



Quiz Bowl

Ina Metzger-Linville, State 4-H Youth Development Specialist

4-H Center for Youth Development

“What do the four H’s on the 4-H Clover represent?” BZZT goes the buzzer and a member answers enthusiastically, “Head, Heart, Hands and Health!”

Quiz Bowl is a fun, educational technique that utilizes a game format. Most questions for the Quiz Bowl are subject related such as Horse Bowl, Dairy Bowl, Poultry Bowl or 4-H Bowl. Regardless of the type of Bowl, this activity includes an array of benefits for 4-H competition.

Quiz Bowl Benefits

The Quiz Bowl has an educational value for both members and spectators. In addition, the Quiz Bowl can provide a positive public image for 4-H. Quiz Bowls are:

- **Educational.** The amount of knowledge youth can absorb over a couple of years is impressive. This knowledge in the beginning may only be facts; however, understanding and appreciation of this knowledge follows close behind.
- **Fun.** Most of the participants in Quiz Bowl contests enjoy the experience especially when the master of ceremonies helps them relax and laugh at their own mistakes.
- **Exciting.** Participants and spectators get caught up in the contagious spirit of the game especially when two well-matched teams are competing.
- **Competitive.** Individual and team effort is recognized. Quiz Bowls provide an opportunity for the team members to demonstrate their knowledge.
- **Encourage independent study.** While strong leadership and coaching contribute to team success, individuals involved inevitably pursue their own independent learning through research for answers. Members can also learn by helping to develop questions for the Quiz Bowls.
- **Provide a method to measure progress and give recognition.** The 4-H Horse Bowl and Poultry Bowl events, for example, recognize effort and achievement from the club level to the national level.

What is a Quiz Bowl?

Quiz Bowl is a take-off from the TV program of yesteryear called College Bowl. In most cases, 4-H Quiz Bowls are questions based entirely on one subject such as horses rather than the categories of history, science, current events and the arts.

An example of a Horse Bowl question might be, "Most English riders post to trot. What is the derivation of the term posting?" The answer would be, "The term posting is derived from the manner of riding adopted by the mail carriers or postmen of Great Britain that permitted them to accommodate to the necessity of having their horses trot almost continuously as they carried the mail from one station to the next." Of course, the members would probably give that answer in their own words.

In the case of a Dairy Bowl, all questions would relate to dairy cattle and milk production. The Livestock Bowl would incorporate questions related to beef, sheep, and swine and could easily be expanded to include meat and meat products. The Poultry Bowl questions would relate to poultry and egg production and management.

With a little imagination, it is possible to development questions pertaining to almost any project or group of related projects. Infuse some fun in your 4-H meeting by having a Quiz Bowl on local, county, and state 4-H information. A sample Quiz Bowl about 4-H is provided in this guide.

Contest Rules and Procedures

Contest rules and procedures for play are simple. Equipment needs are minimal, particularly at the club level. When competition becomes more skilled, sophisticated game devices can enhance the Quiz Bowl. Electronic units may be available through your local University of Missouri Extension center.

A game or match consists of two teams of four contestants each who compete against opposing team members and among themselves. The team to compile the highest score within a specified time or at the end of a specified number of questions is the winner. Scoring is based on correct responses to questions with incorrect responses causing a loss of points.

Questions are of two basic types: toss-up and bonus. A toss-up question is one that any of the eight contestants can attempt to answer. The first contestant who signals is given the opportunity to respond within five seconds and without coaching from fellow team members. If the contestant gives a correct response, points are awarded to the contestant's team. If the response is incorrect, a similar number of points is subtracted from the team's score. Individual scores of correct answers can also be tracked.

Some of the toss-up questions have a bonus question attached. The team that wins points for the toss-up question earns a chance to answer the bonus question. After the bonus question is read, all members on the team have 10 seconds in which to discuss the question and come up with an answer. If the bonus question is answered correctly, the bonus points are added to the team's score. If the bonus question is answered incorrectly or if the team cannot answer the question, no points are taken away.

Developing Questions

Because of the many potential categories of questions for any one project, create a balance of questions. Write so that questions can be answered with fact not opinion. Formatting for questions can be true/false, multiple choice and/or short answer.

Developing questions can be a major undertaking; however, the old saying applies. "You never really know a subject until you have taught it." It may be more correct to say that you never really know a subject until you attempt to write an exam on that subject. Why not solicit help from 4-H members? Encourage 4-H Club members and their leaders to develop a series of questions and answers for each of the lessons they are taught. The process of searching for the answers will be the most educational aspect of the exercise. A surprisingly large number of questions can be collected in just a few months.

If each 4-H Club was to collect questions and answers and if these were then shared with the area 4-H youth specialist, interclub competitions could easily be arranged. Of course, there may be some duplication in questions and there may be an initial tendency to develop simple questions. However, once competition begins, club members will realize that the better quality questions will most likely be used in the competition. The process of question development can become a spirited and friendly competitive activity.

Quiz Bowl Learning is Effective and Contagious

The 4-H Horse Bowl contest has stimulated learning and the expansion of knowledge about horses for members who have participated. The same Quiz Bowl concept should work as effectively with other project areas and perhaps even more effectively with projects where 4-H members do not exhibit their project activities.

Quiz Bowls should come with a warning, "Use of Quiz Bowl is highly contagious. Once initiated, it is difficult to stop and withdrawal symptoms could be painful."



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Quiz Bowl Sample Questions

Now that you understand the Quiz Bowl technique, try these 4-H questions.

1. What is the name of the national event held in November in Atlanta, Georgia?
2. Which officer has the duty of reading the minutes from the last meeting?
 - a) President
 - b) Vice President
 - c) Secretary
 - d) Treasurer
3. 4-H members come from:
 - a) Urban areas
 - b) Rural areas
 - c) Small towns
 - d) All of the above
4. The 4-H slogan is:
 - a) To make the best better
 - b) One for all, all for one
 - c) Better active today than not
 - d) Learn to do by doing
5. In what year did the organization for boys and girls called 4-H acquire that name?
 - a) 1927
 - b) 1492
 - c) 1776
 - d) 1865
6. A set of principles which 4-H members live by are incorporated in the:
 - a) Preamble
 - b) 4-H Creed
 - c) FFA Creed
 - d) 4-H Constitution
7. National 4-H Week is during what time of the year?
 - a) Spring
 - b) Summer
 - c) Fall
 - d) Winter
8. What are the two 4-H colors and what do they represent or symbolize?
9. What is the age at which a youth can become a member of 4-H?
10. I am a 4-H member who enjoys taking pictures with a camera. I should enroll in what project?
11. What do you pledge your head to in the 4-H pledge?

Answer Key

1. National 4-H Congress
2. c) Secretary
3. d) All of the above
4. a) To make the best better
5. a) 1927
6. b) 4-H Creed
7. c) Fall
8. white – Purity; Green – Life, Youth and Growth
9. Youth must be 8 years old by January 1
10. Photography
11. To clearer thinking