



DAIRY BOWL RULES AND REGULATIONS

Dairy Bowl is a contest where teams of four members compete against each other. Competition points are awarded for correctly answering questions about the dairy industry and closely related areas. Questions will cover feeds and feeding, milk quality, herd health, udder health, breeding and genetics, marketing dairy foods, calf raising and the Holstein breed and Holstein organization.

Although questions may come from a variety of sources, most questions will come from: *"Holstein Association News"*, *"Hoard's Dairyman"*, *"Dairy Herd Management"*, *"New York Holstein News"*, *"Progress of the Breed"*, the most recent *"Holstein USA Sire Summary"*, the description on the back of official Holstein pedigrees, and the Holstein Junior Workbooks.

*****All participating Dairy Bowl teams agree that if they win, they will be available and willing to represent the New York Junior Holstein Association at Nationals. (unless unexpected circumstances arise).**

ELIGIBILITY

1. A team shall be composed of four members. However, teams of three members will be allowed to participate. A three-person team must understand they will be competing at a disadvantage. A three-person team entering competition automatically will start with a 30-point disadvantage from Phase I questions.
 - a. **Junior Team - team members must not have reached their 16th birthday by January 1 in the year competing.**
 - b. **Senior Team - team members must not have reached their 21st birthday by January 1 in the year competing.**
 - c. **NOVICE DIVISION-For first year participants and/or youth may be 10 & Under as of January 1 in the year competing if. Youth can opt to participate in the actual Junior Contest.**

2. Team members must be Junior members of the State Holstein Association. Members of the winning Junior and Senior teams do not need to be Junior members of the National Holstein Association to participate in the National contest.

3. All teams must designate a team captain and a coach. Coaches with a team competing in each division must choose which team they will accompany. There will be no alternating of coaches within a team or between divisions. All team members, including the alternate, must stay in the holding room during the contest unless competing. Once a team has been eliminated, members can leave. Though it is preferred that a coach or designated person be with his/her team at all times, coaches have the option to decide whether they would like to stay in the holding room with their team and with the team as they compete or, to stay out of the holding room with their team and be allowed to move in and out of the various contests, with no verbal contact with the team. Once a coach has made the decision to stay in or out of the holding room, it must be adhered to during the team's entire competition. Non-players and others may stay with the team or otherwise are free to watch any matches, but cannot go in and out of the holding area or have contact with team members.

4. A county may have more than one team participate in the Junior and/or Senior divisions of the contest. The members and alternates of each team will have to be named when registering the teams at the Convention, before the written test is taken. After this registration, team members or alternates will **NOT** be allowed to switch teams. Teams from the same county and same division will seat themselves separately in the holding room. In the event that two teams from the same county should meet in the contest, both teams will compete independently on an equal basis.

5. The winning Senior and winning Junior teams will represent New York State at the National Convention. A member of the winning state team who does not participate at the National Contest does not lose a year of eligibility at the State Contest. A person participating in the National Holstein Bowl Contest and winning loses State eligibility in that division.

6. A person may win the Senior contest only three times and the Junior contest only three times. Once an entrant has participated on a Senior team, he or she is not eligible for participation on a Junior team.

7. Novice Dairy Bowl will consist of Phase II with Individual Questions and Phase III with 10 Toss up questions with NO points being deducted for an incorrect answer.

DAIRY BOWL RULES

Both the Senior AND the Junior contests will follow National rules with one exception (see # 2.c.i. In bold)

1. Teams will compete in a series of one-on-one double elimination contests until the top team is chosen. The team total from the written exam will be used to seed the team for the first round. If there are an odd number of teams, the team with the highest score will be given the bye. The second round will be against either a winning team or a losing team depending on the first contest. A second loss eliminates a team from continuing competition.

2. **Competition between teams will be in three phases:**
 - a. **Phase I:** A written test of 30 questions will be given to each contestant prior to the start of the rounds. Alternates will be allowed to take the written exam as practice, but their exam will not be scored or counted towards the team total. Each correct answer will be worth 5 points. No points will be lost for incorrect answers or blanks. The purpose of the written test is to seed the teams in the competition brackets. Points earned on the written exam will NOT be used in Phase II, III or in determination of which team wins individual rounds of dairy bowl.

 - b. **Phase II:** Each team member will be asked three general dairy questions in rotation. Each are worth 10 points with no deduction for incorrect answers. Each team will be asked the same set of questions. The other team will remain in isolation until the team in action completes the questions. The first team to answer the Phase II questions is not required to leave the playing room while the second team is being questioned. Contestants must begin their answers within 5 seconds.

- c. **Phase III:** A total of 16 questions will be asked.
- i. A contestant wishing to answer any toss-up question must activate the buzzer. Contestants may not answer until acknowledged verbally by the moderator. After being acknowledged, the contestant must begin to answer within 5 seconds. The team receives 15 points for the correct answer. Senior teams will lose 10 points if an incorrect answer is given. **Junior teams will NOT lose points for an incorrect answer**, regardless of whether or not the question has been completely read.
 - ii. If an incorrect answer is given, the question will then be re-read to the opposing team; except for true/false and yes/no type questions. If an incorrect answer is given to one of these type questions, another question will be given to the other team. Also, if a moderator should accidentally give the correct answer **before** offering the question to the second team, the second team shall get a new question to replace the original question. Any member of the opposing team must signal to answer the question.
 - iii. If a contestant answers a toss-up question without signaling or waiting to be verbally recognized by the moderator, the answer will be declared invalid and 10 points will be deducted. The toss-up will then be offered to the opposing team.
 - iv. If a contestant signals for an answer, is recognized and fails to start an answer within 5 seconds, the team will lose 10 points and the toss-up will be offered to the opposing team.
 - v. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer, the question will be dropped and neither team will forfeit points.

- vi. Whenever a buzzer is pushed before the question is completely read, the moderator shall stop reading the question when the light goes on and recognize the Junior, then that person may then answer the question. If correct, the team will receive the credit. If the answer is incorrect or incomplete, 10 points will be deducted, and the question shall then be completely re-read and the other team will have an opportunity to answer it. The moderator may ask the contestant to be more specific as long as no incorrect information was given.

- vii. The only discussion allowed between team members will be on bonus questions in Phase III. The answers must come from the team captain **or** member designated by the team captain to answer. Only the number of answers required by the bonus question will be accepted. Example: If the bonus has a four-part answer, the first four answers given by the team will be accepted. The bonus answers must be started within 20 seconds.

- viii. Bonus questions may be earned in the toss-up round. In order to receive a bonus question, three different team members must correctly answer toss-up questions. Bonus questions are not passed to the other team if not answered correctly or completely. Bonus questions will be asked whenever three team members have answered toss-up questions correctly with the count kept individually for members of both teams within a match. Individual counts of correct answers do not start at zero following award of a bonus question. Eligibility for bonus questions does not carry over to another match.

- ix. All questions correctly answered, both toss-up and bonus, will be worth 15 points in Phase 3. Credit will be given to the portion of the bonus question answered correctly.

3. Bonus Questions:

- a. The value of each bonus answer will be 15 points. Answers may consist of several parts.
 - i. 2 Parts- 1 correct- 5 points, 2 correct- 15 points
 - ii. 3 Parts- 1 correct- 5 points, 2 correct- 10 points, 3 correct- 15 points
 - iii. 4 Parts- 1 correct- 4 points, 2 correct- 8 points, 3 correct- 12 points, 4 correct- 15 points
 - iv. 5 Parts- 1 correct- 3 points, 2 correct- 6 points, 3 correct- 9 points, 4 correct- 12 points, 5 correct- 15 points
- b. Consultation among team members is permitted on bonus questions
- c. Bonus questions must be answered in a reasonable time -- must start to answer within 20 seconds. A 5-second warning will be given by the timekeeper.
- d. No points are deducted for an incorrect answer.

4. Clarifications of Acceptable Answers:

- a. Full names of animals: A contestant must use the full registration name of an animal with the exclusion of suffix. If the suffix is used, it must be correct, i.e., ET versus ETS, or *TD versus *TM.

Examples:

Arlinda Melwood	Correct
Arlinda Melwood-ET	Correct
Melwood	Incorrect
Arlinda Melwood-Twin	Incorrect
Arlinda Melwood-ETS	Incorrect

- b. Names of people: When giving a specific person's name, last name only will be acceptable. First name is not necessary, but if given, it must be correct.

Examples:

Meyer	Correct
John Meyer	Correct
Myers	Incorrect
Gene Myers	Incorrect

- c. Pronunciation: Judges must recognize the answer given as mispronunciation. The error cannot affect the correctness of the answer. Example: For questions with antibody as the answer, antibiotic is not correct.
- d. Volunteering information: If the contestant first gives a correct answer and goes on to add incorrect information, the entire question will be incorrect. The answer accepted is the first spoken, including everything given until the contestant stops speaking. Any information given after that, if the contestant resumes speaking, will not be accepted. (Exception: information given by contestant in response to moderator's request to please be more specific.)
- e. Correcting answers: If a contestant gives a complete answer, he or she cannot make a correction. If partial answer is given and the contestant makes the correction mid-answer, or word, the corrected answer will be accepted.

5. The decision of judges is final. Any spectator or coach who questions or argues with a judge or moderator, or interferes with the running of the contest will be asked to leave. A contestant, however, may ask for verification of an answer to a question, but only a contestant.

6. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They are; however, welcome to submit in writing to the contest officials any suggestions or complaints at the conclusion of the contest.

7. The call of the coordinator rule would be in place for contestants to use when a question is ruled incorrectly by the judges, if the team member or members in question feel very strongly that the judge's ruling is incorrect. In order for a team member or members to use this rule they must institute their right for the call of the coordinator before the next question is read or the current question is repeated for the opposing team. The team will have three minutes to compile their materials in order to refute the judge's decision. This rule should only be instituted in very specific circumstances and each team is limited to a maximum of two "calls of the coordinator" per the entire contest. Once the "call of the coordinator" has been instituted, the coordinator may make a ruling or call upon additional judges. The coordinator's ruling will be final. Any questioning of the coordinator's ruling will result in the immediate elimination of the team in question.

8. Each team is requested to maintain a respectable demeanor throughout the contest with sports-man-like behavior.

9. The winning team for each round will be determined by the highest total score from Phases I, II & III. In the **event of a tie**, the two teams will be asked the next five toss-up questions from the extra questions list with the best of five declared winner. Bonus questions can not be earned with these tie-breaker questions.

10. The use of cell phones or other electronic devices **is strictly prohibited** during the contest and in holding rooms. Violations will result in dismissal from the contest. Audience members will also be required to turn off all electronic devices.

OFFICIALS FOR EACH DAIRY BOWL CONTEST ROOM

1. **Moderator:** The moderator assumes complete direction of all contests, asks all questions, designates contestants to answer questions, accepts or rejects all answers unless overruled by both judges. He/she may seek interpretation of questions and answers from judges. The moderator designates the winner of each contest and shall at all times be in charge; having the final voice in all decisions, except for answers to questions which are ruled on unanimously by judges.

2. **Judges:** One or two judges are to be used who are knowledgeable in the subject matter. The judges may rule individually or jointly on the acceptability or rejection of a question and/or answer if either is challenged by a contestant.

3. **Timekeepers:** One individual will be used to time and to indicate to the moderator the expiration of the time allowed in which to answer questions.

4. **Scorekeepers:** Two individuals will keep score on each contest. One scorekeeper will write in such a manner that all points awarded may be checked while the other remains visible to the moderator, the contestants and, in-so-far as possible, the viewing audience.

****Please refer to the Holstein Foundation Dairy Bowl Rules and Regulations for issues not addressed within the New York State Junior Holstein Association Dairy Bowl Rules and Regulations.**