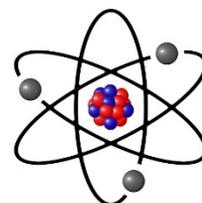# THE CLOVER BOWL

Virtual Edition

2021

UTEXTENSION
INSTITUTE OF AGRICULTURE
THE UNIVERSITY OF TENNESSEE

tsu COOPERATIVE EXTENSION
COLLEGE OF AGRICULTURE
TENNESSEE STATE UNIVERSITY

Official Rules

THE
4-H CLOVER BOWL

Special Rules and Regulations for Virtual Clover Bowl

Due to the Covid-19 situation, the 2021 Contest will be conducted online via Zoom. Please see last section (Virtual Tools Needed) which addresses technology requirements for participants.

PURPOSE: The purpose of the Clover Bowl is to acquaint 4-H members with themselves and their surroundings through participating in an enjoyable and educational program. In addition to this main purpose it is hoped that this program will help participants to develop their leadership, teamwork, and communication skills.

SOURCES: Information for questions will be in the areas of <u>4-H</u>, <u>Tennessee</u>, <u>Agriculture,</u> <u>Government, Science,</u> and <u>Life Skills</u>

RULES: **<u>THE Clover Bowl Handbook</u>** which contains all questions and rules is available on the web at:

<u>**http://uteasternregion.org/4h/Clover%20Bowl.htm**</u>.

Or you can *Google* "4-H clover bowl."

Divisions

Teams and clubs will participate in the following divisions:

4th Grade Division
5th Grade Division
6th Grade Division
7th Grade Division
8th Grade Division

Teams

A team will consist of four (4) 4-H members from the county, who fall into that particular grade division. At the Regional Contest, a team with only three members will be allowed to compete. However, this team will do so realizing they are at a natural disadvantage to a team with four members. **No team can compete at the an Regional contest with less than three members!** NO EXCEPTIONS!

A county can submit one team in each of the grade classifications. The Contest will be in a tournament format in which brackets will be determined by seeding. The tournament will be a single elimination contest.

Awards

The First place team in each grade division will receive a rotating award to be displayed in the County office for the year. Coaches/teachers will receive an award as well. Individual members of the winning team will also receive a trophy and a Clover Bowl tee shirt.

The Second place team in each grade division will receive individual trophies for each member of the team. Coaches/teachers will also receive an award. Team members will also receive a Clover Bowl tee shirt.

Semi-final teams will receive no team awards, but will receive a Clover Bowl tee shirt.

All participants who do not advance to the semi-finals in each grade division will receive participation awards.

Eligibility

1.	4-H members will compete in the grade in which they are enrolled in 4-H.

2.	An exception to Rule 1 would be in the case of Home School or Community based clubs which may have multiple age groups. In that case 4-H members may compete at a higher grade in order to complete a team. (For example a team consisting of 2 4th grade and 2 5th grade members can compete as a 5th grade team.) Teams will be responsible for the material in the grade where they are competing. **No 4-H'er can compete on a team at a lower grade.**

Contest Rules

1.	During our Virtual Clover Bowl QuizBowl Systems App will be used with the first member "buzzing" in being given the opportunity to answer the question. (See Last Section entitled Virtual Tools Needed

2a.	A contest or match will consist of 16 questions. Each round will have representative questions from each major category (refer to SOURCES). **There will be two rounds in each contest. The first round will be the Toss-Up round, the second round will be the All-Play round.**

**2b.	Toss-Up Round: Each team member will be numbered 1-4. The first question will be asked to the number "one" members of each team. This will be a toss-up question that only these two members can answer. Play will continue to the number "two" team members on each team and so on. This will progress through the first eight questions of the contest. Each team member will have the opportunity to answer two questions during this round. <u>Correct Answers in this area will count toward the teams bonus.</u>**

**2c.	 All -Play Round: The All-Play round will be simple toss-up questions in which all 8 members will have the opportunity to answer. This round will consist of the final 8 questions of the contest. <u>Correct Answers in this area will count toward the teams bonus.</u>**

3.	Questions will count 10 points for correct answers, and a deduction of 5 points for incorrect answers.

4.	The first person to "buzz" in has 10 seconds to answer the question or they lose 5 points. The first answer will be the only one accepted. If incorrect the other team may have the question

completely reread and we will be given 5 seconds to buzz in and 10 seconds to answer. If the other team decides to answer and does so correctly, they will receive 10 points. If they answer incorrectly, they **do not lose 5 points**.

5. When a buzzer is pushed before the question is completely read, the moderator will stop reading the question at the sound of the buzzer. If the answer is incorrect, the opposing team may answer immediately or may elect to have the question completely reread. Allowances will be made by the Moderator in case of technology issues.

6. If no one pushes a button within 5 seconds after the question is completed, no points will be awarded or deducted from either team. The question does however count as one of the 16 in the round.

7a. **A 5 point bonus will be automatically awarded to a team when all team members have answered a question correctly. This will be 4 questions for a 4 person team, 3 questions for a 3 person team, or three questions for a 4 person team competing against a three person team. Once this bonus has been awarded the bonus opportunity will be reset starting with the next question. A team can receive multiple bonus awards during the round. No Bonus awards will be given during tie-breakers (See Rule 9).**

7b. **In addition to the 5 point bonus a team will receive a bonus question worth 15 points. A wrong bonus answer does not count against the team score.**

7c. **Discussion is allowed only on bonus questions. The team will have 20 seconds to discuss this question. At the end of the 20 second time period the moderator will ask for an answer from the captain. The answer must come from the team captain, and the first answer will be the only one accepted. (Other team members may help the captain during the answer, but the official answer will only be accepted from the captain.)The captain will have 10 seconds to complete his/her answer after being called on by the moderator. The moderator can allow the captain to complete the Bonus answer after the time has expired for lengthy bonus answers.**

8. If a contestant "blurts" out an answer when he/she **does not** have the light, one of two situations will occur: 1) If the member is on the opposite team from the contestant who does have the light... the question will be re-read to the member who has the light with no penalty given. 2) If the member is on the same team as the contestant with the light... then the team will be penalized 5 points and the question will be re-read to the opposite team. **The question will not be thrown out.**

9.. The team with the most points at the end of the round will be declared the winner and will advance to the next round. Ties will be broken by a 5 question tie-breaker round. **No Bonuses will be awarded during the tie-breaker round. If teams are still tied at the end of the tie-breaker round then play will proceed to a Sudden Death Tie-breaker. In his round a questions will be read until a team gains the lead either by answering a question correctly or by an opposing team answering a question incorrectly.**

10.. **ALL DECISIONS OF THE JUDGE WILL BE FINAL**.

Virtual Tools Needed

1. Each participant will need either an Iphone, Android, Ipad, tablet or another internet capable device.

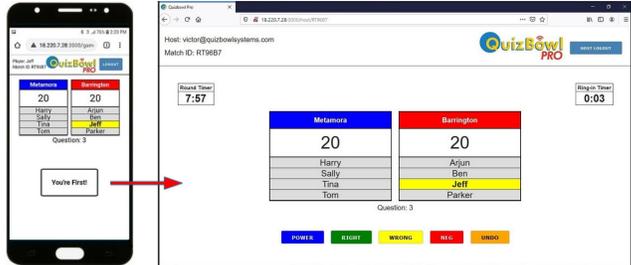2. Participants will log in to QuizBowl Systems at:

   https://www.quizbowlsystems.com/

   They will click on the link in the upper right corner that says "Join a Match" they will then be prompted to enter a code that will be given them at the time of the contest.

3. The contest will be conducted via Zoom. Participants need a way to access Zoom. This can be done via computer, phone or iPad. The participant must have a microphone where they can talk in order to answer questions. They must be able to hear as well. Cameras are recommended where participants can be seen, but are not required.