

Illinois Association FFA

Greenhand Quiz Bowl Rules

Team Information:

- A team will consist of no more than 5 members, teams with less than 5 members will forfeit that member's turn during rotations. (*See "How It's Run" below*)
- All participating members must be Greenhands.
 - *A Greenhand shall be defined as: a first year high school FFA member*
- Each section will send one team to represent them. Sections with a Greenhand Quiz Bowl competition shall send their winner, all other sections are responsible for selecting their representative. Teams must register by May 15.

Questions, Scoring & Tie Breaks:

- Each rotation will consist of 4 questions per person (for a total of 20 questions per round) and the winner at the end of the round will be the team with the most correct answers.
- Each round will have a specific set of questions. Questions will become increasingly difficult as the tournament progresses.
- Questions will consist of FFA trivia (history, acronyms, officers, awards, etc.)
- In the event of a tie an additional 5 questions will be asked (1 per rotation).

Buzzing In & Answering Questions:

- The person who buzzes in must wait to be recognized before answering the question.
- After the question is asked, the teams will have up to 10 seconds to buzz in, after 10 seconds the question will be considered dead.
- Prior to buzzing in, the question may be repeated only one time.
- During the competition if the first team to buzz in doesn't answer a question in time or gets it incorrect any of the opposing teams have the chance to steal. Questions may only be stolen once.
- If a buzzer is pushed prior to the question being finished the team that buzzed in will have to answer without hearing the remainder of the question. If they get it wrong or

don't know the answer, the other teams will get to hear the whole question and will have a chance to buzz in and answer.

- Pushing a buzzer out of turn will result in the loss of a point, teams must wait to be recognized before giving their answer.
- Once a team buzzes in they will have up to 10 seconds to answer the question, before it goes to the other teams, who also have 10 seconds to answer.

Other/General Rules:

- There will be no discussion amongst team members during competition.
- The moderator has the final say on determining if an answer is correct; for example, if a member says black dress pants instead of saying black slacks for official dress it is at the discretion of moderator to accept or reject the answer.
- Official Dress is required in this contest.
- The tournament will be single elimination with a preliminary round (Each team will be guaranteed 2 games). Five (5) teams will go head to head at a one time. (*See "How It's Run" below*)
- No cell phones or notes will be allowed during the event.
- Violation of these rules will result in the team forfeiting the question, losing points or disqualification from the competition. Moderators also have a right to remove members from competition if necessary.

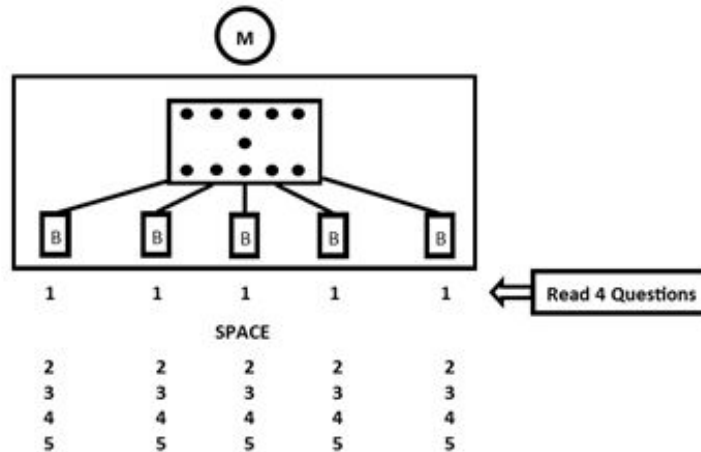
Audience/Guests & Recording:

- Guests are allowed to sit in on the competition, but no competitors will be allowed to watch.
- There will be no further admission at each commencement of each round of competition.
- There will be absolutely NO RECORDING of the competition, those that are found to be recording (including but not limited to: taking notes, audio recording, taking videos; non-distracting photography is allowed) will be dismissed from the room.

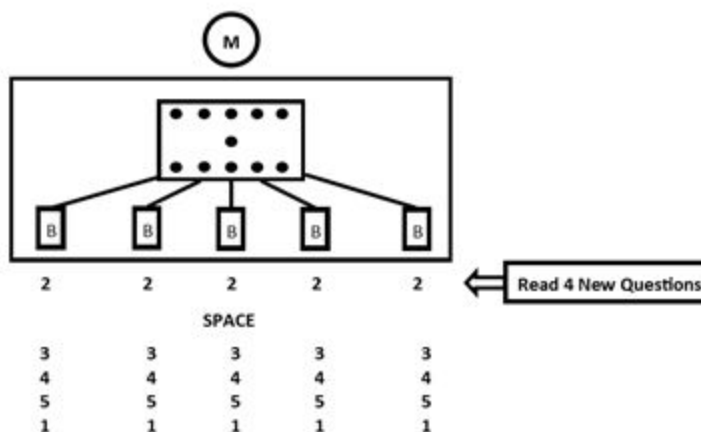
How It's Run:

- 5 teams go head to head at one time

- Each team designates team members numbers: 1, 2, 3, 4, and 5. Those teams that have less than 5 will leave that number blank and thus forfeit that turn in the rotation.
- All of the team member “Ones (1)” step up to the buzzers at one time and compete against each other individually (the remainder of the teams line up behind them with a space between the one at the buzzer and the team).



- All of the “Ones (1)” get asked 4 questions, each correct question is worth 1 point and goes toward the team score. After the 4 questions are asked rotate to the team member “Twos (2).” and repeat. Rotate through all team members.



- After all of the rotations add up the scores for the final team scores.

Tie Breaker:

- Only those teams that are tied compete head to head.
- Same rotation as regular play but only one (1) question per rotation.
- After everyone rotates through scores are updated.
- If tie persists: continue until tie is broken.
 - If fewer teams are tied after the first tie breaker round, only those that are still tied compete.
- Competition will be held in Room B9 (lower level) of the Bank of Springfield Convention Center during the Wednesday of State Convention.
- The First Place Team will be recognized on stage at State Convention during the sixth general session.