

# THE 4-H CLOVER BOWL

## Rules and Regulations

**PURPOSE:** The purpose of the Clover Bowl is to acquaint 4-H members with themselves and their surroundings through participating in an enjoyable and educational program. In addition to this main purpose it is hoped that this program will help participants to develop their leadership, teamwork, and communication skills.

**SOURCES:** Information for questions will be in the areas of

4-H, Tennessee, Agriculture,  
Government, Science, and Life Skills

**RULES:** **THE Clover Bowl Handbook** which contains all questions and rules is available on the web at:

<https://extension.tennessee.edu/eastern/Pages/4-H-Clover-Bowl.aspx>

Or you can *Google* "4-H clover bowl."

## Divisions

Teams and clubs will participate in the following divisions:

**4<sup>th</sup> Grade Division**

**5<sup>th</sup> Grade Division**

**6<sup>th</sup> Grade Division**

**7<sup>th</sup> Grade Division**

**8<sup>th</sup> Grade Division**

4-H is a **community** of  
 **young people**  
**across America** who are learning  
**leadership, citizenship** and  
**life skills.**

# Rules for School Competition

## 4<sup>th</sup> & 5<sup>th</sup> grade

School Teams will be chosen by a Run-off Clover Bowl at each school. Each class can have 4-H members enter the clover bowl competition. Each individual club member will compete for a spot on their School's Clover Bowl Team in their Grade Division. The 4 members with the highest scores in the run-off will be chosen for their schools clover bowl team.

Students are to study all questions in their grade level!

## School Run-Off Clover Bowl Rules

- 1. A "Quiz-A-Tron" will be used with the first member "buzzing" in being given the opportunity to answer the question.**
- 2a. A contest or match will consist of 16 questions. Each round will have representative questions from each major category (refer to SOURCES). There will be two rounds in each contest. The first round will be the Toss-Up Round, the second round will be the All-Play Round.**
- 2b. Toss-Up Round: Each member will be numbered 1-8. The first question will be asked to the number "one" member. This will be a toss-up question that only this member can answer. Play will continue to the number "two" member and so on. This will progress through the first 8 questions of the contest. Each member will have the opportunity to answer one question during this round.**
- 2c. All -Play Round: The All-Play Round will be simple toss-up questions in which all 8 members will have the opportunity to answer. This round will consist of the final 8 questions of the contest.**

- 3. Questions will count 10 points for correct answers and a deduction of 5 points for incorrect answers.**
- 4. The first person to "buzz" in has 10 seconds to answer the question or they lose 5 points. The first answer will be the only one accepted. If incorrect, the next member buzzing in may have the question completely reread and will be given 5 seconds to buzz in and 10 seconds to answer. If the other member decides to answer and does so correctly, they will receive 10 points. If they answer incorrectly, they do not lose 5 points.**
- 5. When a buzzer is pushed before the question is completely read, the moderator will stop reading the question at the sound of the buzzer. If the answer is incorrect, an opposing member may answer immediately or may elect to have the question completely reread.**
- 6. If a contestant "blurts" out an answer when he/she does not have the light the question will be re-read to the other members. The question will not be thrown out.**
- 7. After all the members from all clubs have participated, the four members with the most points at the end of all the rounds within a grade will be declared the team members for their school and will advance to the County Clover Bowl. The Fifth high individual will be the team's alternate member.**
- 8. If a member reaches 50 points with in a round they will automatically become a team member for that school. If more than five members reach 50 points the tie breaker rule will be used to choose the team members.**
- 9. Ties will be broken by a Sudden Death Tie-Breaker. In this round a question will be read until a member gains the lead either by answering a question correctly or by an opposing member answering a question incorrectly.**
- 10. ALL DECISIONS OF THE JUDGE WILL BE FINAL.**

