

New York State 4-H Dairy Cattle Bowl

2009 RULES FOR COMPETITION

I. Primary Objective

The *primary objective* of 4-H Dairy Bowl Contests is to provide an opportunity for youth enrolled in a 4-H dairy project to demonstrate their knowledge of dairy related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is also hoped that these contests will prove to be an educational experience for both participants and spectators.

II. Contests

A. 4-H Dairy Cattle Bowl Contests

1. Are offered at both District and State levels of competition. It is recommended that the rules here are followed at County, District and State contests.
2. The State contest will be held on a Saturday in April.
3. Depending on availability of funds, the top four individuals from the senior division of the New York State 4-H Dairy Cattle Bowl Contest will represent New York at the North American Invitational 4-H Dairy Bowl held during the North American International Livestock Exposition in Louisville, Kentucky.
 - a. A contestant must reach 15 years of age during the current contest year in order to be eligible to represent New York at the North American Invitational 4-H Dairy Bowl. No member of a team competing in the contest may have reached their 19th birthday prior to January 1 of the current year.
 - b. **New York State 4-H Dairy Cattle Quiz Bowl Team members may attend a college beyond high school. However, club members who enroll in or audit a Dairy Science or Animal Science course prior to the fall term 2009 are not eligible for the contest.** This is an out-of-state eligibility decision made by the Animal Science Agent/Faculty Committee (10/19/88) to keep in line with ECOP (Extension Committee On Policies) rules.
 - c. The top four eligible individuals from the senior division of the State contest are expected to represent New York 4-H as a New York team. **The Team members are expected to travel as a team in a rented van and 2 adults; the coach and an assistant coach.** If an individual is unable to participate in the North American Invitational 4-H Dairy Bowl, he/she should notify the trip coordinator, Deborah Grusenmeyer(djc27@cornell.edu or phone:607-255-0656), **by Labor Day of the current year.**
 - d. Declining the trip for any reason after Labor Day of current year other than health problems or death of an immediate family member forfeits a potential team member's New York State Contest eligibility for one year. Effective starting with the 1993 New York State Contest.

III. Eligibility and Divisions

- A. All team members should be enrolled in a 4-H project in the species area covered by the contest.
 - a. All individuals participating must be current with their 4-H enrollment status with respect to that county enrollment deadlines and be current at the time of the National contest in November of current year.
- B. No contestant in a District or State 4-H dairy bowl contest may have been a member on a state team, which participated in a similar official 4-H contest of regional or national character within the same species area.
- C. **4-H Dairy Cattle Quiz Bowl Team members may attend a college beyond high school. However, club members who enroll in or audit a Dairy Science or Animal Science course prior to the fall term 2009 are not eligible for District, State or National contests.**
- D. Junior team members must be at least 9 and less than 14 years old as of January 1 of the current year.
- E. Senior team members must be at least 14 years old as of January 1 of the current year and not reached their 19th birthday prior to January 1 of the current year.
- F. Districts may opt to offer a Novice division at their contest in addition to the Junior and Senior divisions if they have the resources to do so. The definition of Novice division participants is left to the discretion of the district and question packets for the novice division are the responsibility of the district.

IV. Team Composition AT District Contest

- A. **At District Contests**
 - 1. Each District must decide whether the District Chair, Dairy Bowl Coordinator, or Hosting County has final authority should problems arise.
 - 2. Each team should consist of four (4) contestants and up to two (2) alternates.
 - 3. If a county has at least four team members, they must compete as a team. In the event that a team of four is not available in one county, counties may combine resources to make a team of four. (However, multiple county teams resulting from written agreements between counties to share program responsibilities are exempt from this rule and their combination teams will continue to be honored.)
 - 4. The alternate at a District contest will not be seated at the panel nor may the alternate participate in the questions and answers unless:
 - a. the moderator deems it impossible for one of the regular members of the team to continue in the contest, or
 - b. the captain of a team requests a time-out and the replacement of a team member.
 - 5. If an alternate at a District contest is seated following the removal of a regular contestant, the team member removed becomes the alternate (and is ineligible to return to that particular match, but can participate in further matches).
 - 6. Appropriate use of alternates is strongly encouraged.
 - 7. All counties participating in 4-H Dairy Cattle Quiz Bowl Contests must submit 20 Senior questions and answers and 20 Junior questions and answers, with resource indicated, to the State 4-H Dairy Program Coordinator **by February 20th** of the program year. Of the 20 senior and 20 junior questions, at least 5 of each should be team questions. Questions should be submitted online by

using the following data entry and format:

<http://www.ansci.cornell.edu/4H/dairycattle/index.html>

then click on Quizbowl Questions Entry Form (password = 4H)

IV. Team Composition AT State Contest

B. At State Contests

1. Each team should consist of four (4) contestants. A minimum of three (3) may constitute a team, however not be eligible for team bonus (see VII. B. 3. g. 6).
2. Up to two (2) alternates may be named on the entry blank in case one or two of the team members is unable to attend the state contest. The decision as to which four (4) contestants actually participate in the State Contest is left to the discretion of the team coach (example, one of the original team members is not present at the start of the contest, but an alternate is present, the team coach may decide to place a designated alternate on the team or play with three members in the hope that the original team member arrives soon). **The same team members must participate throughout the contest.**
3. The teams at the New York State 4-H Dairy Cattle Bowl Contest must have previously qualified at a 4-H District Dairy Cattle Bowl Contest during the same contest year (unless there are no other teams with which to compete in their district).
 - a. "District" is defined as the six Educator Districts (Western, Finger Lakes, North Central, South Central, Capital, South Eastern; see attached map).
 - b. Teams from Districts with no organized competition will be allowed to compete in the State Contest.
 - c. The number of teams allowed to participate in the New York State 4-H Dairy Cattle Bowl Contest will be exactly equal to the number of Districts represented from District contests. There will be at most six (6) Junior teams and six (6) Senior teams at the State Contest.
4. Selection of teams from District contests for participation in the New York State 4-H Dairy Cattle Bowl Contest --
 - a. Each District must decide whether they wish to send teams composed of the top four individuals in each division (Junior, Senior) from their contest OR the top county team in each division (Junior, Senior) from their contest.
5. Note however, the top four eligible individuals from the senior division of the **State contest** are expected to represent New York 4-H as a New York State team in Louisville Kentucky in November of the current year.

V. Recommended Contest Officials (A. through E. = per contest room)

- A. Moderator (Quiz Master) - The moderator will assume direction of the contest, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator shall indicate when a contestant has exceeded the allotted time for a question, will declare the match winner and shall at all times be in control of the game. In Phase C, moderators should verbally (by calling individual's name, county, and/or position (e.g, Team #1, Seat #2)) recognize the individual who has buzzed in to answer the question. Decisions about the timeliness (early or late) of an answer are at the discretion of the moderator.
- B. Referee Judges - Ideally, at least two referee judges shall be used. One could be a veterinarian, preferably a dairy practitioner, and the other a knowledgeable dairy person. The referee judges may rule individually or jointly on the acceptability of any question or any answer. In case of challenges to questions and/or answers, both referee judges, or one referee judge and the moderator, must agree on the acceptability or

rejection of any question and/or answer. In the event there are no judges, the moderator will serve as judge.

- C. Time Keepers - At least one individual shall be used to indicate to the moderator the expiration of the time allowed in which to respond to a question. A judge may serve as time keeper.
- D. Resetter - A person may be needed to reset the bowl unit after each "buzz" in Phase C.

V. Recommended Contest Officials cont'd.

- E. Score Keepers – Scores will be kept blind until the end of competition.
 1. "Official Paper " Score Keeper # 1 - At least one individual shall keep scores on paper score sheets for each contest in such a manner that all points awarded or taken from each team during the match can be recorded and checked.. These scores will be recorded in a manner, which is "blind" to the contestants until the end of competition.
 2. "Paper" Score Keeper # 2 - At least one other person should tally the individual scores and should call out when all four seated members of a team have answered correctly for bonus points. Scores are "blind" to contestants until the end of competition.
- F. Additional people will be needed to collect score sheets from individual matches and return them to a central area for tallying as well as people to do the overall tallying.

VI. Equipment Needed (per contest room)

- A. Game Panels (bowl units, w/buzzers) - An appropriate device shall be used which will provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders (stop watch) - A watch with a second hand is adequate.
- C. Signal Device (often included with bowl unit) - This signal device shall be used by time keepers and shall have a distinctly different sound from that associated with the panel.
- D. Score Keeping Device - Two devices will be needed, one such as a flip chart or score sheets for each of the team scores and matches and another to record individual member scores (paper score keeping). The scoring system will be kept "blind" to contestants until the end of competition. Score keepers will match record's at the end of each competition for official recording of scores.

VII. Contest Procedures

- A. Starting the Contest (see VII., B. for a description of Phases)
 1. At the beginning of each match (round), one team will assemble and be seated at their respective panel.
 - a. Usually the first team to enter the room will be the team with a team name closest to the beginning of the alphabet.
 - b. The other team will wait in the holding room or out in the hallway (out of hearing range).
 2. The designated team captain is noted.
 3. The moderator opens the question packet and begins with Phase A and B questions.
 4. The first team then leaves the room and the other team enters.
 5. The second team will not see the first team's score (from Phases A&B) until they also have answered

- the Phase A and B questions.
6. The moderator asks the same Phase A and B questions.
 7. The first team reenters the room and both teams are now present.
 8. A quick run through to check the buzzers may be needed.
 9. The moderator asks Phase C questions and the contestants "buzz" in. The first contestant to "buzz" in has the opportunity to try and correctly answer the question. If the time in which to answer a question elapses, after a contestant activates a buzzer, the opposing team has the opportunity to answer the question in the five (5) seconds.
 10. At the completion of each match, the "official paper" score keeper # 1 should verify that his/her match score agrees with the "paper" score keeper # 2.
 11. In a "round robin" **contest, the team with the highest score wins each match (round). Each match win counts as one "match win". The team with the most "match wins" wins the contest.** (Total points earned from all the matches DOES NOT determine the winner, unless there is a tie.)
 12. Once the moderator has declared a winner based on scores, there shall be no protest.
 13. There shall be no protest of any questions or answers following the declaration of the match winner.
 14. In the event of a **match tie**, a **packet of three toss-up questions** will be read and the team ahead after these three questions have been answered will be declared the winner. Packets of three questions will be repeated as necessary until a winner is determined. The results of these toss-up questions due to match tie will not be counted towards individual scores.
 15. If a question is thrown out, either due to poor reading by the moderator or a decision by a judge, it will be replaced by another question.
 16. Rooms should have scrap paper available for team members to write down answers in the Phase B part of the contest. All scrap paper should be collected before contestants leave the room following this phase.

B. Three Phases per Match

1. Phase A - Individual Questions (only one team present)
 - a. Each team member, starting with the captain, will be asked a question.
 - b. A total of four (4) questions per team will be asked in this phase. One question per team member.
 - c. No teammate assistance will be permitted.
 - d. **A question will be read twice.**
 - e. Answers must start within **ten (10) seconds** after the second reading.
 - f. Each correct answer is worth **two (2) points**.
 - g. No partial credit.
 - h. No loss of points for incorrect answers.
 - i. If a team is playing with only 3 members, only 3 individual questions (one per player) shall be asked.

VII. Contest Procedures cont'd.

2. Phase B - Team Questions (only one team present)
 - a. These are to be answered by the team captain, or by a team member designated by the captain.
 - b. Each team will be asked four (4) questions in this phase.
 - c. Team members may discuss the question among themselves prior to the team captain or designee starting his/her answer.
 - d. **Moderator will read all questions 2X only, consecutively.**
 - e. Answers must start within **twenty (20) seconds after the second reading.**
 - f. Each correct answer is worth **three (3) points.**
 - g. No partial credit.
 - h. No loss of points for incorrect answers.
3. Phase C - Toss-up Questions (both teams present)
 - a. A total of sixteen (16) questions will be asked at the District Contest and a total twenty (20) will be asked at the State Contest.
 - b. The moderator reads the first toss-up question UNTIL
 - 1) the completion of the reading of the question, OR
 - 2) until a contestant activates a buzzer.
 - c. At the completion of the reading of a question or when a buzzer is activated, **five (5) seconds** are permitted in which a contestant may begin an answer.
 - 1) The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - 2) It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
 - 3) If not answered correctly, the opposing team has the opportunity to answer the question in five (5) seconds. The moderator does NOT repeat the question for the other team if he she has completed reading the entire question when the other team buzzed in. The moderator will repeat the question for the opposing team if the first team buzzes in before the moderator finished reading the question.
 - 4) If the time in which to answer a question elapses after a contestant activates a buzzer, the opposing team has the opportunity to answer the question in the five (5) seconds. The moderator does NOT repeat the question for the other team if he or she has completed reading the entire question when the other team buzzed in. The moderator will repeat the question for the team if the first team buzzes in before the moderator finished reading the question.

VII. Contest Procedures cont'd.

- d. If a buzzer is activated during the reading of any question, the moderator **immediately will cease**

reading the question and recognize the contestant who buzzed in. The contestant activating the buzzer shall have five (5) seconds to begin the answer based on that portion of the question read.

- 1) If not answered correctly, the moderator will repeat the entire question for the opposing team.
 - 2) As with all questions, moderators are encouraged to announce the correct answer(s) for the benefit of the participants (which may necessitate the reading of the complete question).
- e. Moderators will verbally recognize a contestant prior to the contestant responding to a question.
- 1) When a question is answered before player is recognized, the moderator should not acknowledge whether the answer is correct or not; question automatically goes to the other team.
- f. Scoring Phase C
- 1) If the toss-up question is **answered correctly** within the 5-second limit, that team **scores one (1) point**.
 - 2) If the answer to a toss-up question has begun during the 5-second allowable time, but the **answer is incorrect**, that team **does not** lose the points associated with that toss-up question . The question goes to the opposing team for the same opportunity.
 - 3) If a team activates a buzzer and an answer has not been started within the 5-second allowable time, the opposing team has the same opportunity to answer the question in five (5) seconds.
 - 4) There shall be no loss of points if neither team activates the buzzer.
 - 5) At the discretion of the moderator and/or judge, individuals repeatedly speaking prior to properly buzzing in may lose additional points (minus 1 point per infraction).
 - 6) **Three Point Bonus** - In order to encourage full team participation, a three point bonus will be awarded to each team of a match to have four different team members correctly respond to at least one toss-up question (four-member team). In the case of alternates used at **District contests**, it does not matter whether the team member not playing has answered a question or not. This bonus can be determined by the "paper" score keeper at the end of each Phase C. Only one three-point bonus per team per match is possible.
 - 7) The three-point bonus cannot be earned by a team composed of only three members.
- g. Either a team captain or the moderator may call for a **time out** for clarification of a rule, to permit the alternate (if at a District contest) 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 toss-up question.

VII. Contest Procedures cont'd.

C. Overall Contest Score Keeping

1. Scores for individuals will be calculated by adding points earned in each match.
2. **If two individuals** end up with identical scores once all match rounds have been tallied, the first tie will be broken by determining which individual had the higher number of total positive questions in phase C.
3. Final tie will be broken by ten additional toss-up questions.
4. As mentioned in VII., A., #11, the team that has won the most matches will be declared the winner in each division.
5. If there is an overall **contest tie**, the scores from each match will be added to determine the team which **scored the most points**. This team will be declared the winner.
 - a. **If a tie still remains, ten (10) additional toss-up questions will be asked.** Correct answering of the toss-up questions will not add to a team's final score, but used only to determine a match winner.
 - b. If a tie still remains after two overtimes of ten (10) questions each, a packet of three (3) questions will be read, and the team ahead after these three questions have been read and answered will be declared the winner.

VIII. Protests of Questions and/or Answers

- A. Any protest of questions or answers to questions may only be made by team captain's of either team only at the time a particular question is read or answers given. The moderator and referee judges will consider the protest. Their decision in all cases is final.
- B. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 1. If a question is protested before an answer given and protest sustained - *discard the question*. No loss or gain of points for either team.
 2. If an answer is protested (either correct or incorrect) - at least one of the referee judges and the moderator or both referee judges determine the validity of protest - points will be added or subtracted as appropriate.
 3. If a question is protested after an answer is given (correct or incorrect) - at least one referee judge and the moderator or both the referee judges determine the validity of protest of the question. The question may then be discarded at no loss of points or the question may be allowed, with the appropriate gain or loss of points as in 2 above.
- C. Abuse of protest provisions may result in one or more of the following:
 1. Dismissal of team coach from the contest area.
 2. Dismissal (or replacement) of team captain.
 3. Dismissal of entire team with forfeiture of any points or standing.
- D. Spectators, parents and coaches may not protest any question, answer, or procedure during the course of play. If they do so during a round, they will be asked to leave for the match. They will be allowed to return into the room for the next round once that match is finished. If a 2nd offense is made by the

mentioned here, they will not be allowed in for rounds or matches for the remainder of the contest. They may, however, submit in writing to the contest officials any suggestions, compliments, 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.

- E. The final score for each match (round) must be agreed upon before the teams leave the room. Problems should be resolved with a tie-breaker. If, after both coaches have approved the score sheet, a problem is discovered, it will stand as agreed upon prior to leaving the contest room. It is suggested that, before final awards are presented in the contest, one representative from each county meets with the official to ensure that no tallying errors have been made. If a mathematical error is discovered, it is to be corrected and awards presented on the corrected basis.

IX. Scheduling of Play

- A. Will be by "Round Robin" which means that each team in a division plays each of the other teams in their division in the contest.
- B. Set up of packets based on numbers of teams participating is outlined (see attachment).
- C. Be sure that moderators follow the schedule and use the correct packet (PK) in the appropriate match.

X. Awards

- A. At District and State Contests, in each Division (Junior, Senior)
 1. Ribbons to the top five teams at District Contests; First through Sixth at State Contests
 2. Ribbon to the top ten individuals
 3. Participant ribbons to all contestants
- B. Possible award trip to North American Invitational Dairy Quiz Bowl Contest to top four individuals in Senior Division.

XI. Recording of Questions

- A. Recording devices such as tape recorders, video or movie cameras **may not be used during competition.** Any means of recording or writing down questions **is not allowed during competition.** **Failure to comply with this rule may result in disqualification of the team associated with any person caught doing this.** Copies of game questions will be made available through your county Cooperative Extension office at appropriate times. State questions will be held in confidence to be made available for the following District Contests.

XII. Study Sources

Recommended study sources for District Dairy Quiz Bowl competitions would include but are not limited to these resources. Resources magazines below are from January 2008 –April of 2009.

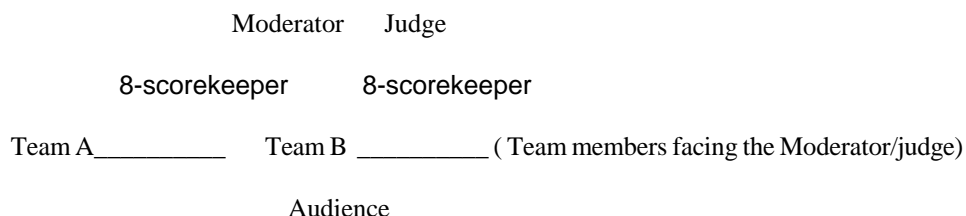
- 1) Hoard's Dairyman magazine (Subscription inquiries: Hoard's Dairyman, PO Box 801, Fort Atkinson, WI 53538-9989; phone 920-563-7298; URL: www.hoards.com)
- 2) Dairy Cattle Principles, Practices, Problems, Profits (Bath), published by Lea & Febiger
- 3) Dairy Herd Management magazine (Subscription inquiries: Dairy Herd Management, Circulation Dept.,

PO Box 2939, Shawnee Mission, KS 66201; phone 913-438-0609; <http://www.dairyherd.com>)

- 4) Dairy Today magazine (Subscription inquiries: 1-800-331-9310; Email: DAIRYTODAY@AOL.com).
- 5) Northeast Dairy Business magazine (Subscription inquiries: Subscriber Service, 6437 Collamer Rd., East Syracuse, NY 13057; Phone 800-334-1904; Email: subscriber@dairybusiness.com)
- 6) Dairy Learning Laboratory Kit - Available from The Ohio State University, 254 Ag Administrative Bldg, 2120 Fyffe Rd., Columbus, OH 43210-1067; Phone 614-292-4848; Email: cms@osu.edu)
- 7) National Skills for Life, Dairy 1-3 and helper's Guide - Available from Extension Distribution Center, 405 Coffey Hall, 1420 Eckles Ave., St. Paul, MN 55108-6069; Phone 612-625-8173; <http://www.n4hccs.org>.
- 8) Virginia Tech study materials - Can be accessed through Internet and web search for respective 4-H dairy bowl material (<http://www.dasc.vt.edu/youth/bowlmat.htm/> and <ftp://ftp.ads.uga.edu/dropbox/outbox>)

XIII. Room Seating

Below is a suggested room seating arrangement. This is only a suggestion. Districts may arrange their contest rooms in any manner they wish.



4-H Dairy Bowl Contest

3 Teams – One room – 3 regular question packets plus 1 set of tie breaker questions – isolation room required

Period I	1 vs. 2
Period II	2 vs. 3
Period III	1 vs. 3

Approximate time: 15 minute matches, 1 hour

4 Teams – One or two rooms – 3 regular question packets plus 1 set of tie breaker questions

Alternative A – one room – isolation room required

Period I	1 vs. 2	Packet 1 questions
Period II	3 vs. 4	Packet 1 questions
Period III	1 vs. 3	Packet 2 questions
Period IV	2 vs. 4	Packet 2 questions
Period V	1 vs. 4	Packet 3 questions
Period VI	2 vs. 3	Packet 3 questions

Approximate time: 15 minute matches; 1 $\frac{3}{4}$ to 2 hours

Alternative B – two rooms – same questions use in both rooms

Period I	1 vs. 2	3 vs. 4	Packet 1 questions
Period II	2 vs. 4	1 vs. 3	Packet 2 questions
Period III	1 vs. 4	2 vs. 3	Packet 3 questions

Approximate time: 15 minutes matches, 1 to 1 $\frac{1}{4}$ hours

5 Teams – One or two rooms – 5 regular question packets plus 1 set of tie breaker questions

Alternative A – one room – isolation room required

Period I	2 vs. 3	Packet 1 questions
Period II	4 vs. 5	Packet 1 questions
Period III	1 vs. 2	Packet 2 questions
Period IV	3 vs. 4	Packet 2 questions
Period V	1 vs. 5	Packet 3 questions
Period VI	2 vs. 4	Packet 3 questions
Period VII	1 vs. 3	Packet 4 questions
Period VIII	2 vs. 5	Packet 4 questions
Period IX	1 vs. 4	Packet 5 questions
Period X	3 vs. 5	Packet 5 questions

Approximate time: 15 minute matches; 3 to 3 $\frac{1}{4}$ hours

Alternative B – two rooms (careful timing mandatory)

Room A

Room B

Period I	2 vs. 3 Packet 1 questions	-----
Period II	4 vs. 5 Packet 1 questions	1 vs. 2 Packet 2 questions
Period III	1 vs. 5 Packet 3 questions	3 vs. 4 Packet 2 questions
Period IV	2 vs. 4 Packet 3 questions	1 vs. 3 Packet 4 questions
Period V	1 vs. 4 Packet 5 questions	2 vs. 5 Packet 4 questions
Period VI	3 vs. 5 Packet 5 questions	-----

Approximate time: 15 minute matches, 1 $\frac{3}{4}$ to 2 hours.

6 Teams – Two rooms required – 5 regular question packets plus 1 set of tie breaker questions – isolation room required.

	<u>Room A</u>	<u>Room B</u>
Period I	1 vs. 2 Packet 1 questions	4 vs. 6 Packet 2 questions
Period II	3 vs. 4 Packet 1 questions	2 vs. 5 Packet 2 questions
Period III	5 vs. 6 Packet 1 questions	1 vs. 3 Packet 2 questions
Period IV	1 vs. 4 Packet 3 questions	2 vs. 3 Packet 4 questions
Period V	3 vs. 5 Packet 3 questions	1 vs. 6 Packet 4 questions
Period VI	2 vs. 6 Packet 3 questions	4 vs. 3 Packet 4 questions
Period VII	1 vs. 5 Packet 5 questions	
Period VIII	2 vs. 4 Packet 5 questions	
Period IX	3 vs. 6 Packet 5 questions	

Period IX could be held in room B – requires extra copy of packet 5 questions

Approximate time: 15 minute matches, 2 $\frac{3}{4}$ to 3 hours

7 Teams – Two rooms required – 7 regular question packet plus 1 set of tie breaker questions – isolation room required

Period I	2 vs. 3 Packet 1 questions	1 vs. 7 Packet 2 questions
Period II	4 vs. 5 Packet 1 questions	3 vs. 6 Packet 2 questions
Period III	6 vs. 7 Packet 1 questions	2 vs. 5 Packet 2 questions
Period IV	4 vs. 6 Packet 3 questions	3 vs. 5 Packet 4 questions
Period V	1 vs. 3 Packet 3 questions	2 vs. 6 Packet 4 questions
Period VI	5 vs. 7 Packet 3 questions	1 vs. 4 Packet 4 questions
Period VII	1 vs. 2 Packet 5 questions	3 vs. 4 Packet 6 questions
Period VIII	4 vs. 7 Packet 5 questions	1 vs. 6 Packet 6 questions
Period IX	5 vs. 6 Packet 5 questions	2 vs. 7 Packet 6 questions
Period X	1 vs. 5 Packet 7 questions	
Period XI	2 vs. 4 Packet 7 questions	
Period XII	3 vs. 7 Packet 7 questions	

Period XII could be held in Room B – requires extra copy of Packet 7 questions

Approximate time: 15 minute matches, 3 $\frac{1}{2}$ - 4 hours

8 Teams – At least 2 rooms required plus isolation room – 7 regular question packets plus 1 set of tie breaker questions

Alternative A – two rooms

	<u>Room A</u>	<u>Room B</u>
Period I	1 vs. 3 Packet 1 questions	4 vs. 5 Packet 2 questions
Period II	3 vs. 4 Packet 1 questions	2 vs. 7 Packet 2 questions
Period III	5 vs. 6 Packet 1 questions	3 vs. 8 Packet 2 questions
Period IV	7 vs. 8 Packet 1 questions	1 vs. 6 Packet 2 questions
Period V	1 vs. 3 Packet 3 questions	2 vs. 6 Packet 4 questions
Period VI	2 vs. 4 Packet 3 questions	1 vs. 5 Packet 4 questions
Period VII	5 vs. 7 Packet 3 questions	4 vs. 8 Packet 4 questions
Period VIII	6 vs. 8 Packet 3 questions	3 vs. 7 Packet 4 questions
Period IX	1 vs. 4 Packet 5 questions	2 vs. 8 Packet 6 questions
Period X	2 vs. 3 Packet 5 questions	1 vs. 7 Packet 6 questions
Period XI	6 vs. 7 Packet 5 questions	3 vs. 5 Packet 6 questions
Period XII	5 vs. 8 Packet 5 questions	4 vs. 6 Packet 6 questions
Period XIII	1 vs. 8 Packet 7 questions	
Period XIV	2 vs. 5 Packet 7 questions	
Period XV	3 vs. 6 Packet 7 questions	
Period XVI	4 vs. 7 Packet 7 questions	

Period XV and XVI could be help in room B – requires extra copy of packet 7 questions.

Approximate time: 15 minute matches, 4 $\frac{3}{4}$ hours to 5 hours.

Alternative B – three rooms

	<u>Room A</u>	<u>Room B</u>	<u>Room C</u>
Period I	1 vs. 2 Packet 1	4 vs. 5 Packet 2	3 vs. 6 Packet 3
Period II	3 vs. 4 Packet 1	2 vs. 7 Packet 2	1 vs. 8 Packet 3
Period III	5 vs. 6 Packet 1	3 vs. 8 Packet 2	4 vs. 7 Packet 3
Period IV	7 vs. 8 Packet 1	1 vs. 6 Packet 6	2 vs. 5 Packet 3
Period V	1 vs. 3 Packet 4	2 vs. 6 Packet 5	5 vs. 8 Packet 6
Period VI	2 vs. 4 Packet 4	1 vs. 5 Packet 5	6 vs. 7 Packet 6
Period VII	5 vs. 7 Packet 4	4 vs. 8 Packet 5	2 vs. 3 Packet 6
Period VIII	6 vs. 8 Packet 4	3 vs. 7 Packet 5	1 vs. 4 Packet 6
Period IX	2 vs. 8 Packet 7	1 vs. 7 Packet 7	3 vs. 5 Packet 7
Period X	4 vs. 6 Packet 7		

Approximate time: 15 minute matches, 3 hours

Alternative C – four rooms

	<u>Room A</u>	<u>Room B</u>	<u>Room C</u>
<u>Room D</u>			
Period I (Packet 1)	1 vs. 2	3 vs. 4	5 vs. 6
Period II (Packet 2)	6 vs. 8	5 vs. 7	1 vs. 3
Period III (Packet 3)	2 vs. 7	1 vs. 6	3 vs. 8

Period IV (Packet 4)	1 vs. 5	2 vs. 6	4 vs. 8	3 vs. 7
Period V (Packet 5)	5 vs. 8	1 vs. 4	6 vs. 7	2 vs. 3
Period VI (Packet 6)	3 vs. 5	2 vs. 8	1 vs. 7	4 vs. 6
Period VII (Packet 7)	4 vs. 7	3 vs. 6	2 vs. 5	1 vs. 8

Approximate time: 15 minute matches, 2 – 2 ¼ hours

PLEASE NOTE: Round Robin play with more than six (6) teams is not recommended.

