



SC Meat Goat Project

Meat Goat Quiz Bowl Rules and Regulations

General Information

1. The contest will be held at the SC Meat Goat Project Final Show.
2. Registration must be completed on the day of the event. Registration/Check-In time will be announced a month before the event. There will be no registration fee.

Contestants and Eligibility

1. Teams may consist of four members. Teams must be made up of one youth from each project age division (total of 4): Ages 5-8 years old, Ages 9-10 years old, Ages 11-13 years old, and Ages 14-18 years old.
 - a. If a team cannot recruit a member from each age division, then a youth from the another age division may be substituted. A team can have no more than two senior age division members.
2. Reference Materials: All information covered in this contest may be found in one or more of the following publications:
 - a. SC Meat Goat Project Guide (available on the project website, www.scmeatgoatproject.com)
 - b. SC Meat Goat Project Care Guide (available on the project website, www.scmeatgoatproject.com)
 - c. SC Meat Goat Project Glossary of Terms (available on the project website, www.scmeatgoatproject.com)
 - d. Questions judges ask throughout the show season.
 - e. Equipment and tools (catalogs available on Sullivan Supply, Inc <https://www.sullivansupply.com/> and Weaver Livestock- <https://www.thewinnersbrand.com/>)
 - f. Forages (<https://goats.extension.org/goat-pastures-and-forages/>)
 - g. Grains and feeds (<https://content.ces.ncsu.edu/nutritional-feeding-management-of-meat-goats#:~:text=Lush%20leafy%20forage%20and%20browse,meal%20and%20corn%20gluten%20feed.>)

QUESTION TYPES

1. Regular Questions are worth two points during the one-on-one competition, when only one team member may respond. The regular question is worth one point during open questions when any member of either team may respond. These questions count toward individual and team scores. All incorrect answers receive a (-1) deduction.
2. Toss-Up Questions are worth one point and are open for a response to any member of either team. The toss up question is used in the OPEN part of the match. If there is a correct answer to the toss-up question, a bonus question will be attached. Toss-up questions are generally a little more complicated than a regular question and may have two or three required answers. All answers are required to be correct. The points will count toward individual and team scores. All incorrect answers receive a deduction of (-1).
3. Bonus Questions will be worth three points. They are attached to a correctly answered toss-up question in the Open part of the match. When multiple answers are required, 3 points will be awarded if all of the required answers are correct. No points will be granted or taken away if there is less than the required number of answers or if there are no right answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestant relative to the question. These points will count toward team scores only.
4. A bonus question attached to an unanswered or incorrectly answered toss-up question would be transferred

to the next regular open question. (Which becomes the new toss-up question until a correct answer is given.)

5. The team should allow the moderator to read the complete question. The team will be given 10 seconds to confer. The official will call time at the end of 10 seconds. The team captain or designee must then start giving the required number of answers within 5 seconds. Team members may provide answers to the captain/designee during the 30-second answering period.
6. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
7. One-on-One Questions – Regular questions shall be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest to the moderator) on either team and progressing with subsequent questions going to the contestants in the #2 chairs, #3 chairs, #4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of one-on-one questions per contestant per match.
8. The moderator shall indicate one-on-one play's start by announcing the contestants' chair number eligible to respond before reading the question.
9. Toss-up/Bonus questions will not be used during One-on-One Competition.
10. Response Penalty – If any contestant, other than the designated contestants, responds to a one-on-one or regular question, that contestant/team will lose 2 points.
11. A Contestant that responds more than twice to a one-on-one or regular question directed to another contestant will be replaced at the panel by their team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team. All one-on-one questions commonly addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. This contestant may return to other matches in the contest. A third such penalty will disqualify them from the competition. The (-2) point penalty will continue to apply for 2nd and 3rd offenses.

READING AND ANSWERING THE QUESTIONS

1. The moderator will read all questions – identify the type and number of questions and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is not given or wrong, the moderator will provide the correct answer, and the next question read. If the answer given is the same as or means the same as the expected answer, it will be accepted. If the answer is different than the expected response, it will be referred to the judges' panel for decision.
2. Once a contestant activates a buzzer, they must be acknowledged before they can answer the question. After they have been recognized, the contestant has 5 seconds to start a valid answer. The first answers will be considered valid answers. It is the official's responsibility to determine if an actual answer was begun within the 5-second limit.
3. An acknowledgment penalty of one (-1) point will be deducted from the contestant's score and their team if they answer a question before being acknowledged.
 - a. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer.
 - b. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.
4. If a question is interrupted during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has 5 seconds AFTER BEING ACKNOWLEDGED to begin their answer. If the answer given is correct for the way the question was written, it will be accepted. If the answer is given only accurate for the portion of the question heard but wrong for the way the question was written, the

answer will not be accepted. If the question were interrupted, the judges would not be allowed to ask for clarification of the answer given.

- The judges' panel will be allowed to verify an answer or the validity of a question. If verification cannot be made, the question will be replaced.

PLAYING TEAM AND ALTERNATES

- All four team members shall be seated at the panel at any one time. Seat position must be determined by age (Chair 1- Ages 5-8 years old, Chair 2-Ages 9-10 years old, Chair 3-Ages 11-13 years old, and Chair 4-Ages 14- 18 years old), and youth must remain in this seat for the duration of the entire contest.
- The team member removed from a match becomes ineligible to return to that particular match. The team member is removed, and the replacement member are both eligible to participate in other matches. A five member team is strongly recommended.
- Members removed from the game table for disciplinary reasons may not come back to any more competitive matches.

ELIMINATION

- Teams – Each team will play in a pre-numbered position, according to the position number drawn by the team captain.
- A total of two losses will automatically eliminate a team from the competition. Junior division will be run as double elimination where possible, but if participation numbers preclude double elimination, then single elimination may be adopted.

INDIVIDUAL SCORES

- Scores will be kept for each contestant, with the highest individuals receiving special recognition.
- Only those contestants who have participated in three or more matches will be considered for the top individual awards. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
- Ties for individual awards will be broken based on:
 - First tiebreaker: High average score for the entire contest
 - Second tiebreaker: High individual match scores
 - Third tiebreaker: Total number of points earned in the contest.

SCOREKEEPING

- During the second half of the match, all regular/open questions will be worth 1 point, open to all members seated at the game table. All toss-up questions will be worth 1 point, and all bonus questions will be worth 3 points if the number of required answers given are correct.
- The point value of correct/incorrect responses, bonuses, penalties are as follows:

Correct Answer – One-on-One question	2
Correct Answer – Open Question	1
Toss-Up Question – All answers required	1
Bonus Question – All required answers given	3
Bonus Question – All incomplete answers, no answers, or all incorrect answers	0
Team Participation – 4 correct answers	2
All incorrect answers	-1
Response Penalty – No answer started in 5 seconds	-2

Response Penalty – Contestant not acknowledged	-1
Response Penalty – Out of Turn	-2
Response Penalty – Out of Turn second time in the same match	-2 (Eliminate from the match)
Response Penalty – Out of Turn third time in the contest	-2 (Eliminate from the competition)
"Official" protest not upheld	-1

TEAM PARTICIPATION BONUS

To encourage full team participation, each team member will have a bonus card at the game table. When a team member gives a correct response to a one-on-one, regular, or toss-up questions, that member will turn their card around to face the scorekeepers. A bonus worth 2 points will be awarded to the team when all four bonus cards face the scorekeepers. The value of the questions (1 or 2 points) will also be added to the individual's score who answered the question, thus making that question worth 3 points or 4 points depending on the value of the question.

Example: The scorekeeper will add 4 points to the team score [2 points for the correct answer to a one-on-one question and 2 points for the team bonus]. The contestant will receive the value of the question on their score, and the team will receive both the individual points and the bonus points on the team score.

- When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
- When a team bonus has been earned once – the bonus cards will be turned around, and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.

TIMEOUTS

The team captain, coach, or staff member may call for a time out for clarification of a rule, score, seat an alternate, or allow for any unexpected problem. Time outs may be called only after a question has been answered and before the next question starts.

HOLDING ROOMS

All teams and coaches must remain in the designated holding area until their turn to play. ● After their round match is played, they must go to an appropriately designated area until the conclusion of the round in progress.

- After the round is completed, all teams/alternates and coaches not eliminated from the contest must return to the designated holding area to await their next match.
- All coaches in the holding area are responsible for the supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

CONTEST PROCEDURES

1. All team members will have a participation bonus card facing the contestant. They will be blank to the scorekeepers until that contestant gives a correct response to a question. At that time, the card will be turned around to face the scorekeepers.
2. The designated set of questions for each round is opened by the moderator and verified with the judges and referee before starting the game. Before reading a question, the moderator will announce the number, type of question, and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read. The correct answer will be given for all unanswered questions or wrong answers.
3. Contestants who respond to a question will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
4. If the time (5 seconds) to answer a question elapses without a contestant activating a buzzer, there shall be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given, and the next question read.
5. Suppose the buzzer is activated and an answer is not started within the 5 second allowable time. In that case, there will be a minus 2-point penalty imposed against the contestant who activated the buzzer and their team.
6. If the judges elect not to use a game question, another question must be replaced so that the total number of questions to be asked will remain equal in each match.

INFORMATION SOURCES

No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books, which are erroneous or out of date. Every effort is made to eliminate such questions. However, in the event one slips in, the judges may agree to:

- a. To accept the answer and explain the correct or updated information for future use of the question.
- b. To accept only the correct answer.
- c. Replace the question with the appropriate contestants.

MATCH TIES

1. In the event of a match tie, it will be broken with five tiebreaker questions. If a tie remains, the first team to earn a point (or, because of a loss of a point by the other team, has a 1 point advantage) will be declared a match-winner based on the scores.
2. Tie-breaker points do not get added to individual, team, or team bonus scores. They are used to break match ties only.

TEAM PLACINGS

1. Team awards will be based on the predetermined procedure of play.
2. Every team will participate in a minimum of two matches (except in junior competition if more than 20 teams participate, whereby single elimination will be utilized).
3. The rank of teams will be determined based on their position within the double-elimination bracket. After two losses, the teams eliminated in the same round will be placed based on the higher scores in the eliminating round.

DOUBLE ELIMINATION – TEAM TIE BREAKERS

- 1_{st} Tie Breaker Total average of all games played in double elimination games.
- 2_{nd} Tie Breaker Highest match score in double elimination games.
- 3_{rd} Tie Breaker Total score of the top two matches in double elimination games.

EQUIPMENT FAILURE

1. It shall be the moderator's responsibility to assure each contestant that all equipment is operating correctly at each match's start. Backup units will also be available.
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, the staff, or by either coach.
3. After checking equipment, it is determined that an equipment malfunction/failure the faulty part or unit will be replaced, and play resumed.
4. Scores accumulated up to the time out shall stand, and all further points awarded during the remainder of the match were added to or subtracted from this total.
5. If both judges or one judge and the moderator deem it advisable, points awarded for the two questions asked immediately before determining the equipment failure may be recalled. Two additional questions were used.
6. Under no conditions shall there be a replay of the match in which there was an equipment failure.

TRANSCRIBING QUESTIONS

Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, recording, computer or phone use, etc., in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS AND CAMERAS

Recording devices such as tape recorders, video cameras, movie cameras, cell phones, etc., are not used during the competition.

CELL PHONES

Cell phones must be turned off while in a contest room.

PHOTOGRAPHS

Photographs will be permitted only before and after a match. Pictures are encouraged during the awards ceremony!

PROTEST/VERIFICATION OF QUESTIONS AND/OR ANSWERS

1. Verification of a question and answer is permissible.
2. Only protests that are made in a courteous, respectful manner will be acknowledged.
3. Protests must be made before the reading of the next question.
4. An official protest of a question, or the answer to a question, may be called by a team captain or the official team coach. The judges and moderator will consider the protest. Their decision in all cases will be final.
5. If an official protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld.
6. To sustain a protest, at least two designated judges' panel members must agree to keep or replace a question or determine an answer's validity.
7. If the officials sustain the protest, the moderator and/or the scorekeepers will take one of the following actions:
 - a. If the officials determine the question to be a flawed question, it will be replaced and open to a specific chair on each team or all contestants seated at the game table, depending on the type of question (one-on-one or open)
 - b. If the answer to the question received a call for verification, the designated judges' panel would

determine the answer's validity. Points will then be awarded or subtracted as appropriate. c. If a question were protested after an answer was given, the designated judges' panel would determine the protested question's validity. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the questions will be replaced.

8. The contest staff will acknowledge all protests/challenges.

ABUSE OF THE PROTEST PROVISIONS

1. Every effort will be fair, courteous, and understanding to the contestants and the coaches in this competition.
2. Abuse of this protest provision by any contestant, or coach, will result in one or more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of any contestant from the competition.
 - c. Dismissal of an entire team from the competition, with forfeiture of points or standing.

SPECTATORS, PARENTS, AND VISITORS

1. Spectators, parents, and visitors may not protest any question, answer, or procedure during the contest. However, they may submit in writing to the contest officials any suggestions, complaints, or protests after the contest.
2. Any contestant, coach, family member, friends, or spectators exhibiting unsportsmanlike conduct, behavior, or actions detrimental to the contest, will be subject to dismissal from the immediate contest area.

GAME OFFICIALS AND EQUIPMENT

1. Moderator – The moderator shall assume the responsibility for reading questions and acknowledge the chairs that are eligible to respond to One-on-One and Open questions before the question is read. The moderator will accept all answers that are the same or mean the same as the expected answer to the questions. Any answers different than the expected answer will be referred to the judges' panel, which will decide to accept or reject the given answer. Occasionally, the moderator may also be designated as the 3rd judge.
2. Judges Panel – The judges' panel will consist of 2 people, three if possible. One person will be a knowledgeable horse person. If possible, one will be a veterinarian. The 3rd judge could be a horse show judge, or the moderator may be designated as the 3rd judge. The judges must give reasons for not accepting an answer because the competition intends to make it a unique learning experience for young people. These young people have made a firm commitment to this program, and above all, we want to be fair and honest with them. This is an excellent opportunity to educate them along these lines further. The judge's responsibility will be to rule jointly on the acceptability of any question or answers to all questions. In the event of a challenge to a question/answer, with two judges, either judges or one judge and the moderator must agree on the acceptability of our rejection of any question and/or answer. When there is only one judge, both the judge and the moderator must agree on actions.

If an answer was not heard, the contestant might be asked to repeat their answer. If a question was read to completion and the answer given is different from the one expected, the answer may be accepted if it is technically or logically correct. If the answer given is "in the ballpark," the judges may request the contestant to be more specific, expand, explain, or clarify their answer. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.

All answers given must be correct for the way the question is written. An answer may be valid for the portion heard of an interrupted question but wrong for the way the question was written. The judges may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.

All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers.

3. Timekeepers – Control Operator – The timekeeper will monitor all time intervals and designate when the

response time has been exceeded, and handle all game equipment controls. It is strongly recommended that neither the moderator nor a judge is used as a timekeeper. Since the timekeeper has controls that verify whose light is on, they could also become the acknowledger. It will also be their responsibility at the beginning of the match to assure each contestant that their equipment is working correctly.

** Time allowed for:

To start a response to a question 5 seconds

To start answer after acknowledgment 5 seconds

For a team to confer on a bonus question 10 seconds

The contest chairman will have final authority over all procedure's protests.

4. Scorekeepers – At least 3 or 4 individuals shall be used to keep the accurate team and individual scores. There will be visual scorekeepers who will record the team scores on a blackboard, overhead projector, or flip chart. Table scorekeepers will keep a written record of the official team and individual scores. The visual scores will be set up to be visible to the table scorekeepers, the contestants, and moderator, and the spectators, if possible. The scores' written record must match the visual scores and be the official records of all individual and team scores. A special score sheet will be available for the table scorekeepers, plus a special sheet for tabulating individual scores.

Equipment

1. Game panels – An appropriate device will be used, which will indicate the first contestant to respond to a question.
2. Time recorders – A stopwatch, control panel timer, or other appropriate time devices will be used.
3. Signal Device – The timekeepers shall use this signal device. It shall have a distinctly different sound for each side or a device with a distinct sound and lights that indicate the contestant responding when their buzzer is activated. Backup units will be available in the event of malfunction or failure.
4. Scorekeeping Devices – Two devices will be used. A blackboard, a flip chart, overhead projector, or electronic light display will be used to maintain team scores visible to the contestants and scorekeepers and, if possible, to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

Awards

The awards will be announced at the final show or the banquet.