

State 4-H Horse Bowl Contest

Objectives

The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related subject matter in a competitive setting, where attitudes of friendliness and fairness prevail. We hope that this competition will provide an educational experience for both participants and spectators.

What Is It?

The State 4-H Horse Bowl is a quiz contest made up of questions pertaining to horse topics. Pairs of four-person teams compete against each other responding to questions asked by a contest moderator. Each team is given credit for correct answers, and in some cases a penalty for incorrect answers. The team with the highest score at the end of the contest is declared the winner.

Contest Mechanics

County

Each county may enter one Senior team of 4-5 members and one Intermediate team of 4-5 members. Counties are strongly encouraged to hold qualifying and/or practice contests. 4-H Horse Quiz Bowl teams must be registered on 4HOnline and must email questions to the State Horse Specialist in advance of the state event in order to participate. Visit <https://animal.ifas.ufl.edu/extension/youth/> for current contest registration details and deadlines.

State

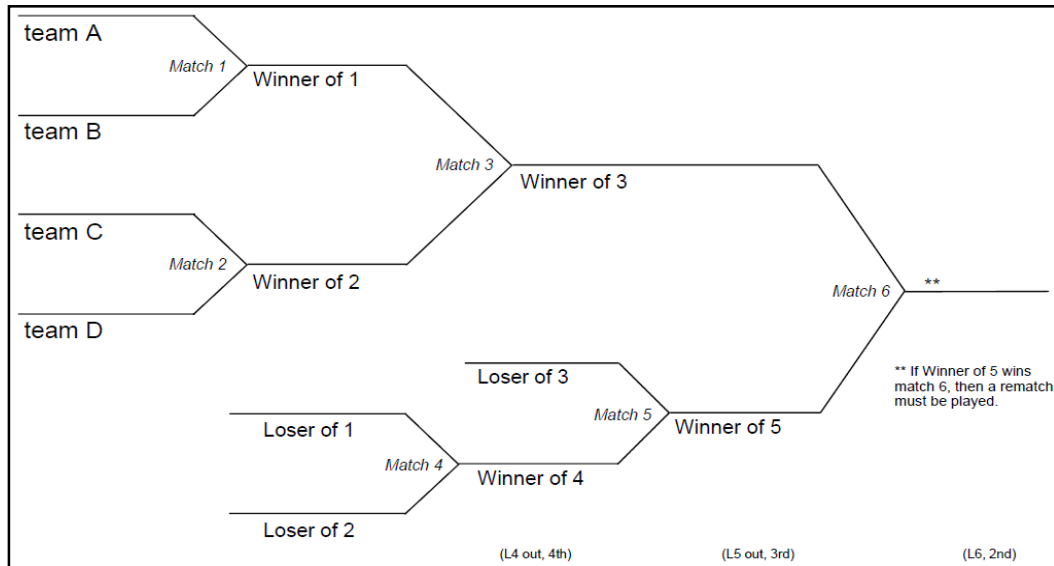
The State 4-H Horse Bowl will be held during the State 4-H Horse Events day in Gainesville. This event will be organized as a double elimination contest. That is, losers from the first match of play will be able to compete in a second elimination match. Figure 1 is an example of a four team double elimination contest.

The winning team of this double elimination competition will be eligible to attend the Eastern National 4-H Horse Bowl held in conjunction with the Eastern National 4-H Horse Round-Up in Louisville, Kentucky. Both the first and second place teams will be eligible to attend the Southern Regional 4-H Horse Championships in Perry, GA.

State Awards

A team award will be presented to the 1st, 2nd, and 3rd place teams. Each member of the 1st, 2nd, and 3rd place teams will be given individual team member awards.

Figure 1 – Four-Team Double Elimination Contest



Teams and Contestant Eligibility

1. Each Senior contestant must be 14 years old as of September 1 of the current 4-H year and not have passed his/her 18th birthday on September 1 of the current 4-H year. Each Intermediate contestant must be 11 years old as of September 1 of the current 4-H year and not have passed his/her 14th birthday on September 1 of the current 4-H year.
2. Each contestant must be a bona fide Florida 4-H member enrolled in the 4-H horse project. A self-determined project or a vet science project with horse emphasis will be considered a horse project. Contestants must not have participated in official post-secondary (University, college, junior college, or technical school) competitive horse bowl contests. Individuals who were members of the senior state winning 4-H quiz bowl team in previous years are ineligible.
3. Each team shall consist of four (4) or five (5) contestants. One team member will be designated as the alternate if five contestants are entered.
 - A. The alternate will not be seated at the panel nor may the alternate participate in the questions or answers unless:
 - (1) The moderator deems it impossible for one of the regular members of the team to continue in the contest, or
 - (2) The captain of a team requests a time-out and the replacement of a team member with the alternate.
 - B. If an alternate is seated following the removal of a regular contestant, the team member removed becomes the alternate but becomes ineligible to return to that particular match. The team member removed and the alternate remain eligible to participate in further matches.

Procedures and Rules for the Florida 4-H Horse Bowl

Equipment

1. **Game panel & signaling device** (buzzers, etc.) – An appropriate device shall be used which will provide a clear indication of the first contestant to respond to a question. This signal device should have a distinctly different sound for each side, or have a distinct sound and lights that indicate which contestant activated his/her buzzer. Back up units should be available in the event of malfunction or failure.
2. **Time Recorder** – A stopwatch, control panel timer, or other appropriate timing device shall be used to measure time in seconds.
3. **Score Keeping Device** – This device may be a blackboard, dry erase, flip chart or projected computer scoring. It should display the points awarded for each question, team score, and the team members who have correctly answered a toss-up question.
4. **Questions** – A match will consist of 14 to 40 questions, with the number of questions being determined by the age division, number of teams competing, the amount of time available for the contest and the final procedures adopted. There will be no maximum time per round and the contest will be over when the designated number of questions have been read.

Questions should come from the following subjects: 1) Nutrition & Feeding, 2) Reproduction & Genetics, 3) Conformation/Unsoundnesses/Action, 4) Internal Anatomy/Physiology, 5) History & Evolution, 6) Breeds/Colors/Markings, 7) Tack & Equipment, 8) Showing & Competitions, 9) Health, and 10) Psychology/Training/Safety.

5. **Reference materials** – Questions will only be taken from a standard set of materials. Refer to the References link on the Quiz Bowl event page for the current references (<https://animal.ifas.ufl.edu/extension/youth/>). All of the game questions will have a reference code and page number. The required reference books will be available at the contest to look up information or to verify answers.

Equipment Failure

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a time out may be called by any contestant, an official, or by either coach.
3. If, after checking, it is determined that there is an equipment malfunction or failure, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the time out shall stand and all further points awarded during the remainder of the match will be added to or subtracted from this total.

- A. Exception: If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions immediately prior to determination of equipment failure may be recalled and two (2) additional questions may be asked.
- 5. Under no conditions shall there be a replay of a match in which there was equipment failure.

Officials

1. **Moderator** (Quiz Master) – The moderator will assume the direction of the contest, read questions, and acknowledge the chairs that are eligible to respond to One-on-One and open questions, before the question is read. The moderator will accept all answers that are the same or mean the same as the expected answer to the question. Any answers different than the expected answer will be referred to the judges' panel that will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as the 3rd judge. The moderator shall announce the start of each section of play, the start and stop of time-outs, the winner of each match, and at all times be in control of the game.
2. **Referee Judges** – At least two referee judges should be used. One should be a knowledgeable horseman, and the other, if possible, a veterinarian (preferably an equine practitioner). The referee judges may rule individually or jointly on the acceptability of any question or any answer. In case of challenges to questions or answers, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer. When there is only one judge, both the judge and the moderator must agree on actions to be taken. Additional details for determining correct responses is in the "Information Sources" section.
3. **Time Keeper** – The time keeper will monitor all time intervals and designate when the time of response has been exceeded, and will handle all controls of the game equipment. If necessary, the Moderator may control the timers in addition to reading questions.
4. **Score Keepers** – At least two individuals, preferably three, shall keep team scores for each contest in such a manner that all points awarded to or taken from each team may be checked. If facilities and personnel allow, scores should be kept so they are clearly visible to the moderator, the contestants, and the viewing audience. The second and third score keepers will keep a written record of the running scores on a provided scoresheet. The written record of the scores must match the visual scores and agreement should be confirmed before a match winner is announced.
5. **Contest Chair** – The contest chair will have final authority over ALL procedures protests.

Contest Format

1. Each match will be divided into two rounds: one-on-one, and open (all-play).
 - A. **The first round will be one-on-one.** The moderator shall clearly indicate the start of this phase and state prior to the reading of the question which two contestants are eligible to respond. Each question shall be addressed to only one member of each team beginning with the #1 chair contestants (closest to the moderator) and rotating to chairs 2, 3, and 4. This individual competitive play will consist of 1 to 3 questions per each competing pair of players.
 - (1) Scoring for the one-on-one questions will be **2 points** for a correct answer, **minus 1 point** for an incorrect answer or answering before being acknowledged, and no points if a buzzer is not activated within 5 seconds after the question is read.
 - B. **The second round will be open (all-play).** Any seated member of the team is eligible to answer the question and the member that activates the buzzer first will have the opportunity to answer the question.
 - (1) Scoring for the one-on-one questions will be **1 point** for a correct answer, **minus 1 point** for an incorrect answer or answering before being acknowledged, and no points if a buzzer is not activated within 5 seconds after the question is read.
 - (2) Some open questions in the second round will be designated as **“toss-up”** questions. If there is a correct answer to the toss-up question, a bonus question will be attached.
 - (3) For **Bonus questions**, team members may confer. If the team answers all parts completely, correct responses are worth **three points for Seniors and 2 points for Intermediates**.
2. For a standard competition, each match should be comprised of the question numbers below. The Contest Chair may alter the number of questions in each round/match depending the number of teams competing, the amount of time available, or other circumstances (ex. abbreviated matches for a large number of teams in a short time).
 - A. Intermediates: Round One (one-on-one) – 8 questions (2 to each chair pair)
Round Two (open) – 12 questions (2 of which are toss-up for bonus)
Round Two Bonus – 2 questions
Tie Breakers, if needed – 3 questions
 - B. Seniors: Round One (one-on-one) – 12 questions (3 to each chair pair)
Round Two (open) – 17 questions (3 of which are toss-up for bonus)
Round Two Bonus – 3 questions
Tie Breakers, if needed – 5 questions

Conducting the Contest

1. Contest procedures for Intermediate teams and Senior teams are almost identical. The only differences are the number of questions in each round and the level of difficulty of the questions. All procedures, scoring*, timing, and other details in this section apply to both divisions. *The only scoring exception is the point value for bonus questions, and the penalty points for activating a buzzer but not answering.
2. Teams are assembled and seated at their respective panels and each contestant is given an opportunity to check the equipment.
3. A team captain is designated and shall be seated nearest the moderator.
4. All team members will have a tangible means to track participation for the team bonus (bonus card, etc.). When a contestant gives a correct response to a question, it should be displayed so it is visually clear to the moderator and scorekeepers.
5. The moderator will identify the type and number of question and designate the chairs eligible to respond (when appropriate), then read the question until the completion of the question, or until a contestant activates a buzzer.
 - A. Once a contestant activates a buzzer, they must be **ACKNOWLEDGED** before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer, and then 20 seconds to complete it.
 - (1) An **acknowledgement penalty of one (-1) point** will be deducted for answering a question before being acknowledged.
 - B. The repeating of the question by the contestant **shall not** be considered the initiation of an answer. The first answer given will be accepted as the official answer, including multiple response questions.
 - C. It shall be the responsibility of the moderator and the referee judges to determine if an **actual answer** is started within the five-second period.
 - D. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify the answer. If an answer was not clearly heard, the contestant may be asked to repeat the answer.
 - E. If an answer given is wrong, the team will **lose 1 point (-1)**.
 - F. If the answer given is the same as or means the same as the expected answer, it will be accepted and the appropriate points awarded (+2 for Round One, and +1 for Round Two). If the answer given is different than the answer expected, but may be technically or logically correct, it will be referred to the judges' panel for decision.
 - (1) The judges' panel will be allowed to verify an answer or the validity of a question. If verification cannot be made, the question will be replaced.

- G. If a buzzer is activated **during** the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have five seconds after being recognized by the moderator to begin answering the question, and 20 seconds to complete it.
 - (1) If the answer given is correct for the way the question was written, it will be accepted.
 - (2) If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted.
 - (3) If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
 - H. If the answer given is incorrect, whether the question was read to completion or not, **the question will not be repeated for the other team**, but will be discarded as if it had been read completely and then answered incorrectly.
 - I. If a team member activates a buzzer and an answer has not been started within the five-second allowable time or completed within the twenty-second allowable time, there will be a **penalty** to the team activating the buzzer: **-2 points for Seniors, and -1 point for Intermediates**.
 - J. If the time in which to answer a question (5 seconds) elapses without a contestant activating a buzzer, the question is discarded.
 - (1) There shall be no loss of points if neither team activates the buzzer.
 - (2) If a bonus question is attached to an unanswered or incorrectly answered toss-up question, the bonus question is then transferred to the next open question to which no bonus is attached.
 - K. For educational purposes every question should be completely read and the correct answer given by the moderator if the question was not correctly answered by a contestant.
6. If a **toss-up** question is answered within the five-second time limit, that team scores the appropriate points and is given a bonus question.
- A. The moderator then reads the bonus question and a ten-second period is permitted for team consultation to determine the answer. The end of the ten-second period is signaled by the timer. At the signal from the timer, a five-second period is then permitted for the team captain or his/her designee to begin the answer. Once started, the team will have thirty (30) seconds to complete the answer. Team members may give answers to the captain/designee during the 30-second answering period.
 - B. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question.
 - C. Successful completion of all required answers for the bonus question will result in that team being awarded **three (3) points for Seniors, and two (2) points for Intermediates**.

- D. All parts of the bonus question must be answered correctly with no partial points permitted regardless of the number of parts of the question answered correctly.
 - E. No points will be awarded or taken away if there are less than the required number of answers, or if there are no correct answers.
 - F. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
7. To encourage full team participation, a team bonus worth **two (2) points** will be awarded to the team when each member gives a correct response to a one-on-one or open question. The team bonus applies to both rounds of each match.
 - A. When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
 - B. When a team bonus has been earned once, the bonus cards will be turned around (or removed) and the team has an opportunity to earn the bonus again. A team may earn this bonus as many times as possible within a match.
 8. **Response penalty** – If any contestant, other than the designated contestant(s), responds to a one-on-one or open question, that contestant/team will **lose two (2) points**.
 - A. A contestant that responds out of turn for a second time to a one-on-one or open question directed to another contestant will be replaced at the panel by the team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to only the contestant in the opposite numbered chair. This contestant may return to further matches in the contest. A third such penalty will disqualify them from the competition.
 9. **Time Outs** – The team captain, coach, or any official may call for a time out for clarification of a rule, to permit the alternate to participate, or to allow for unexpected problems. Time outs may be called only after a question has been answered and before the start of the next question.

Concluding the Contest

1. The moderator will continue reading open, toss-up, and bonus questions, if applicable, until all open questions have been asked.
2. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked will remain equal in each match.
3. Following the final question, the team with the highest number of points shall be declared the winner.

4. In the event of a tie at the end of a match, additional open questions will be asked (5 for Seniors, 3 for Intermediates). If a tie still remains after the overtime, the first team to win a point (or, because of a loss of a point by the other team, has a one point advantage) will be declared a winner. Tie Breakers are not eligible for the team bonus – they are used to break match ties only.
5. There shall be no protest of any question or answer following the declaration of the winner.
6. If the match ends with an unanswered bonus question, the bonus question will not be utilized.

Information Sources – Determining “correct” response

1. Questions will only be taken from a standard set of materials. Refer to the References link on the Quiz Bowl event page for the current references (<https://animal.ifas.ufl.edu/extension/youth/>).
2. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail. For example, if there is a conflict between Equine Science and Horse Smarts, Horse Smarts would be considered correct as it is a newer publication.
3. No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books, which in fact are erroneous or out of date. Every effort is made to eliminate such questions, however, in the event one slips in, the judges may agree to:
 - A. Accept the answer and give an explanation of the correct or up-dated information, for future use of the question.
 - B. Accept only the correct answer.
 - C. Replace the question to the appropriate contestants.

Protest/Verification of Questions and/or Answers

1. An "official" protest of a question or the answer to a question may be called for by a team captain or the official team coaches. There will be only one coach recognized for each team.
2. Protests must be made before the reading of the next question. When a question or protest is raised, time shall be called. The judges and moderator will consider the protest. **Their decision in all cases is final.**
3. To sustain a protest, at least two members of the designated judges panel must agree to keep or replace a question, or to determine the validity of an answer. If a protest is sustained the moderator will take one of the following actions:

- A. If the question is determined by the officials to be a poor question, it will be replaced with the type of question (one-on-one or open).
 - B. If the answer to the question received a call for verification, the designated judges' panel will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
 - C. A question is protested after an answer is given (correct or incorrect), the designated judges panel will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the questions will be replaced with the same type of question (one-on-one or open).
- 4. If the protest is not upheld, **a (-1) point penalty** will be assessed to the initiating team.
 - 5. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches. Abuse of protest provisions may result in one or more of the following:
 - A. Dismissal of the team coach from the contest area.
 - B. Dismissal (or replacement) of any contestant from the competition.
 - C. Dismissal of entire team with forfeiture of any points or standing.
 - 6. Spectators, parents, and visitors may not protest any question, answer, or procedure during the contest. However, they may submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct or any actions which are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

Audio/Video Recorders, Electronics, and other means of transcribing contest

- 1. Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, recording, computer use, etc. in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.
- 2. Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not be used during the competition.
- 3. CELL PHONES MUST BE TURNED OFF WHILE IN A CONTEST ROOM.
- 4. PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER A MATCH.

Holding Area for Competing Teams

1. Due to the recycling of questions from one match to the next, at no time will contestants from a team that has not been eliminated from competition or drawn a bye be permitted to remain in the audience. A designated holding area for competing teams will be established prior to the contest.
2. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
3. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress.
4. All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

Scoring and Timing Quick Reference

| Scoring summary | |
|--|----------------------------|
| Scoring summary | |
| Correct answer – Round 1 One-on-One question | 2 |
| Correct answer – Round 2 Open question (including toss-ups) | 1 |
| All incorrect answers to One-on-One and Open questions | -1 |
| Bonus question – All required answers correct | Sr=3, Int=2 |
| Bonus question – incomplete, incorrect, or no answer | 0 |
| Team Participation – correct answer from each of 4 team members | 2 |
| Penalty for buzzing in and not starting answer within 5 seconds | Sr= -2, Int= -1 |
| Acknowledgement penalty – answering before being acknowledged | -1 |
| Response penalty – Out of turn (answering when someone else is acknowledged, or if question was directed to a different chair) | -2 |
| Response penalty – Out of turn second time in same match | -2; Eliminate from match |
| Response penalty – Out of turn third time in contest | -2; Eliminate from contest |
| “Official” protest not upheld | -1 |

| Timing summary | |
|--|--------|
| Round 1 one-on-one questions, and Round 2 open questions: | |
| Time to sound buzzer after question is read | 5 sec |
| Time to begin response after being acknowledged | 5 sec |
| Time to complete answer after beginning it | 20 sec |
| Bonus questions (directed to one team only): | |
| Time to confer as a team after question is read | 10 sec |
| Time for captain to begin answer after conferring time | 5 sec |
| Time for captain to complete answer (team may continue to input) | 30 sec |

Team A

HORSE QUIZ BOWL

JR/INT - Florida 4-H

Team B

ROUND 1: ONE-on-ONE (matched play)

- +2 points/correct answer
- 1 point/incorrect answer
- 1 point/answer w/o acknowledgement
- 2 points/unrecognized player
- +2 BONUS points when all 4 members have answered a question correctly.

Note: number in () represents player #;
letters represent team.

| TEAM A | QUESTION | TEAM B |
|-----------|--------------|-----------|
| (1) _____ | 1 | _____ (5) |
| (2) _____ | 2 | _____ (6) |
| (3) _____ | 3 | _____ (7) |
| (4) _____ | 4 | _____ (8) |
| (1) _____ | 5 | _____ (5) |
| (2) _____ | 6 | _____ (6) |
| (3) _____ | 7 | _____ (7) |
| (4) _____ | 8 | _____ (8) |
| (A) _____ | Team Bonuses | _____ (B) |
| (A) _____ | Subtotal #1 | _____ (B) |

ROUND 2: OPEN (all play)

- +1 points/correct answer
- 1 point/incorrect answer
- 1 point/answer w/o acknowledgement
- 2 points/unrecognized player
- +2 BONUS points when all 4 members have answered a question correctly.
- Bonus questions worth 2 pts; no partial

Note: record player # in ().

| # | TEAM A | QUESTION | TEAM B | # |
|-----------|--------|----------|-----------|---|
| () _____ | | 9 | _____ () | |
| () _____ | | 10 | _____ () | |
| () _____ | | 11 | _____ () | |
| () _____ | | 12 | _____ () | |
| () _____ | | 13TU | _____ () | |
| () _____ | | 14B | _____ () | |
| () _____ | | 15 | _____ () | |
| () _____ | | 16 | _____ () | |
| () _____ | | 17 | _____ () | |
| () _____ | | 18 | _____ () | |
| () _____ | | 19TU | _____ () | |
| () _____ | | 20B | _____ () | |
| () _____ | | 21 | _____ () | |
| () _____ | | 22 | _____ () | |

(A) _____ Team Bonuses _____ (B)

(A) _____ Subtotal #2 _____ (B)

TIE BREAKER:

(same rules as Round 2)

| TEAM A | QUESTION | TEAM B |
|-----------|----------|-----------|
| (A) _____ | 1 | _____ (B) |
| (A) _____ | 2 | _____ (B) |
| (A) _____ | 3 | _____ (B) |
| (A) _____ | TOTAL | _____ (B) |

TOTALS

(A) _____ Subtotal #1 _____ (B)

(A) _____ Subtotal #2 _____ (B)

(A) _____ TOTAL _____ (B)

HORSE QUIZ BOWL

SENIOR - Florida 4-H

Team A

Team B

ROUND 1: ONE-on-ONE (matched play)

- +2 points/correct answer
- 1 point/incorrect answer
- 1 point/answer w/o acknowledgement
- 2 points/unrecognized player
- +2 BONUS points when all 4 members have answered a question correctly.

Note: number in () represents player #

| TEAM A | Ques. # | TEAM B |
|-----------|--------------|-----------|
| (1) _____ | 1 | (1) _____ |
| (2) _____ | 2 | (2) _____ |
| (3) _____ | 3 | (3) _____ |
| (4) _____ | 4 | (4) _____ |
| (1) _____ | 5 | (1) _____ |
| (2) _____ | 6 | (2) _____ |
| (3) _____ | 7 | (3) _____ |
| (4) _____ | 8 | (4) _____ |
| (1) _____ | 9 | (1) _____ |
| (2) _____ | 10 | (2) _____ |
| (3) _____ | 11 | (3) _____ |
| (4) _____ | 12 | (4) _____ |
| (A) _____ | Team Bonuses | (B) _____ |
| (A) _____ | Subtotal #1 | (B) _____ |

ROUND 2: OPEN (all play)

- +1 points/correct answer
- 1 point/incorrect answer
- 1 point/answer w/o acknowledgement
- 2 points/unrecognized player
- +2 BONUS points when all 4 members have answered a question correctly.
- Bonus questions worth 3 pts; no partial

Note: record player # in ().

| # | TEAM A | Ques. # | TEAM B | # |
|-----------|--------------|---------|--------|-----------|
| () | _____ | 13 | _____ | () |
| () | _____ | 14 | _____ | () |
| () | _____ | 15 | _____ | () |
| () | _____ | 16 | _____ | () |
| () | _____ | 17TU | _____ | () |
| () | _____ | 18B | _____ | () |
| () | _____ | 19 | _____ | () |
| () | _____ | 20 | _____ | () |
| () | _____ | 21 | _____ | () |
| () | _____ | 22 | _____ | () |
| () | _____ | 23Tu | _____ | () |
| () | _____ | 24B | _____ | () |
| () | _____ | 25 | _____ | () |
| () | _____ | 26 | _____ | () |
| () | _____ | 27 | _____ | () |
| () | _____ | 28 | _____ | () |
| () | _____ | 29TU | _____ | () |
| () | _____ | 30B | _____ | () |
| () | _____ | 31 | _____ | () |
| () | _____ | 32 | _____ | () |
| (A) _____ | Team Bonuses | | _____ | (B) _____ |
| (A) _____ | Subtotal #2 | | _____ | (B) _____ |

TIE BREAKER:

(same rules as Round 2)

| TEAM A | Ques. # | TEAM B |
|-----------|---------|-----------|
| () _____ | 1 | () _____ |
| () _____ | 2 | () _____ |
| () _____ | 3 | () _____ |
| () _____ | 4 | () _____ |
| () _____ | 5 | () _____ |
| (A) _____ | TOTAL | (B) _____ |

TOTALS

| | | | |
|-----------|-------------|-------|-----------|
| (A) _____ | Subtotal #1 | _____ | (B) _____ |
| (A) _____ | Subtotal #2 | _____ | (B) _____ |
| (A) _____ | TOTAL | _____ | (B) _____ |



COOPERATIVE EXTENSION SERVICE, UNIVERSITY OF FLORIDA,
INSTITUTE OF FOOD AND AGRICULTURAL SCIENCES, Nick Place, Director,
in cooperation with the United States Department of Agriculture, publishes this
information to further the purpose of the May 8 and June 30, 1914 Acts of

Congress; and is authorized to provide research, educational information, and other services only to individuals and institutions that function without discrimination with respect to race, creed, color, religion, age, disability, sex, sexual orientation, marital status, national origin, political opinions, or affiliations. Single copies of extension publications (excluding 4-H and youth publications) are available free to Florida residents from county extension offices. Information about alternate formats is available from IFAS Information and Communication Services, University of Florida, PO Box 110810, Gainesville, FL 32611-0810. Original Publication Date, June 1995. Revised 2001, 2007, 2019, and May, 2020.