

Orientation for Contest Room Staff

SMILE 😊, keep it upbeat and positive!

Be welcoming!

General game procedures:

- Teams are to sit in the same number chair each round that they play (e.g. Thoroughbred team player #1 must remain #1 the entire day). For a 3-member team, there is no player seated in chair #4.
- Contest volunteers are asked to be welcoming, positive, and help the team members to relax. We want to know what they know!
- The Captain of each team must be designated but is NOT required to sit in chair #1. The Team Captain is the spokesperson for protests (others may “feed them info” during a protest or to ask them to protest)
- Any team member may be designated to answer bonus questions. Only what that one team member says is considered. Other players may “feed” answers to the designated spokesperson during the answering period.
- It is STRONGLY preferred that the moderator recognize the player who successfully buzzed by stating their team and number. However, eye contact is considered a form of recognition. Members who blurt out answers without being recognized should be warned and may later be penalized.
- If, after consulting the sources and one another, the moderator and judge(s) are unsure as to whether to accept an answer, err on the side of accepting the answer. They may also consult 4-H Staff and Contest superintendent. Common knowledge is an acceptable source. Coaches and parents are NOT allowed to speak during a protest, but may look in sources for info and give it to contest staff or team members.

Notes regarding rounds

General information about questions: Questions must be read exactly as written (unless there is an obvious typographical error; for example of vs. or). Please mark the paper with any changes, notes about questions, additional answers accepted, editing, questions replaced with spare questions. When questions have been replaced, the new question may be hand-written in or the spare may be referenced by number (set #1 question # 6).

Questions are numbered. One-on-one questions are marked C1 for chair 1, C2 for chair 2, etc. Bonus – attached and bonus questions are marked. In general bonus-attached questions are harder or require more answers than regular questions. Difficulty increases in later rounds.

Two part or two answers required questions (or more) – most are marked; there may be some that are not marked. If you catch this before the first team plays in a round, add it in. Keep it the same for all matches using the set of questions.

Question packets – 7 rounds for junior 8 rounds for senior; each round is used multiple times, until all teams have gone through the round.

Tie breakers (two 5-question tie breaker sets plus sudden death; mark which teams use each tie breaker (you may use them again in a different round if the teams are different)).

Spare questions – toss up and bonus; mark questions replaced, which one was used and why

A note about junior sources/ accepting additional answers

All junior questions are found in junior sources, however, some junior questions have senior sources cited because more information can be found there and/or there are answers that may be accepted that are found in senior sources. (no junior questions are used unless the required answers can be found in junior sources). Always accept answers that are correct in any source, junior or senior.)

Asking for more information – clearly ask the contestant to either **REPEAT** your answer or to **BE MORE SPECIFIC**

Spare questions

Spare questions for regular and bonus questions are available. Do not throw out questions because you feel they are too easy or too hard. If you feel a question is confusing, poorly written, etc. you may substitute a spare question. Before substituting a question, bear in mind some questions are written to provide the key words at the END and to provide educational value. If a question is not used, please mark as such and briefly give the reason, and indicate which substitute question was used.

If an error is made in the reading of a question that makes it unusable or divulges the answer, you must substitute a different question for that round; the substitute question may be kept for subsequent rounds at the discretion of room staff.

Replace questions with those of similar difficulty; bonus attached questions generally are a bit more difficult and often require 2 or more answers. Please choose accordingly.

Two rooms may be using the same round of questions. If this is the case, room staff will be notified. If so, you MUST communicate with the other room via note sent with a runner, text message, etc. or any additional answers accepted or questions replaced due to a problem with the question, etc. (one-time replacement of a question due to a reading error does not require notification)

Ties: Ties must be broken before the teams leave the contest room. Use the 5-question tiebreakers provided. Keep track of the team names that use each tiebreaker and re-use if needed only with OTHER teams. If a tie still exists after the 5-question tie breaker, ask sudden death questions in order until there is no longer a tie because a team either gains a point by answering a question correctly or loses a point by answering a question incorrectly (causing the other team to be the winner). Keep track of which sudden death questions similar to tie breakers, and re-use if not previously used for the involved teams.

Question Examples:

Junior questions with senior sources:

Q: Name two types of teeth in a male horse.

A: incisor/nippers, tusks/tushes/bit teeth/ bridle teeth/fangs/canines, wolf teeth, premolars, molars/grinders (any two) (some of these terms are only found in senior sources)

2 part question: (not necessary with bonus questions)

Q: 2 part question: How many teeth does a mature horse of each gender have?

A: female/mare 36; male/stallion/gelding 40

Q: Name two types of teeth in a male horse.

A: incisor/nippers, tusks/tushes/bit teeth/ bridle teeth/fangs/canines, wolf teeth, premolars, molars/grinders (any two)

This answer also contains many synonyms – be careful not to accept two names for the SAME thing as a correct answer. For example incisors and nippers would be incorrect; tusks and canines would be incorrect; nippers and canines would be correct.

Compound or involved question:

A: A horse's teeth are uniquely designed to cut and grind feed for many hours each day. Give the terms for four types of teeth found in a mature horse.

A: incisors, canines/tushes/tusks/ bit teeth/bridle teeth/fangs, wolf teeth, premolars, molars/grinders

Bonus attached –

Q: What are three different names of the tooth present in the male but absent in the mare?

A: Canine, tusk, tush, bridle tooth, bit tooth, fang (any 3)

Bonus –

Q: What are four features of a horse's teeth that are useful in estimating a horse's age?

A: cups, dental stars/enamel spots, angle of incidence, shape, eruption, grooves, hooks

GENERAL advice for play:

- KEEP THIS A POSITIVE LEARNING EXPERIENCE; compliment participants and teams.
- BE ENCOURAGING & FUN
- HELP TEAM MEMBERS TO RELAX – perhaps when testing buzzers, have them give their name, their horse's name (or a favorite horse), favorite breed, favorite food, etc.
- OUR GOAL IS TO ACCEPT ANSWERS WHENEVER REASONABLE (pronunciation does not count unless the word has a new meaning when mispronounced)

Scoring:

Correct one on one or toss up question:	+1 point
Incorrect one on one or toss up question	-1 point
Correct bonus question	+2 points
Incorrect bonus question	-0 (no penalty)
Team Participation bonus*	+2 points for a 4-member team + 1.5 points for a 3- member team

*teams are given a team participation bonus after each team member has successfully answered a one-on-one or a toss-up question. Members should flip their card up to indicate they have answered correctly; after the entire team has answered correctly, points are recorded and cards are reset. Teams may receive team participation bonus multiple times in a game.