answers incorrectly, the opposing team has the opportunity to signal and to answer the question.
12. After the question has been completed, five seconds will be given for response time. If neither team has answered in that five-second time or if both teams answer incorrectly, the Moderator will read the correct answer and go to the next question. Neither team will receive points for an unanswered question.

13. Once the question has been completed, the five-second clock will not stop.
14. In the event a team buzzes in at the same time the clock time expires, the team will be allowed to respond. If the response is incorrect, the other team will be allowed an opportunity to respond. The Moderator will call on the opposing team for an immediate response. The opposing team must buzz in before an answer is given.
15. After both teams have had the opportunity to answer the question, the Moderator will give the correct answer.
16. The Chief Judge, Moderator, and Scorekeeper will check the score. If irregularities are found, the Chief Judge's score will stand as the correct score.
17. The Scorekeeper will announce the score for the first round of play.
18. The Chief Judge will say, "Are there any questions?" Team Captains may lodge protests at this point in the competition.
19. All protests will be resolved by the Chief Judge. All decisions by the Chief Judge are final and cannot be appealed.
20. If the score is tied, a toss-up question will be asked. The team answering correctly will be awarded ten points.

**The second round consists of lightning questions.**

1. Each question in the lightning round will be worth 10 points.
2. The team that is ahead at the end of the first round will, after hearing the three lightning categories, have ten seconds to decide pass or play.
3. If the leading team decides to pass, the other team receives the first choice of categories.
4. Consultation among a team's members is allowed during the lightning round. Team members may move to have closer access to the Team Captain.
5. All answers must be given by the Team Captain.
6. The Captain may respond before the Moderator has completed a question.
7. The clock will begin after the Moderator has finished reading the first question in the category and will run for sixty seconds. All reading and response will end as the sixty-second buzzer sounds.
8. If the team does not know the answer, the Captain must say "pass" before the Moderator will begin the next question.
9. After the first team has finished with the sixty-second questions, the second team will then be given ten seconds to choose from the two remaining categories.
10. All rules applying to the first portion of the lightning round will apply during the second portion also.
11. A team will not talk during its opponent's lightning round.
12. After both teams have finished their lightning round questions the Chief Judge, Moderator and Scorekeeper will check the score.
13. The Scorekeeper will announce the score.
14. Protests concerning the lightning round must be lodged by the Team Captains at this point. All protests will be resolved by the Chief Judge. All decisions by the Chief Judge are final and cannot be appealed.

**The third round of play is a duplicate of the first round.**

### **Conclusion of the Game**

1. If the score is tied at the end of the game, a sudden victory question will be asked. Ten points will be awarded for a correct answer.
2. The declaration of the end of the game and the announcement of the winner will be the responsibility of the chief judge.

### **Equipment Failure**

It shall be the responsibility of each contestant to assure him/herself that all equipment is operating correctly at the start of the match. However, in case of equipment failure during a match:

- 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, the chief judge or moderator.
- If, after checking, it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
- Under no condition shall there be a replay of a match in which there was equipment failure.