

LIFE SKILLS BOWL

Description: Participants will work as a team to answer various life skills oriented questions.

Entries: Teams should consist of four members and may have one alternate.

State Awards: First Place team will receive the choice of \$50 towards national competition, \$50 towards future county/state event, State 4-H Contests Jacket, or registration for "State Contests Winners" Retreat. They also receive the right to represent Utah at the Western National Contest in Denver.

National Awards: Determined at the national level.

Sponsor: Utah 4-H

Special Information:

The Life Skills Bowl covers materials from all sections of family consumer sciences from foods and nutrition, clothing and textiles, financial management, consumer decision making, and child care. This involves 4-Hers in a College Bowl type contest matching wits with the opposing team to see who can answer the most questions the fastest.

I. Eligibility

1. Contestants will participate in this contest in teams of four (4).
2. Each contestant should read the general rules. 4-H members may be enrolled in any FCS related 4-H project.

II. Procedure

A. Contest questions are taken from the following sources. *Contact your Extension office about obtaining the study materials.*

1. New Mexico Home Economics Bowl Study Questions 2005-06
2. Clothing Coordination – Fashion Magic project book (100 C-28)
3. "My Pyramid" USDA (available at <http://www.mypyramid.gov>)
4. 2006 Consumer Decision Making Class Study Materials – (http://fcs.tamu.edu/money/your_money/cdm/2006/index.php)
5. "Plating It Safe", food safety pamphlet, (<http://www.beefboard.org/checlatingitsafe.aspx>)
6. Consumer Savvy – Level I – The Consumer in Me (CCS curriculum)
7. Understanding Preschool Children (100.M-10, N-01)
8. Selection and Use of Home Cleaning Products, NM Cooperative Extension (Publication G-304) (<http://www.cahe.nmsu.edu/pubs/g/g-304.pdf>)
9. Food, Friends, and Fun (100.E-94) (disregard page 41.)

10. Clothing Coordination – [Fashion Magic “In the Marketplace”](#) (100 C-27)
 11. [Housing and Interior Design](#) (100 Q-1C)
 12. [Managing Your Family's Money](#) (Guide G-258)
- B. A game consists of rounds that are divided into halves.
- Round 1- The first half of the round is one-on-one competition. Only one member of each team is eligible to respond to a question.
 - Round 2- During the second half of the round, all team members are eligible to respond.
- C. Questions- There are three kinds of questions:
1. Regular questions to which the designated member of either team may respond during the first half or the one-to-one competition.
 2. Toss-up questions are open for response by any member of either team.
 3. Bonus questions attached to selected toss up questions are open to any member of the team that won the toss-up question. No part of the bonus question may be repeated or any additional information given to the contestant relative to the question.
- D. Scoring
1. During one-on-one competition in the first half of the round, only one member of each team is eligible to respond to a question. This eligibility rotates with each question, beginning with the team captain on each team, and then passing to the number two, three and four contestants of each team, until all the remaining questions have been asked.
 2. The point value of the first half of the round is as follows:
 - a. Correct response- two points
 - b. Incorrect response- loss of two points
 - c. If both contestants do not attempt to answer in the five-second allowable time, neither team loses nor gains any points.
- E. Time Requirements
1. Each round is divided into halves, with each half based on time (eight minutes) or number of questions (20 questions).
 2. Contestants have five seconds to begin to answer the question after activating the buzzer and being recognized by the moderator.
 3. If a buzzer is activated during reading of a question, the moderator immediately stops and the contestant has five seconds after being recognized by the moderator to begin the answer.
 4. Repeating the question by the contestant is not to be considered the initiation of the answer.
 5. It is the responsibility of the moderator and judges to determine if an actual answer was begun within the five-second period.

4-H LIFE SKILLS BOWL CONTEST

Contest Chair Information

The Life Skills Bowl covers materials from all sections of family consumer sciences from foods and nutrition, clothing and textiles, financial management, consumer decision making, and child care. This bowl game involves 4-Hers in a College Bowl type contest matching wits with the opposing team to see who can answer the most questions the fastest.

II. Eligibility

1. Contestants will participate in this contest in teams of four (4).
2. Each contestant should read the general rules. 4-H members may be enrolled in any FCS related 4-H project.

CONTEST RULES

II. Procedure

- A. Contest questions are taken from the following sources. *Contact your Extension Office about obtaining the study materials.*
13. New Mexico Home Economics Bowl Study Questions 2005-06 (No more than 50% of the total questions will come from this question bank.)
 14. Clothing Coordination – Fashion Magic project book (100 C-28)
 15. “My Pyramid” USDA (available at <http://www.mypyramid.gov>)
 16. 2006 Consumer Decision Making Class Study Materials
 17. “Plating It Safe”, food safety pamphlet, NM Beef Council
 18. Consumer Savvy – Level I – The Consumer in Me (100.G-1, N- 05)
 19. Understanding Preschool Children (100.M-10, N-01)
 20. Selection and Use of Home Cleaning Products, NM Cooperative Extension (Publication G-304)
 21. Food, Friends, and Fun (100.E-94) (disregard page 41.)
- B. A game consists of two halves.
- The first half is one-on-one competition. Only one member of each team is eligible to respond to a question.
 - The second half is a toss-up when all team members are eligible to respond.
- C. Questions- There are three kinds of questions:
1. Regular questions to which the designated member of either team may respond during the first half or the one-to-one competition.
 4. Toss-up questions are open for response by any member of either team during the second half.
 5. Bonus questions attached to selected toss up questions are open to any member of the team that won the toss-up question. No part of the bonus question may be repeated or any additional information given to

the contestant relative to the question. (Refer to 6a for more information).

D. Scoring

3. During one-on-one competition in the first half, only one member of each team is eligible to respond to a question. This eligibility rotates with each question, beginning with the team captain on each team, and then passing to the number two, three and four contestants of each team, until all the remaining questions have been asked.
4. The point value of the first half is as follows:
 - a. Correct response- two points
 - b. Incorrect response- loss of two points
 - c. If both contestants do not attempt to answer in the five-second allowable time, neither team loses nor gains any points.
 - d. Bonus = 2

E. Time Requirements

6. Each round is divided into halves, with each half based on time (eight minutes) or number of questions (20 questions).
7. Contestants have five seconds to begin to answer the question after activating the buzzer and being recognized by the moderator.
8. If a buzzer is activated during reading of a question, the moderator immediately stops and the contestant has five seconds after being recognized by the moderator to begin the answer.
9. Repeating the question by the contestant is not to be considered the initiation of the answer.
10. It is the responsibility of the moderator and judges to determine if an actual answer was begun within the five-second period.

III. Bowl Requirements

A. Equipment

1. A team responder that provides a clear indication of the first contestant to respond to a question.
2. Stop watch or other appropriate time device.
3. Buzzer with a different sound than the game panel.
4. Blackboard or flipchart used to maintain team scores. This must be visible to contestants and, if possible, to spectators.

B. Contest Officials

1. Moderator: assumes direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects answers unless the questions and/or answers are challenged. Moderator indicates when a contestant has exceeded the allocated time for a question, declares the winner of the round, controls the contest, and moves to the next question (decides to discard the question or move to the next).

2. Judges: two judges are recommended. Judges must be knowledgeable about resource material. Judges rule jointly on the acceptability of questions or answers. In cases of a challenge to questions or answers in the contest, two of the three officials (both judges, or one judge and the moderator) must agree to acceptability or rejection of any question and/or answer. With only one judge, both judge and moderator must agree on actions to be taken.
3. Timekeeper: monitors time intervals and designates when time of response has been exceeded and handles control of the game equipment. Neither the moderator nor the judge should be timekeeper.
4. Scorekeeper: keeps score for the contest in a place that is clearly visible to the moderator and contestants.

C. Teams

1. Each team consists of four members and may include one alternate if desired. Only four contestants are seated at the panel at one time.
2. During a round, only one team member may be replaced at the panel. A member may only be replaced when:
 - a. The moderator deems it impossible for one of the seated members to continue in the contest, or
 - b. The captain of a team requests the replacement of a team member.
3. The team member removed from the round becomes ineligible to return during that round. The team member removed and the replacement member are both eligible to participate in further rounds.

IV. Competition

A. Starting the Contest

1. Teams are assembled and seated at their respective panels and each contestant is given the opportunity to check the equipment.
2. A team captain is designated and seated nearest the moderator.
3. The question packet is opened by the moderator.
4. Teams are secluded from one another so they may be asked the same set of questions.

B. Round One- First Half (20 questions or 8 minutes)

1. The moderator indicates clearly the start of one-on-one play.
2. Each question is addressed to only one member of each team, beginning with the team captain and progressing with subsequent questions to the number two, three, and four contestants, respectively.
3. The moderator indicates which two contestants are eligible to respond prior to the reading of each question.

4. On the first questions, only the team captains may activate the buzzer to answer the question. On the second question, only the team members seated in second place may activate the buzzer. When all four team members have had a chance to answer a question, the procedure will start over with the team captains.
 - a. The team loses two points if contestants other than the designated contestants respond with the buzzer or verbally.
 - b. If any contestant responds more than twice to questions directed to another contestant, that contestant is replaced by the alternate. If no alternate is available, the remainder of the match is played with less than the full team, and questions normally addressed to the eliminated contestant will be addressed to the opposing team contestant only.
5. There are no bonus questions asked during the one-on-one period.

C. Second Half (20 questions or 8 minutes)

1. Any contestant may answer the questions. The moderator begins by reading a toss-up question and clearly indicates if a bonus question is attached and how many points the bonus question is worth. (See 6b)
2. The moderator reads all questions to their completion, or until a contestant activates a buzzer.
3. If the answer given is incorrect, the question will not be repeated for the other team, but will be discarded.
4. If the time elapses without a contestant activating a buzzer, there is neither loss nor gain of points to either team.
 - a. If a bonus question was attached to an unanswered toss-up question, that bonus question is then transferred to the next question.
5. If the answer to a question is begun during the five-second allowable time and the answer is incorrect, that team loses the points associated with that question.
 - a. If a member of a team activates a buzzer and an answer has not been started within the five-second allowable time, there is a two-point penalty imposed against the team activating the buzzer and that question is discarded.
 - b. If a bonus question is attached to an incorrectly answered toss-up question, that bonus question is transferred to the next question.
6. If the toss-up question is correctly answered within the five-second time limit, that team scores two points.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a ten-second discussion period is permitted for team consultation. The end of the ten-second period is signaled by the timer. At the signal, a five-second period is permitted for the team captain or designated team member to begin the answer.

- b. A bonus question is worth two points.
 - c. Failure to answer a bonus question results in no loss of points.
 - d. No part of the bonus question will be repeated nor will any additional information be given.
7. Either the team captain or the moderator may call a time-out for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next question.
- D. **Completing the Contest**
- 1. The moderator continues reading questions (and bonus questions if applicable) until all questions have been asked or eight minutes has expired, whichever comes first.
 - 2. If a question is thrown out either due to poor reading by the moderator or a decision of the judges, it will be replaced by another question so that the total number of questions or time limit remains consistent.
 - 3. Following the final question or time limit, the team with the highest number of points is declared the winner of that round.
 - 4. In the event of a tie after the designated number of questions, five additional toss-up questions will be asked, to which any contestant may answer after activating the buzzer and being recognized. If a tie remains after the overtime, the first team to score two points (or gaining the advantage due to a loss of two points to the opposing team) will be declared the winner.
 - 5. Once the moderator has declared the winner based on the score, there will be no protest.

V. Protest of Questions and/or Answers

- A. Protests may be made only by the team captain or coach, and then only at the time the question is read or the answer given. There is only one coach recognized for each team. The moderator and judges consider the protest, and their decision in all cases is final.
- B. When a protest is made, play will be stopped until the protest is resolved or a three-minute time limit is up.
- C. If a protest is sustained, the moderator will take one of the following actions:
- 1. If a question is protested before an answer is given and the protest sustained, the question is discarded. There is no loss or gain of points for either team.
 - 2. If an answer is protested, at least one of the judges and moderator, or both judges determine the validity of the protest. Points will be added or subtracted as appropriate.

3. If a question is protested after an answer is given, at least one judge and moderator, or both judges determine the validity of the protest. The question is then discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points.
- D. Abuse of the protest provisions may result in one or more of the following:
1. Dismissal of coach from the contest area.
 2. Dismissal or replacement of team captain.
 3. Dismissal of entire team with forfeiture of points or standing.
- E. Spectators may not protest a question, answer, or procedure during course of play.
1. Spectators may submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest.
 2. Unseemly behavior, unsportsmanlike conduct or actions detrimental to the contest will result in dismissal from the contest area, loss of points (2 points per occurrence), or disqualification of team.
- F. No source of information is infallible. Every effort is made to eliminate questions that are vague or erroneous, but in the event a doubtful questions, the judges or moderator may challenge them; and if there is unanimous agreement, may elect to discard the question with no loss or gain to either team.

VI. Recording Devices

To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort, no note taking, recording devices, or cameras are allowed in the contest room. Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.

VII. Equipment Failure

A. If equipment fails or malfunctions during a round, any contestant, the moderator, judges or coach, may call a time-out.

B. If, after checking it is determined that there is a malfunction, the faulty part(s) will be replaced and play resumed.

C. Scores accumulated up to the point of the time-out shall stand and all further points awarded during the match added or subtracted from this total. If judges or one judge and the moderator deem it advisable, points awarded for the question immediately prior to equipment failure may be recalled and an additional question used.

A. Under no condition shall there be a replay of a match where there was equipment failure.

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