

FRESHMAN AGRISCIENCE QUIZ BOWL

4 Member Team

IMPORTANT NOTE

Please thoroughly read the General CDE Rules Section at the beginning of this handbook for complete rules and procedures that are relevant to State FFA Career Development Events.

I. PURPOSE

The purpose of this Career Development Event is to encourage students to master the objectives set forth in the Introduction to Agriscience Curriculum, to define agricultural terminology, and to develop an understanding of basic Parliamentary Procedure Skills.

II. OBJECTIVES

Students shall be able to correctly respond to questions derived from the following resources:

- A. Introduction to Agriscience, CIMC Curriculum AG300116
 - 1. Agriscience Opportunities
 - 2. Supervised Agricultural Experiences
 - 3. The Food Industry
 - 4. Plant and Soil Science
 - 5. The Beef Cattle Industry
 - 6. The Swine Industry
 - 7. The Sheep Industry
 - 8. The Dairy Cattle Industry
 - 9. The Horse Industry
 - 10. The Goat Industry
 - 11. The Poultry Industry
 - 12. Small Animal Care
 - 13. Agricultural Mechanics Safety
 - 14. Arc Welding and Oxyfuel Cutting
- B. Parliamentary Procedure Basics, CIMC Curriculum AG430317
 - 1. History and Development
 - 2. Parliamentary Procedure Today
 - 3. Meeting Conduct
 - 4. Main Motions
 - 5. Privileged Motions
 - 6. Subsidiary Motions
 - 7. Incidental Motions
 - 8. Unclassified Motions

IV. EVENT RULES

- A. Each FFA area will be represented by no more than five teams at the State Interscholastics. Each area is responsible for determining the teams from their area.
- B. One team per chapter.
- C. Each team must have four freshmen (ninth grade) members.
- D. Official FFA dress is required.

- E. Each team must designate a captain at the beginning of the Round.
- F. The CIMC Introduction to Agriscience (AG300116) curriculum and the CIMC Parliamentary Procedure Basics (AG430317) curriculum will be the sources for all questions and answers.

V. EVENT FORMAT

A. Team Make-Up

- 1. Minimum of 4 team members, maximum of 8 team members.

B. Equipment

- 1. Each team must provide its own set of quiz bowl lights.

C. Specific Rules

- 1. Each Round is played in four periods. There will be two Toss-Up (Individual) Rounds and two Lightning (Team) Rounds.
- 2. Seat numbers will be drawn at random by each team to determine seats for the Round as the team enters the room for Period One, corresponding seat numbers will be placed at the tables.
- 3. There will be two officials for each game. The Reader will ask the questions and determine a correct or incorrect answer. The Reader's decision is final and there is no appeal. There will also be a Score/Timekeeper.
- 4. The Reader will immediately stop reading the question when the buzzer sounds and allow the player to answer the question. If the player misses the question, the Reader will repeat the complete question for the other team.
- 5. The team with the highest score at the end of Period One will be given the option of doing the Lightning Round in Period Two or Period Four.
- 6. In the Lightning Round, the first answer given is counted right or wrong and cannot be repeated. A question can be passed and then repeated if there is still time available.
- 7. Member substitutions can be made after the first Lightning Round, but this must be a substitution where a player member steps out and another member steps in, this is not a seat swap.
- 8. If adequate space is available, Ag-Ed teachers, parents and guests are allowed to observe in the contest room, however, if any person associated with a competing team interrupts the contest for any reason, that team will be disqualified.
- 9. Any person observing in a contest room is barred from utilizing any recording devices or writing down the contest questions.
- 10. Correct answers to questions will be provided if both teams miss the question during the Toss-Up Rounds and following the final Lightning Round.

D. Event Schedule

- 1. Teams will be brought into the competition room by the timekeeper.
- 2. Once the timekeeper enters the room, teams have one minute to be seated.
- 3. Once seated, participants are not allowed to change seats until after the first lightning round.
- 4. The game will consist of four periods:

Period One – Toss-Up Round 1

- a. Three questions per pair of players for a total of 12 questions in the Round.
- b. Ten seconds is allowed to answer each question. The 10-second time limit starts when either the question is fully stated or the buzzer sounds.
 - Team A Player # 1 vs. Team B Player # 1
 - Team A Player # 2 vs. Team B Player # 2
 - Team A Player # 3 vs. Team B Player # 3
 - Team A Player # 4 vs. Team B Player # 4
- c. The winner of the first Toss-Up Round chooses to either participate in Period Two Lightning Round or choose to defer to Period Four Lightning Round. In the event of a tie at the end of the first toss-up round, the captain of the team that scored first will choose the call for a coin toss. Winner of the coin toss will choose to defer or play for the first lightning round.

Period Two – Lightning Round

- a. A team is given 90 seconds for the reading and answering of 10 questions.
 - b. The team may confer, but the captain must answer each question.
- Note. All members of the team not participating in first lightning round and their coaches must leave the room for the first lightning round.

Period Three – Toss-Up Round 2

- a. Three questions per pair of players for a total of 12 questions in the round following the same format as Round 1.

Period Four – Lightning Round

- a. The team that did not play in Period Two is given 90 seconds for the reading and answering of 10 questions.
- b. The team may confer, but the captain must answer each question.
- c. In the event of a tie at the end of the period four, the Tiebreak Toss-Up Round will determine the winner.

V. SCORING

Toss-up Round 1	120 points
Toss-up Round 2	120 points
<u>Lightning Round</u>	<u>100 points</u>
Total	340 points

VI. TIEBREAKERS

In the event of a tie at the end of Period Four, each team of players will be asked one question in an additional Toss-Up Round (one question per player). If the tie remains after one round, additional rounds will be played until the tie is broken.

VII. REFERENCES

- Introduction to Agriscience, CIMC AG300116.
- Parliamentary Procedure Basics, CIMC AG430317. This can be printed from CIMC or accessed at <https://oklahoma.gov/content/dam/ok/en/careertech/educators/agricultural-education/resources/ag-i-ag430317-parliamentary-procedure-basics-book.pdf>

Freshman Agriscience Quiz Bowl
SCORE SHEET
 (Each Correct Answer is worth 10 Points)

Chapter Name
TOSS UP-ROUND ONE

Player	Questions Answered		
#1	1	2	3
#2	1	2	3
#3	1	2	3
#4	1	2	3

Chapter Name
TOSS-UP ROUND ONE

Player	Questions Answered		
#1	1	2	3
#2	1	2	3
#3	1	2	3
#4	1	2	3

TEAM TOTAL
 TOSS-UP ROUND ONE

TEAM TOTAL
 TOSS-UP ROUND ONE

TOSS-UP ROUND TWO

Player	Questions Answered		
#1	1	2	3
#2	1	2	3
#3	1	2	3
#4	1	2	3

TOSS-UP ROUND TWO

Player	Questions Answered		
#1	1	2	3
#2	1	2	3
#3	1	2	3
#4	1	2	3

TEAM TOTAL
 TOSS-UP ROUND TWO

TEAM TOTAL
 TOSS-UP ROUND TWO

LIGHTNING ROUND

Questions Answered				
1	2	3	4	5
6	7	8	9	10

LIGHTNING ROUND

Questions Answered				
1	2	3	4	5
6	7	8	9	10 <input type="text"/>

TEAM TOTAL
 LIGHTNING ROUND

TEAM TOTAL
 LIGHTNING ROUND

TOTAL TEAM SCORE

TOTAL TEAM SCORE

Game #

Question Set #