

THE CLOVER BOWL



2026

HANDBOOK



THE 4-H CLOVER BOWL

Updated 10/6/2024

Rules and Regulations

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 leadership, teamwork, and communication skills.

Sources:

Information for questions will be in the areas of **4-H, Tennessee, Agriculture, Government, Science, and Life Skills.**

Rules:

The Clover Bowl Handbook which contains all questions and rules is available on the web at:

<https://eastern.tennessee.edu/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-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 Regional Contest with less than THREE members! NO EXCEPTIONS!**

A county can submit one team in each grade division. The contest will be in a tournament format in which brackets will be determined by drawing. The tournament will be a single elimination contest.

Alternates

It is advisable to have alternates in case team member are unable to attend the contest. **However, alternates will not receive any awards or recognition. In addition, only team members will be allowed to sit on the stage during The Clover Bowl 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. Teams will also receive a Champion Banner they can keep and post in their room. Coaches/teachers will receive an award as well. Individual members of the winning team will also receive a trophy.

The second-place team in each grade division will receive a Reserve Champion Banner they can keep and post in their room. Coaches/teachers will also receive an award.

The third-place team in each grade division will receive individual trophies for each member of the team. Coaches/teachers will also receive an award.

The forth-place team in each grade division will receive individual trophies for each member of the team. Coaches/teachers will also receive an award.

All participants who do not place in the top four of their respective division will receive a Clover Bowl Wristband.

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 two 4th grade and two 5th grade members can compete as a 5th grade.) 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 level.**

Conduct and Sportsmanship

“The Clover Bowl is designed to teach young people in a FUN and SAFE environment. All participants, parents, volunteers and agents are expected to conduct themselves in a manner that reflects positively on the Clover Bowl Program and Tennessee 4-H as a whole. Those who do not hold to these standards may be asked to leave the contest.”

Contest Procedure

1. Opening Ceremony in Cox Auditorium
2. Dismiss to Seeding Rounds
3. Lunch on your own
4. Clover Bowl Competition in each Grade Room
5. Consolation Match to determine 3rd and 4th Place Team (In the Grade Room)
6. Championship Match to determine 1st and 2nd place teams
7. Awards Ceremony in the Grade Room to recognize the top four teams in each Grade Division

Contest Rules

1. A "Quiz-A-Tron" will be used with the first member "buzzing" in being given the opportunity to answer the question.
 - 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 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. **Correct Answers in this area will count toward the team's bonus.**
 - 2c. **All-Play Round:** The All-Play Round will be simple toss-up questions in which all eight members will have the opportunity to answer. This round will consist of the final eight questions of the contest. **Correct Answers in this area will count toward the team's bonus.**
3. Questions will count TEN points for correct answers, and a deduction of FIVE points for each incorrect answer.
4. The first person to "buzz-in" has TEN seconds to answer the question or they lose FIVE points. The first answer will be the only one accepted. If incorrect, the other team may have the question completely reread and will be given FIVE seconds to "buzz-in" and TEN seconds to answer. If the other team decides to answer and does so correctly, they will receive TEN points. If they answer incorrectly, they do not lose FIVE 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.
6. If no one pushes a button within FIVE 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.
7. A FIVE-point bonus will be automatically awarded to a team when all team members have answered a question correctly. This will be FOUR questions for a FOUR person team, THREE questions for a THREE person team, or THREE questions for a FOUR 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)

In addition to the FIVE point bonus a team will receive a bonus question worth fifteen points. A wrong bonus answer does not count against the team score.

Discussion is allowed only on bonus questions. The team will have twenty seconds to discuss this question. At the end of the twenty 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 TEN seconds to complete their 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 they do 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 reread 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 FIVE points and the question will be reread 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 FIVE questions 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 this round a question will be read until a team gains the lead by either by answering a question correctly or by an opposing team answering a question incorrectly.
10. During the Regional Contest teams may not substitute contestants.
11. Sometimes during a round, questions will need to be thrown out and substituted with a new question. This may happen due to a buzzer issue, a misread question, power outage, or any other reason that the Agent Team conducting the contest deems is an appropriate reason to do so. When this happens the reader will announce to participants and spectators the specific reason a question is being thrown out and will read a new question from the extra-question list located in their readers packet.
12. **QUESTIONS AND ANSWERS CANNOT BE PROTESTED DURING THE CONTEST. If a parent, volunteer, or agent has an issue with a question they can discuss it with the Clover Bowl Committee after the contest. That Committee consists of the Event Chairs and the Regional 4-H Program Leader.**
13. **ALL DECISIONS OF THE JUDGE WILL BE FINAL.**

Seeding Round Procedure

1. The four or three members of the team will go into the appropriate seeding room by themselves without coaches or parents.
2. Four Questions will be asked to the individual members (One to team member "1", one to team member "2", and so on). If a team member only has three members... the team captain can select a team member to ask the 4th question prior to the question being asked.
3. Four toss up Questions will be asked that can be answered by any of the team members.
4. A final Bonus question will be asked in which the team will have 10 seconds to discuss. After the 10 seconds the team captain will be asked to give an answer. A correct response to a Bonus question will award 15 points to the team. An incorrect or no response will not change the score.
5. This totals to 9 questions being asked in the seeding round.
6. A participant will be given 5 seconds to "buzz-in" after the question is read. The participant that "buzzes-in" will then be given 5 seconds to complete the answer.
7. A correct response to all questions (except bonus) will be worth 10 points. An incorrect response will be worth -5 points. No response to a question will not change score.
8. The total possible points are 95 if all answers are correct. The lowest possible points would be -40.
9. Tie Breakers: Ties will be broken in the following using the following criteria—
 - a. Bonus Question Answer
 - b. Total Correct Answers
 - c. Score on Questions 1-4
 - d. Score on Question number 4
 - e. 4 person team over a 3 person team
 - f. Most different team members answering questions.
 - g. Fewest Questions answered by team member with the most correct answers.
 - h. Coin Toss.