



Tennessee Cattlemen's Youth Leadership Day

"SPEAK AG"

Embassy Suites, Murfreesboro, TN

Saturday, February 6, 2016

8:00 a.m.-2:00 p.m.

For the second year, the Tennessee Cattlemen's Association and the Tennessee FFA Foundation, Inc. are teaming up to offer FFA members the chance to learn about animal agriculture from industry experts. FFA chapters will participate in a half-day learning opportunity that will focus on advocating for animal agriculture and understanding what students can do to make a difference in the animal rights vs. animal welfare debate.

This event will be held in conjunction with the Tennessee Cattlemen's Association State Convention in Murfreesboro, TN, February 6, 2016. All chapters are invited to participate; however, attendance will be limited to 200 students. Registration will end once all 200 seats are filled. Register now at: www.tnffa.org. Leadership certificates will be awarded to the most active participants and the largest group registered will receive a gift basket.

Quiz Bowl (*optional*): Chapters may register teams for the Quiz Bowl competition, which will be held alongside workshop activities. The top three placing teams will receive recognition and a plaque. Teams must be comprised of 3-4 members. See page 3 for quiz bowl rules.

Cost: \$5 per student to be paid at registration. Checks made payable to "Tennessee Cattlemen's Association". The cost pays for materials and lunch expense. Chaperones are free and will be provided lunch at no cost.

Saturday, February 6, 2016

8:00-9:00 a.m.

Check-in

9:00-11:00 a.m.

Preliminary Quiz Bowl

(Quiz bowl participants will attend breakout workshops while they are not competing.)

9:00-11:00 a.m.

FFA State Officer led Breakout Workshops

Chelsea Sanders, FFA State President

Chelsea Wattenbarger, FFA State Reporter



11:00 a.m.-Noon

Speak Ag Session

Led by Beef Ambassadors & FFA State Officers

Hannah Nave, Senior Beef Ambassador

Lindsey Parsley, Junior Beef Ambassador

Chelsea Sanders, FFA State President

Chelsea Wattenbarger, FFA State Reporter



Noon-1:00 p.m.

Lunch (provided on-site)

1:00-2:00

Quiz Bowl Finals and Awards Presentation

Register at: <https://docs.google.com/forms/d/1NC5ETF6oTVamhfYkf94IkGl8z752EooxUjd7SsN8iL4/viewform>

2016 Tennessee Cattleman's Youth Quiz Bowl Contest

Objectives

- Stimulate learning in a subject matter area
- Reward 4-H and FFA members for knowledge gained in a subject matter area
- Provide a competitive setting where attitudes of friendliness and fairness prevail
- Develop teamwork, self-confidence and decision making skills

Team and contestant eligibility

Each chapter may enter as many teams of up to four contestants as they wish. A team with only three members will be allowed to compete; however, this team will be at a natural disadvantage to a four person team.

Contestants must be in grades 9th -12th as of January 1 of current year.

Awards

The winning team will receive a plaque and cash award to help defray costs to represent Tennessee at the National 4-H Livestock Quiz Bowl Invitational Contest in Nebraska in September. The second place team will receive a plaque.

Officials

Moderator: The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge and may seek interpretation of question and answers from the judges.

Judge: The judge will accept or reject any question and or answer and have the option of explaining the answer. The judge may not ask for clarification from a contestant.

Timekeeper: The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired.

Scorekeeper: Two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants and if possible, the viewing audience. The second scorekeeper will maintain a written record of all scoring transactions.

Rules

1. **Team Captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. The team captain will remain the captain throughout the contest and will always be seated closest to the moderator.
2. A "Quiz-A-Tron" will be used with the first member buzzing in being given the opportunity to answer the question.
3. A match will consist of 20 questions. There will be two rounds in each contest. The first round will be the toss-up round and the second round will be the all-play round.
4. **Toss-up round:** Each team member will be numbered 1-4. The first question will be asked to the number "one" member of each team. This will be a toss-up question that only these two members can answer. Play will continue to the number "two" team members on each team and so on. This will progress through the first eight questions of the contest. Each team member will have the opportunity to answer two questions during this round. Correct answers in this area will count toward the team bonus.
5. **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 12 questions of the contest. Correct answers in this area will count toward the team bonus.
6. Questions will count 10 points for correct answers and a deduction of 5 points for incorrect answers.
7. The first person to buzz in has 10 seconds to answer the question or they lose five points. The first answer will be the only one accepted. If incorrect, the other team may have the question completely reread and will be given five seconds to buzz in and 10 seconds to answer. If the other team decides to answer and does so correctly, they will receive 10 points. If they answer incorrectly, they will lose five points will be deducted.
8. 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, the

opposing team may answer immediately or may elect to have the question completely reread.

9. If no one pushes a button within five seconds after the question is completed, no points will be awarded or deducted from either team. The question does, however, count as one of the 20 in the round.
10. A five point bonus will automatically be awarded to a team when all team members have answered a question correctly. This will be four questions for a four person team, three questions for a three person team or three questions for a four person team competing against a three person team. Once this bonus has been awarded, the bonus opportunity will be reset starting with the next question. A team can receive multiple bonus awards during the round. No bonus awards will be given during tie-breakers.
11. In addition to the five point bonus, a team will receive a bonus question worth 15 points. A wrong bonus answer does not count against the team score.
12. Discussion is allowed only on a bonus question. The team will have 20 seconds to discuss this question. At the end of the 20 second time period, the moderator will ask for an answer from the captain. The answer must come from the team captain, and the first answer will be the only one accepted. The captain will have 10 seconds to complete the answer after being called on by the moderator. The moderator can allow the captain to complete the answer after the time has expired for lengthy bonus answers.
13. If a contestant blurts out an answer when he/she does not have the light, one of two situations will occur: 1. If the member is on the opposite team from the contestant who does have the light, the question will be re-read to the member who has the light with no penalty given. 2. If the member is on the same team as the contestant with the light, the team will be penalized five points and the question will be re-read to the opposite team. The question will not be thrown out.
14. The team with the most points at the end of the round will be declared the winner and will advance to the next round. Ties will be broken by a five question tie-breaker round. No bonuses will be awarded during the tie breaker round. If teams are still tied at the end of the tie-breaker round, then play will proceed to a sudden death tie-breaker. In

this round a question will be read until a team gains the lead either by answering a question correctly or by an opposing team answering a question incorrectly.

15. All decisions of the judge will be final.

Seeding Round

A seeding round will be used to create the brackets for competition.

1. The four or three members of the team will go into the appropriate seeding room by themselves without coaches or parents.
2. Four Questions will be asked to the individual members (One to team member "1", one to team member '2", and so on). If a team member only has three members... the team captain can select a team member to ask the 4th question prior to the question being asked.
3. Four toss up Questions will be asked that can be answered by any of the team members.
4. A final Bonus question will be asked in which the team will have 10 seconds to discuss. After the 10 seconds the team captain will be asked to give an answer. A correct response to a Bonus question will award 15 points to the team. An incorrect or no response will not change the score.
5. This totals to 9 questions being asked in the seeding round.
6. A participant will be given 5 seconds to "buzz-in" after the question is read. The participant that "buzzes-in" will then be given 5 seconds to complete the answer.
7. A correct response to all questions (except bonus) will be worth 10 points. An incorrect response will be worth -5 points. Non-response to a question will not change score.
8. The total possible points are 95 if all answers are correct. The lowest possible points would be -40.
9. Tie Breakers: Ties will be broken in the following using the following criteria—
 - a. Bonus Question Answer
 - b. Total Correct Answers
 - c. Score on Questions 1-4
 - d. Score on Question number 4
 - e. 4 person team over a 3 person team

- f. Most different team members answering questions.
- g. Fewest Questions answered by team member with the most correct answers.
- h. Coin Toss.

Contest Resources

- 4H 117R Beef Resource Handbook for Market and Breeding Projects – The Ohio State University
- 4-H CCS Materials – Available at www.n4hccs.org
- O8143 Beef 1: Bite into Beef
- O8144 Beef 2: Here's the Beef
- O8145 Beef 3: Leading the Charge
- O8146 Beef- Helper's Guide
- Beef Cattle Handbook

Current Event References

Think about major issues that have affected the beef industry in many ways such as: animal diseases, exports, animal ID, environmental issues, animal welfare and regulatory changes.

1. National Cattlemen's Beef Association website at: <http://www.beefusa.org>
2. American Meat Institute website at: <http://www.meatami.com/>
3. Beef Magazine (questions related to current industry issues from the past year) on line at www.beef-mag.com
4. Feedstuffs Magazine (questions related to current industry issues from the past year) on line at www.feedstuffs.com
5. Meatingplace.com (questions related to current industry issues from the past year) www.meatingplace.com
6. Drovers CattleNetwork (questions related to current industry issues from the past year) website at <http://www.cattlenetwork.com/>
7. Western Livestock Journal (questions related to current industry issues from the past year) website at <http://www.wlj.net>
8. Tennessee Cattle Business Magazine