4-H CLOVERBOWL
(c,b,i,a)

Eligibility

4-H Age Divisions	Cloverbud (c)	Beginner (b)	Intermediate (i)	Advanced (a)
	Cloverbud (c)	3rd (and 8 years old), 4th, 5th	6th, 7th, 8th	9th, 10th,11th, 12th
	K, 1st, 2nd, 3rd	3rd (and 8 years old), 4th, 5th, 6th, 7th		8th, 9th, 10th, 11th, 12th
		Junior (j)		Senior (s)

Entry Requirements

- Enter the contest by selecting a team captain. That team captain will register the team when they enter 4-H Contest Day.
- All participants must be an active member of a club in Canadian County. Each club may enter as many teams as it considers appropriate for the good of the program. Each team must consist of four members.
- There will not be separate competitions for Cloverbud, Junior, or Senior youth. Each member of the top three winning teams will receive individual points towards the All-Around competition.
- *Roundup eligibility note: 4-H members that have served as State 4-H Ambassadors for one year or more as of the time of Roundup are ineligible to participate.*

Objective

The objective of the Cloverbowl is to provide an opportunity for youth enrolled in 4-H to develop and demonstrate their knowledge of 4-H history in a competitive setting where attitudes of friendliness and fairness prevail.

Description

This packet contains a complete set of guidelines that will be followed in the 2024 Oklahoma 4-H Cloverbowl.

Contest Format

Round #	Format	Points Possible per Team	Total Time
1	Toss-Up	150	~10 min.
2	Lightning Round	100	~5 min.
3	Toss-Up	150	~10 min.
4	Lightning Round	100	~5 min.

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Equipment
   A. Game Panels – An appropriate device will be used that will clearly indicate the first contestant to respond to a question.
   B. Time Recorders – A stopwatch or other appropriate time device will be required.
   C. Score Sheets – A sheet will be required to maintain a record of individual and team contest scores after each round.

Officials
The chief judge will:
   - Follow game rules and procedures in conducting the round.
   - Be the final arbitrator on the acceptability of answers given.
   - Maintain a professional atmosphere in the competition room.

The moderator will:
   - Work with the chief judge to follow all game rules and procedures in conducting the round.
   - Read clearly and efficiently.
   - Verbally accept or reject answers with a "yes" or "no."

The timer will:
   - Use a timing device such as a stopwatch or an electronic clock/timer.
   - Be consistent in the starting and stopping of the timing.
   - Check the equipment to be certain it is in good working order.
   - Handle all controls of the game equipment.

The scorekeeper will:
   - List team members on the score sheet by both the first and last names.
   - Keep an accurate record of the score using an official score sheet.
   - If there is a lack of people to serve as officials, the responsibilities of the timer and scorekeeper may be combined.

Teams
   A. Each team shall consist of four members from the same county.
   B. Each team will have a team captain who may speak for the team regarding protests and give the official selection and answers during the lightning round.
   C. Each team may have substitutions after lightning rounds are over and before the second set of toss-up questions begin.

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9. If the moderator is interrupted while reading a question and the recognized player gives an incorrect response or does not answer within the brief pause allowed by the moderator, the moderator will complete the question for the opposing team and the five-second time allotment will then be given.
10. If the answering participant gives an incorrect answer or does not answer within the brief pause allowed by the moderator, and if the five-second time allotment has been depleted, the moderator will call on the opposing team for an immediate answer.
11. If the first team answers incorrectly, the opposing team can signal and answer the question.
12. After the question has been completed, five seconds will be given for response time. If neither team has answered in that five-second time or if both teams answer incorrectly, the moderator will read the correct answer and go to the next question. Neither team will receive points for an unanswered question.
13. Once the question has been completed, the five-second clock will not stop.
14. In the event a team buzzes in at the same time the clock time expires, the team will be allowed to respond. If the response is incorrect, the other team will be allowed an opportunity to respond. The moderator will call on the opposing team for an immediate response. The opposing team must buzz in before an answer is given.
15. After both teams have had the opportunity to answer the question, the moderator will give the correct answer.
16. The chief judge, moderator, and scorekeeper will check the score. If irregularities are found, the chief judge's score will stand as the correct score.
17. The scorekeeper will announce the score for the first round of play.
18. The chief judge will say, "Are there any questions?" Team captains may lodge protests at this point in the competition.
19. All protests will be resolved by the chief judge. All decisions by the chief judge are final and cannot be appealed.
20. If the score is tied, a toss-up question will be asked. The team answering correctly will be awarded ten points.

The second and fourth rounds consist of lightning questions.
1. Each question in the lightning round will be worth 10 points.
2. The team that is ahead at the end of the first round will, after hearing the three lightning categories, have ten seconds to decide whether to pass or play.
3. If the leading team decides to pass the other team receives the first choice of categories.
4. Consultation among a team's members is allowed during the lightning round. Team members may move to have closer access to the team captain.
5. All answers must be given by the team captain.
6. The captain may respond before the moderator has completed a question.
7. The clock will begin after the moderator has finished reading the first question in the category and will run for ninety seconds. All reading and response will end as the buzzer sounds.
8. If the team does not know the answer, the captain must say "pass" before the moderator begins the next question.

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9. Once a team has passed on a question, it cannot return to answer even if time remains at the end of the ninety seconds.
10. After the first team has finished with the questions, the second team will then be given ten seconds to choose from the two remaining categories.
11. All rules applying to the first portion of the lightning round will apply during the second portion.
12. A team will not talk during its opponent's lightning round.
13. After both teams have finished their lightning round questions, the chief judge, moderator, and scorekeeper will check the score.
14. The scorekeeper will announce the score.
15. Protests concerning the lightning round must be lodged by the team captains at this point. All protests will be resolved by the chief judge. All decisions by the chief judge are final and cannot be appealed.

Conclusion of the game:
1. If the score is tied at the end of the game, a sudden victory question will be asked. Ten points will be awarded for a correct answer.
2. The declaration of the end of the game and the announcement of the winner will be the responsibility of the chief judge.

Equipment Failure
It shall be the responsibility of each contestant to assure him/herself that all equipment is operating correctly at the start of the match. However, in case of equipment failure during a match:

- 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, the chief judge or moderator.
- If, after checking, it is determined that there is an equipment malfunction, the faulty part(s) will be replaced, and play resumed.
- Under no condition shall there be a replay of a match in which there was equipment failure.

Awards
1. A Champion, Reserve Champion, and Bronze Champion Team will be named.
2. Following the competition, Roundup attendees will be invited to sign up for a spot on the team. If applicable, team members will be selected based on their position at the end of the competition.
3. All Around Points
    a. Entries who compete will be awarded 1 All Around point each
    b. Champion Team Members will each receive 5 All Around Points
    c. Reserve Champion Team Members will each receive 4 All Around Points
    d. Bronze Champion Team Members will each receive 3 All Around Points