

WASHINGTON STATE 4-H DOG BOWL RULES

Objectives

The primary objective of the Dog Bowl contest is to provide an opportunity for youth enrolled in 4-H dog projects to demonstrate their knowledge of dog related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is also hoped that these contests will provide an educational experience for both participants and spectators.

Conduct

At all times team members will behave in a manner befitting a 4-H'er on exhibition to the public. Each team member is expected to follow the Washington State 4-H Dog Project Dess Code. Poor sportsmanship, interference with a moderator's or judge's decision, use of profane language, interference from leaders, parents, or anyone in the audience, etc., will result in forfeiture of the match and all points earned in the match.

General Rules and Regulations

Each county is invited to enter one intermediate and one senior 4-H Dog Bowl team in the State 4-H Dog Bowl Contest. The Team members shall be selected in a manner determined by each county. The contestants must be certified by the appropriate county agent or superintendent on entry blanks filed with the contest superintendent.

I. CONTESTANTS AND ELIGIBILITY

- A. Contestants must be bona fide 4-H members carrying a Dog Project approved by the Extension Service of their respective counties.
- B. Age groups are based on highest grade completed by the time of State 4-H Fair as follows:
 - 1. Intermediates - 6th through 8th grade
 - 2. Senior - 9th grade through 19 years of age prior to January 1st of the current 4-H club year.

II. EQUIPMENT

- A. Game Panels - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.

- B. Time Recorders - A stop watch or other appropriate timing device will be required.
- C. Signal Device - This signal device shall be used by the time keepers and shall have very distinctly different sound from that associated with the game panel.
- D. Score Keeping Devices - A blackboard, flip chart, electronic light display or other appropriate display device will be used to maintain team scores visible to the contestant, and if possible, to the spectators.

III. OFFICIALS

- A. Moderator - The moderator shall assume the direction of the matches within that particular area, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator shall indicate when a contestant has exceeded the allocated time in which to answer a question. The moderator may ask the referee judge(s) to rule on the accuracy and appropriateness of any question or answer at any time. The moderator will declare the match winner and shall at all times be in control of the matches.
- B. Referee Judges - At least one referee judge shall be used. The referee judges must be knowledgeable dog persons. The referee judges may rule individually or jointly on the acceptability of any question or answer.
- C. Time Keeper - At least one individual shall indicate to the moderator the expiration of the time allowed in which to respond to a question. A referee judge may serve as time keeper.
- D. Score Keepers - At least one individual shall keep score for each contestant. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants.

IV. TEAMS

Each team shall consist of four (4) contestants and an alternate.

- A. The alternate shall not be seated at the panel and may not participate in the match unless:
 - 1. One of the regular members is unable to participate in a contest.
 - 2. The Moderator disqualifies one of the regular members during One-on-One questions for responding two times to questions directed to another contestant.

3. The Moderator disqualifies one of the regular members for talking out of turn or becoming argumentative.
- B. If an alternate is seated following the removal of a regular contestant, the team member removed becomes the alternate and becomes ineligible to return to that particular match. The team member removed and the alternate remain eligible to participate in further matches unless the team member is excused from the contest.
- C. All Dog Bowl teams are to remain in the area of the event until they are eliminated.
- D. A team may play with a minimum of 3 players. In the event that a team shall have three players, the fourth position shall be vacant and the team may not earn a team bonus.
- E. All team members shall maintain decorum at all times.
- F. No team member may talk out of turn. Should a team member talk out of turn the Moderator shall warn the member. If the member talks again out of turn during the match, the Moderator shall excuse the member for the remainder of the match. The team may replace the excused member with an alternate member if one is available.
- G. No team member may argue with a ruling of the Moderator or referee judge. Should a team member become argumentative, the Moderator shall excuse the member for the remainder of the match. The team may replace the excused member with an alternate member if one is available.
- H. Any member that has been excused from two matches may not return as a member to any subsequent match.
- I. No one may aid the person answering the question in any way.

V. QUESTIONS

- A. Format - All questions and acceptable answers shall be typed.
 - Questions must not be breed specific, such as, what breed is called “that little skipper?”
- B. Sources - The sources of materials used for the development of the questions will be from the references listed below. It should be clearly understood that this listing does not constitute an official endorsement of these materials. Once a question has been

approved and added to the official Dog Bowl Questions, they become their own authoritative source.

- All Washington State 4-H Dog Publications
- The AKC Complete Dog Book - current edition
- The AKC Complete Dog Book For Kids - current edition
- Dog Owner's Home Veterinary Guide
- AKC Rules Regarding Registration and Dog Shows - current edition
- In addition, any questions concerning 4-H in general may be asked as long as the questions applies to dog project members throughout the state.

C. Type of Questions

- Regular Questions:
 - Any team member of either team may respond
 - Each question is worth one point
 - An incorrect response will result in the loss of one point for the team
- Toss-Up Questions:
 - Any team member of either team may respond
 - Each question is worth one point
 - Will have a bonus question attached and will be somewhat more difficult than a regular question
 - An incorrect response will result in the loss of one point for the team
- Bonus Questions:
 - Directed to the team correctly answering the Toss-Up Question
 - Each question is worth two points
 - Is more difficult than Regular question
 - Captain, or member designated by captain, answers
 - All parts must be answered correctly before any points are awarded
 - An incorrect response does not result in the loss of points for the team
- One-on-One Questions:
 - Two rounds of One-on-One questions shall be asked during the the match
 - Only one member of each team will be eligible to respond to a question
 - This will rotate with each question beginning with the Number 1 players on each team, the Number 2, and so on
 - Each question is worth 2 points
 - An incorrect response results in a loss of 1 point for the team

D. Organization of Questions

1. In order to encourage full team participation, each match will be divided into two (2) parts based either on time or number of questions.
 - a. The first part will be Regular questions and Toss-up questions to which any team member may respond. Between $\frac{1}{3}$ and $\frac{1}{4}$ of the questions will be toss-up with attached Bonus Questions.
 - b. The second part will be One-on-One Questions, which are directed to one member of each team. The two One-on-One rounds do not need to be consecutive but may be separated by Regular or Toss-Up Questions.
2. All questions shall be arranged in game packets consisting of at least 26 but not more than 50 questions, with the number of questions being determined by the number of teams competing, the amount of time available for the contest and the final procedures adopted. It is recommended that there be 16 Regular questions, 6 Toss-up questions plus attached Bonus questions, and 8 One-on-One questions. Alternate questions should also be included.

VI. PROCEDURES OF PLAY

A. Starting the Contest

1. Teams are seated at their panels and must keep the same position on the panel throughout the entire contest. Each contestant is given the opportunity to check the equipment once.
2. A Team Captain is designated, to be seated nearest the Moderator in Position #1.
3. The questions packets opened by the Moderator and the first question is announced. No part of any question will be repeated nor will any additional information be given to the contestant.

B. Match Procedure

1. First Section

The Moderator reads each question until the completion of the reading of the question or until such time as a contestant activates a buzzer.

a. Buzzer is Activated

1. To respond to a question, a contestant must activate a buzzer before the 5 second time has elapsed following the completion of a question.
2. If a buzzer is activated during the reading of any question, the Moderator immediately will cease reading the question.
3. The Contestant activating the buzzer shall have five (5) seconds, after having been recognized by the Moderator, to begin the answer to the question.
4. The repeating of the question by the contestant shall not be considered the initiation of an answer.
5. It shall be the responsibility of the Moderator and the Referee Judges to determine if an actual answer is started within the 5 second time period.
6. If a member of a team activates a buzzer and an answer has not been started within the 5 second time, there will be an appropriate 1 point penalty imposed against the team of the contestant activating the buzzer.

b. No Response to Question

1. If 5 seconds elapse following the completion of the question without a contestant activating a buzzer, the Moderator shall read the answer and there shall be no loss of points nor awarding of points to either team.
2. If a Bonus question was attached to an unanswered Toss-up question, the Bonus question is then transferred to the next question, unless the next question also has a Bonus question attached, in which case the previous Bonus question shall be discarded.

c. Incorrect answer

1. If the answer to a question is begun during the 5 second allowable time and the answer is incorrect, the Moderator shall give the correct answer and there will be 1 point deducted from the score.

2. If a Bonus question is attached to an incorrectly answered Toss-up question, that Bonus question is transferred to the next question, unless the next question also has a Bonus question attached, in which case the previous Bonus question shall be discarded.
3. If an incorrect answer to any question is given, whether it is complete or incomplete, the question shall not be used again during that match.

d. Correct Answer

1. If the question is correctly answered within the 5 second time limit, that team scores 1 point.

e. Bonus Questions

1. If a Bonus question is attached to the correctly answered Toss-up question, the Moderator then 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 Time. At the signal from the Timer, a 5 second period is then permitted for the Team Captain or designee to begin the answer.
2. Successful completion of the answer will result in that Team being awarded the 2 points designated for that Bonus question.
3. All parts of the Bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
4. Failure to answer a Bonus question results in no penalty (loss of Points) to the Team.
5. No part of the Bonus question will be repeated nor will any additional information be given to the contestants.

2. Second Section - One-on-One

- a. To start the One-on-One part of play, the Moderator shall clearly indicate the start of One-on-One Play.

- b. Each question shall be addressed to only one member of each Team, beginning with the Number 1 contestants of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants respectively.
- c. The Moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 - 1. If any contestant other than the two designated responds, the team of that contestant will lose two points.
 - 2. If a contestant responds 2 times to questions directed to another contestant, they shall be replaced at the panel by an alternate. If no alternate is available, 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.
- d. If both contestants to whom a question is addressed fail to signal an intent to attempt an answer in the 5 seconds allowed time, neither team shall lose or gain any points.
- e. For procedure once a buzzer is activated, follow directions in above section regarding Regular and Toss-up questions.
- f. Point Value:
 - Correct Answer - 2 points for Team
 - Incorrect Answer - Loss of 1 point for Team
- g. There will be no Bonus questions asked during the One-on-One Section of the Match.

3. Completing the Contest

- a. The Moderator will continue reading questions until all questions have been asked.
- b. If a question is thrown out due to either incorrect reading by the Moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains constant.

c. Time Out

1. Either team captain or the Moderator may call for a “Time Out” for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems.
2. These “Time Outs” may be called only after a question has been answered and before the start of the next question.

d. Team Participation Bonus

1. In order to encourage full team participation, bonus points will be awarded in each match to the teams who have each team member correctly respond to at least one question other than bonus questions. This bonus shall be worth 2 points to the first team to qualify and 1 point to the second team.
2. In order to obtain these bonus points, each member of the team seated at the time must have correctly answered a question. If a team member who, already having answered a question correctly, is replaced by an alternate, and that team have not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
3. Replacement of a member of a team after the bonus points have been earned will not cause a loss of points nor will it permit the earning of additional bonus points in that match.

e. Equipment Failure

1. It shall be the responsibility of all contestants to assure themselves that all equipment is operating correctly at the start of each match.

2. Failure During a Match

a. If the device being used ceases to function or is believed to be malfunctioning, a “time out” may be called by a contestant, the Moderator, or either coach.

b. If, after checking, it is determined that there is an equipment malfunction, the faulty part or parts will be repaired or replaced and play resumed.

c. Scores accumulated up to point of the “Time Out” shall stand unless both Referee Judges or one Referee Judge and the Moderator deem it advisable to recall points for the 2 questions asked immediately prior to the equipment failure. In that case, 2 additional questions will be asked.

f. Protests

1. Any question and/or answer may be challenged as being unfair or incorrect.

2. Protest must be made immediately after a question is answered, or the time allowed to answer the question has expired.

3. Only the team captain and coach may protest using the procedure stated in this section.

4. Protest procedure:

a. The team captain calls for a “time out” then explains his or her challenge or protest to the moderator. No one else may speak at this time.

b. The moderator, the team captain and the referee judges assigned to the match will discuss the protest, during the “time out, and the referee judges will then make their decision before the game continues.

- c. The match cannot continue until a decision is reached by the referee judges. If a decision cannot be reached in a reasonable length of time, the questions will be thrown out and another one asked.
 - d. Decision of the referee judges shall be final and no other protest may be made.
5. If the moderator believes that a team is abusing the protest/challenge privileges, the moderator shall have the authority to stop the match and consult with the event coordinator to determine if that particular match shall continue.
- g. Following the final question, the team with the highest number of points will be declared the winner of that match.
 - h. In the event of a tie after the designated number of question, 5 additional regular questions will be added. If a tie still remains after the overtime, 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.
 - i. Once the Moderator has declared a winner based on the scores, there shall be no protests.
 - j. There shall be no protest of any question or answer following the declaration of the winner.

VII. TEAM AWARDS

A first and second place team in each age category will be declared. Team winners will be determined by a double elimination contest, no team will be eliminated until they have lost two matches.