



## JUNE 15-16, 2026

Registration deadline: June 1, 2026

South Dakota State University, Brookings, SD

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### Contact Information and Committee Members

For general questions, please contact South Dakota 4-H at [sdsu.4h@sdstate.edu](mailto:sdsu.4h@sdstate.edu)

#### Clover Classic Co-Chairs

- Kelsey Vander Wal, SDSU Extension 4-H Livestock Program Manager
  - [kelsey.vanderwal@sdstate.edu](mailto:kelsey.vanderwal@sdstate.edu), (605) 688-4938
- Tommy Norman, SDSU Livestock Judging Coach
  - [thomas.norman@sdstate.edu](mailto:thomas.norman@sdstate.edu)

#### Clover Classic Committee Members

Wendy Sweeter (Lincoln county educator), Rylee K. (current 4-H'er), Audra Scheel (Jerauld & Sanborn county educator), Jim Krantz (volunteer - Howard), Carie Stiefvater (volunteer - Salem), Rafe Royal (SDSU Extension Swine Specialist), Chris Bakker (SDSU Extension Meat Specialist), Mitchell Vander Wal (volunteer - Howard), Katrina Kolb (volunteer - Belle Fourche), Frank Kralicek (volunteer - Yankton), Landon B. (current 4-H'er), Jen Martinez (volunteer - Ethan), Teri Eichstadt (volunteer - Wolsey), Rosie Nold (State 4-H director).



### General Rules

#### Entry Deadline

The 2026 South Dakota State 4-H Clover Classic event entry deadline is Monday, June 1 at 11:59 p.m. CDT.

#### Registration

Registration for the South Dakota State 4-H Clover Classic must be completed in Eventbrite. A \$10 registration fee will apply with no limit on number of contests that youth may participate in. A help sheet can be found on the SDSU Extension website that will assist you with the registration process.

All contest participants will compete as individuals only – excluding quiz bowl competitions where team registration is required.

Individuals not registered by 11:59 p.m. CDT on Monday, June 1 that still wish to participate in the Clover Classic events (excluding Quiz Bowl team registration) must follow the [South Dakota 4-H Late Policies](#) outlined below:

- Families must contact the State 4-H Office within 7 days of the respective registration deadline and complete the form on the back side of the South Dakota 4-H Late Policies document. Preferred method of contact is by email to [SDSU.4H@sdstate.edu](mailto:SDSU.4H@sdstate.edu).
- There will be a fee of \$50 per 4-H'er per event they wish to enter late. Payment must be made by CHECK ONLY and must be presented to event organizers prior to the start of the event. Checks must be made payable to South Dakota 4-H. Cash or card will NOT be accepted.
- Any youth who have properly entered the event late are allowed to participate; however, they will NOT be eligible for ANY awards or honors given at the event. Youth will also be ineligible to advance to national contests, if applicable.
- Late acceptance flexibility is fully the decision of the State 4-H Office, and there will be no appeals.

#### Contestants and Eligibility

Contestants must be a bona-fide South Dakota 4-H member approved by their respective county 4-H Youth

Educator. Starting in 2025: Contestants will compete as individuals only. The only team competitions that will take place will be Livestock Quiz Bowl and Horse Quiz Bowl competitions.

#### Schedule

This is a tentative schedule and subject to change.

Day 1: June 15, 2026		
Time	Event/Location	Event/Location
7:30 a.m.		
8:00 a.m.	Meats Judging Workshop, Animal Science Complex	
8:30 a.m.		
9:00 a.m.	Meats Judging Check-In	Hippology Check-In
9:30 a.m.	Meats Judging Contest, SDSU Meat Lab	Hippology Contest, SDSU Horse Unit
10:00 a.m.		
10:30 a.m.		
11:00 a.m.		
11:30 a.m.		
12:00 p.m.	Lunch break	
12:30 p.m.		
1:00 p.m.	Skill-A-Thon Check-In	Horse Quiz Bowl Check-In
1:30 p.m.	* Skill-A-Thon Contest, Animal Science Arena	Horse Quiz Bowl Contest, Animal Science Complex
2:00 p.m.		
2:30 p.m.		
3:00 p.m.		
3:30 p.m.		
4:00 p.m.	Poultry Judging Check-In	
4:30 p.m.	Poultry Judging, Animal Science Arena	
5:00 p.m.		
5:30 p.m.		
6:00 p.m.		
6:30 p.m.		
7:00 p.m.		TENTATIVE Livestock Judging Practice or Youth Social
7:30 p.m.		
8:00 p.m.		
8:30 p.m.		
* Indicates a national contest qualifier		

Day 2: June 16, 2026			
Time	Event/Location	Event/Location	
7:30 a.m.	Livestock Judging Check-In		
8:00 a.m.	* Livestock Judging Contest, Animal Science Arena		
8:30 a.m.		Horse Judging Check-In	
9:00 a.m.		Horse Judging Contest, SDSU Horse Unit Hippology Contest, SDSU Horse Unit	
9:30 a.m.			
10:00 a.m.			
10:30 a.m.			
11:00 a.m.			
11:30 a.m.			
12:00 p.m.		Lunch Break	
12:30 p.m.		JR Livestock Quiz Bowl Check-in	
1:00 p.m.	SR Livestock Quiz Bowl Begins, Animal Science Complex	JR Livestock Quiz Bowl Begins, Animal Science Complex	
1:30 p.m.			SR Livestock Quiz Bowl Check-In
2:00 p.m.			
2:30 p.m.			
3:00 p.m.			
3:30 p.m.			
4:00 p.m.			
4:30 p.m.			
5:00 p.m.	Awards Program		
5:30 p.m.			
6:00 p.m.			
6:30 p.m.			
7:00 p.m.			
7:30 p.m.			
8:00 p.m.			
8:30 p.m.			
* Indicates a national contest qualifier			

### Method of Conduct - All Events

- Contestants, parents, coaches and volunteers must conduct themselves in a courteous, respectful manner, use appropriate language, exhibit good sportsmanship, and act as positive role models.
- Youth participating in the Clover Classic will be required to respect others' property and privacy rights, apply rules of safety to individuals, groups and property as well as accept personal responsibility for their behavior.
- Illegal behaviors including: the possession or use of alcohol or illegal drugs and tobacco products, stolen goods, weapons and fireworks, and sexual, physical or verbal abuse will not be tolerated.
- Law enforcement may be called, and illegal behaviors may result in citations or arrest. Consequences may include removal from participation in the event; restitution or repayment of damages; sanctions and/or participation in future local, state, regional or national 4-H events; loss of status as a 4-H member in good standing, etc.
- Contestants should wear neat, clean, suitable clothing to uphold the image of the 4-H organization. **No contestant shall wear any clothing, pins or badges that will in any way reveal his/her identity or the county that he/she represents.** No hats are to be worn during the contest except for the meat judging contest. Clean closed-toed shoes and long pants must be worn during the contests. For food hygiene reasons, the Meat Lab reserves the right to refuse entry to individuals wearing soiled clothing.
- All electronic devices (cell phones, tablets, pagers, PDAs, calculators, smart watches, etc.) are prohibited, unless approved by event officials prior to the start of the contest for special circumstances. Contestants are advised to remove these devices prior to the start of the contest. If a competing contestant's phone should ring or if he/ she is discovered using such electronic devices during the contest, the contestant will be disqualified.

### Age Divisions

Age divisions for the South Dakota 4-H program:

- Beginner: Age 8, 9, or 10 as of Jan. 1 of the current 4-H program year
- Junior: Age 11, 12, or 13 as of Jan. 1 of the current 4-H program year
- Senior: Age 14, 15, 16, 17, or 18 as of Jan. 1 of the current 4-H program year

## LIVESTOCK JUDGING

### Contest Coordinator

Thomas Norman – SDSU Collegiate Livestock Judging Coach

### Contest Schedule

Tuesday, June 16, 2026

SDSU Animal Science Arena, Brookings, SD

7:30 - 8:00 a.m. - Registration

7:55 a.m. - Contestant Orientation

8:00 a.m. - ALL Participants begin Livestock Judging Contest

*\* All Livestock Judging participants must be present at the start of the Livestock Judging contest to compete. Contestants will be on a rotation schedule through the Livestock Judging Contest\**

### Method of Conduct - Livestock Judging

- Contestants, parents and coaches are to avoid the Animal Science Arena the morning of the contest, prior to the contest start, unless involved in the operation of the contest.
- Contestants will be divided into groups for the contest and will remain with their assigned group throughout the contest. While the contest is in progress, there is no conferring between contestants or between a contestant and anyone else except as directed by the contest superintendent or his/her representative. Offending contestants will be disqualified.
- The Senior contest will be comprised of eight classes of livestock.
  - These classes (depending on availability) will consist of any combination of Market Beef, Breeding Beef, Market Sheep, Breeding Sheep, Market Hog, Breeding Hog, Market Goat or Breeding Meat Goat. All classes will be comprised of four animals, and the animals will be designated with numbers 1-2-3-4. At least one breeding class from each species will have performance data and a scenario included. However, contest administrators and officials will strive to include performance information and scenarios for all breeding classes, if possible.
  - Contestants will present oral reasons on four classes. Contestants are not permitted to use notes while giving oral reasons.
- The Junior contest will be comprised of eight classes of livestock.
  - These classes (depending on availability) will consist of any combination of Market Beef, Breeding Beef, Market Sheep, Breeding Sheep, Market Hog, Breeding Hog, Market Goat or Breeding Meat Goat. All classes will be comprised of four animals, and the animals will be designated with numbers 1-2-3-4. Contest administrators and officials will strive to include performance information and scenarios on all breeding classes, if possible.
  - Contestants will present oral reasons on two classes. Contestants are not permitted to use notes while giving oral reasons.
- The Beginner contest will be comprised of four classes of livestock.
  - These classes (depending on availability) will consist of any combination of Market Beef, Breeding Beef, Market Sheep, Breeding Sheep, Market Hog, Breeding Hog, Market Goat or Breeding Meat Goat. All classes will be comprised of four animals, and the animals will be designated with numbers 1-2-3-4.
  - Questions will be asked on two classes. Contestants are not permitted to use notes while completing questions.
  - A Parts Identification Quiz will be given. It will consist of any body part identification of Beef, Meat Goat, Sheep or Swine.
- Two minutes will be allowed per contestant to give oral reasons for those classes indicated as oral reason classes.
- Contestants will be allowed 10 minutes per class to make their observations, take notes and record placings. Placings will be marked on scantrons following the conclusion of judging.
- Breeding Cattle and Market Beef may not be handled. All judging of non-reasons cattle classes will be done from a distance of 10-15 feet. Close inspections may be allowed. This will be determined after selection of classes.
- Breeding sheep and goats will not be handled as they will be loose in a pen. When handling Market Sheep or Meat Goats, contestants will stand in line and will be given 15 seconds to handle each lamb or goat

individually. Lambs or goats may not be re-handled at any time.

### **Determination of Ratings - Livestock Judging**

- Fifty points shall constitute a perfect mark for placing classes, answering questions, and presenting oral reasons.
  - If tied for overall individual, the contestant having the highest total reasons score (for beginners, questions score used) shall be listed first.
  - If tied for total reasons score, the contestant having the highest total placing score on reasons classes shall be listed first.
  - If tied for a species award, the contestant having the highest total reasons score on the species shall be listed first. If still tied, the contestant having the highest total reasons score overall shall be listed first.
- The officials' placing and class critique will be given immediately following the conclusion of the contest once all placing and reasons cards have been submitted to the scoring committee.
- Official results will be tabulated and reviewed by an assigned committee prior to public announcement.

### **Awards**

- Top 5 contestants in each age division (Beginner, Junior and Senior) will be recognized for Overall Individual awards in Livestock Judging.
- Top five Junior and Senior contestants will be recognized for Oral Reasons (Juniors and Seniors only), Beef Judging, Sheep/Goat Judging, and Swine Judging.
- The top four highest placing, qualifying senior Livestock Judging individuals will be given the opportunity to represent South Dakota 4-H as the "All-Star" team and compete at the National 4-H Livestock Judging Competition in Louisville, Kentucky. The next four highest, qualifying individuals will be offered the opportunity to form a team to compete at Western National Roundup in Denver, Colorado.
- Funding for these teams is made possible by the Livestock Industry Trust Fund each year depending on their contribution.
- Awards will be given after the conclusion of the

contests along with class critiques. Location will be in or near Animal Science Arena or classrooms based on weather and other factors.

- South Dakota 4-H youth competing in the National 4-H Livestock Judging Contest at NAILE may only participate in that contest for the year.
- In the event of national trips being canceled, the winning individuals will be allowed to compete to earn a national trip the following year.

### **National 4-H Competitive Event Eligibility**

- Contestants must be at least 14 years of age as of Jan. 1 of the current year and must not have reached their 19th birthday as of Jan. 1 of the 4-H program year in which the national 4-H competitive event is held.
- All contestants must be members of 4-H in the state they are representing during the year in which the national 4-H competitive event is held.
- The contestant(s) or team(s) of contestants must be certified as the official state entry by the State 4-H Office or by a person designated by the State 4-H Office. The individual(s) or team(s) may be selected by any procedure the State 4-H Office deems appropriate. Individual team members must be a minimum of 14-years-old at the time of the qualifying event.
  - Contestants, their county 4-H Educator and the State 4-H Leader must certify as follows on the livestock judging entry:
    - ▶ The contestant shall not have participated in or been a member of any post-secondary team (university, college, junior college or technical school) or competed at a collegiate livestock judging/evaluation contest/event at any level.
    - ▶ Any contestant listed on the Official Entry Form that is enrolled and/or received college credit is not eligible to participate in the National 4-H Livestock Judging contest.

NOTE: Violation of the above will result in forfeiture of any awards or recognition that has been won in the national 4-H competitive event.

### **Funding for National Livestock Judging Contest Teams**

The state-winning teams and individuals provided the opportunity to compete at the national contests are

funded through the 4-H Livestock Industry Trust Fund. Below is an overview of the typical budget provided for each team. The budgets are tentative and never guaranteed.

- Livestock Judging – Co-mingled team of the top four highest placing, qualifying individuals (Louisville, Kentucky): \$5,000
- Livestock Judging - Co-mingled team of the next four highest placing, qualifying individuals (Western National Roundup): \$2,500

The South Dakota 4-H Livestock Program Manager will reach out to team members following the state contest to confirm teams and further explain the details of the trip and its funding.

## LIVESTOCK SKILL-A-THON

### Contest Coordinator

Kelsey Vander Wal – SD 4-H Livestock Manager

### Contest Schedule

Monday, June 15, 2026

SDSU Animal Science Arena, Brookings, SD

1:00 - 1:30 p.m.: Registration

1:25 p.m.: Contestant Orientation

1:30 p.m.: ALL Participants begin Livestock Skill-A-Thon Contest

*\*All Skill-A-Thon participants must be present at the start of the Skill-A-Thon contest to compete. Contestants will be on a rotation schedule through the Skill-A-Thon stations.\**

### Method of Conduct - Livestock Skill-A-Thon

- Junior and Senior contestants will be divided into groups to start the contest but will be allowed to rotate through stations at their own pace. A time limit of no more than 20 minutes for a single station may be implemented at the discretion of contest coordinators. While the contest is in progress, there is no conferring between contestants or between a contestant and anyone else except as directed by the contest superintendent or his/her representative. Offending contestants may be disqualified.
- Beginner contestants will follow the instructions of the contest coordinators for rotation and completion of stations. Beginner participants will be in different groups than Juniors and Seniors.

### Determination of Rating

Effort will be made to provide a complete contest consistent with the descriptions below. However, contest coordinators reserve the right to make changes based on circumstances of the event.

- Beginner: (220 points)
  - Breed ID: 10 breeds (20 points)
  - Equipment ID: 10 equipment (20 points)
  - Retail Meat ID: 5 meat products, species name only (10 points)
  - Feed ID: 5 feed samples (10 points)
  - Quiz: 10 questions (20 points)
  - Quality Assurance: 10 questions (20 points)
  - Wool Judging: 1 placing class (50 points)
  - Hay Judging: 1 placing class (50 points)
  - Livestock Performance Problems: 10 questions (20 points)
- Junior: (290 points)
  - Breed ID: 10 breeds (20 points) and descriptions (10 points) (30 points total)
  - Equipment ID: 10 equipment (20 points) and uses (10 points) (30 points total)
  - Retail Meat ID: 10 meats, specie (10 points) and retail cut (10 points) (20 points total)
  - Feed ID: 10 feed samples (20 points)
  - Quiz: 10 questions (30 points)
  - Quality Assurance: 10 questions (30 points)
  - Wool Judging: 1 placing class (50 points)
  - Hay Judging: 1 placing class (50 points)
  - Livestock Performance Problems: 10 questions (30 points)
- Senior: (370 points)
  - Breed ID: 10 breeds (20 points) and descriptions (20 points) (40 points total)
  - Equipment ID: 10 equipment (20 points) and uses (20 points) (40 points total)
  - Retail Meat ID: 10 meats, species (20 points) and retail cut (20 points) (40 points total)
  - Feed ID: 10 feed samples (20 points)
  - Quiz: 10 questions (30 points)
  - Quality Assurance: 10 questions (50 points)
  - Wool Judging: 1 placing class (50 points)
  - Hay Judging: 1 placing class (50 points)
  - Livestock Performance Problems: 10 questions (50 points)

Contest categories are split into three divisions:

- Identification
  - Breed ID, Equipment ID, Meat ID, Feed ID
    - ▶ Tie breakers: Overall score > Feed ID > Meat ID > Equipment ID > Breed ID > Coin Toss
- Evaluation
  - Wool Judging, Hay Judging, Livestock Performance Problems
    - ▶ Tie breakers: Overall score > Performance Problems > Hay Judging > Wool Judging > Coin Toss
- Quality Assurance
  - Quiz, Quality Assurance
  - Tie breakers: Overall score > Quality Assurance > Quiz > Coin Toss

If a tie occurs between contestants for overall points, the tie breaker will be determined in the following order: Overall Quality Assurance Score > Overall Evaluation Score > Overall Identification Score > Coin Toss

### **Awards**

- Top 5 contestants in each age division (Beginner, Junior, Senior) will receive recognition for Overall Individual awards.
- Top 5 Beginners, Juniors, and Seniors will receive recognition for Identification, Evaluation, and Quality Assurance divisions.
- The top 4 highest-scoring Seniors will be eligible to represent South Dakota 4-H at the National Livestock Skill-A-Thon Contest as a team. See the National Contest Eligibility section for more information.
  - Funding for this team is made possible by the Livestock Industry Trust Fund.
- Results will be announced and awards given out during the Clover Classic Awards Ceremony.

### **National Contest Eligibility and Funding**

- Contestants must be at least 14 years of age and must not have reached their 19th birthday as of January 1 of the current 4-H program year.
- All contestants must be members of 4-H in the state they are representing during the year in which the national contest is held.
- The team of qualifying individuals must be certified as the official state entry by the State 4-H Office.

- An individual is only allowed to compete in the National Livestock Skill-A-Thon contest once. If a youth member has previously competed at the National Livestock Skill-A-Thon Contest in Louisville, Kentucky, they are still eligible to compete at the state contest for awards, but will not be eligible to compete on the designated national contest team.
- If an ineligible contestant(s) places in the top 4 individuals of the Senior age division, the next highest scoring contestant(s) will be considered for the national contest team instead.
- The state-winning individuals given the opportunity to compete at the national contest are funded through the 4-H Livestock Industry Trust Fund. Funding amounts may vary from year to year and are never guaranteed.
- The State 4-H Livestock Program Manager will reach out to qualifying individuals following the state contest to confirm team members and further explain the trip details and its funding.

### **Premier Exhibitor Contest Eligibility**

4-H'ers competing in the Premier Exhibitor contests for Beef, Sheep, Swine and Meat Goat must participate in the State 4-H Livestock Skill-A-Thon at the Clover Classic contest in order to be considered for the Premier Exhibitor award for their respective species. These 4-H'ers must also compete in at least one competitive class and showmanship for their respective species' State Fair 4-H shows. More details regarding the Premier Exhibitor contests can be found on the South Dakota 4-H website.

## **MEATS JUDGING CONTEST**

### **Contest Coordinator**

Christina Bakker – SDSU Extension Meat Specialist

### **Contest Schedule**

Monday, June 15, 2026

SDSU Meat Lab, Brookings, SD

9:00-9:30 a.m. - Registration

9:25 a.m. - Contestant Orientation

9:30 a.m. - ALL Participants begin Meats Judging Contest

### **Method of Conduct - Meats Judging Contest**

- Contestants will move from exhibit to exhibit during the contest in separate groups. Group size will be determined by the contest lead.
- Where possible, a group leader will be provided for each group of contestants whose duty shall be

to enforce the rules of the contest and to keep the exhibits of the class on which his group is working in an orderly arrangement.

- Contestant will not be permitted to:
  - Handle or touch cuts or lean cut surfaces under any condition, unless otherwise permitted;
  - Use any mechanical aid, such as a measuring device, light, etc.;
  - Talk to fellow contestants at any time during the contest;
  - Monopolize any one exhibit for any unreasonable length of time;
  - Separate themselves from the class on which their group is working;
  - In any way willfully obstruct the work of any other contestant.

Walk-By – The contest may include a walk-by class at contest organizer’s discretion. The walk by will apply only to the reasons classes where quality has a major impact on the placing (beef carcasses or “quality” cuts). Contestants will be informed at the pre-contest briefing how many walk-by classes there will be. Following the initial start for the class, the group leader will instruct the group to line up for a walk-by. Contestants will proceed past the exhibits starting with exhibit number one through exhibit number four. After contestants have viewed each exhibit, they will return to the “stand back” area, and will remain there until the time for close inspection of the class.

Team members and coaches will be given the official placings and reasons by the judges after the contest is completed.

Timing for the contest will be as follows:

- Ten minutes will be allowed in the cooler per placing each judging class and taking notes for questions.
- Three 10-minute periods will be allowed for identifying the 30 retail cuts, with no stand back.
- The judges will decide all official placings and cuts for the contest.
- All forms, placing cards, note cards for questions, etc. shall be provided by the contest administration.
  - Clipboards, pens, pencils, and cooler coats shall be provided by the contestant. SD 4-H will have aprons, hair nets, and extra clipboards and pencils

on hand.

- Scantrons not marked will be scored as a zero.

### **Selection of Classes**

The contest organizer will give special consideration to the following items:

- General
  - All exhibits in the judging classes are to be selected from the top four grades;
  - The contest organizer shall be the final authority in how the cuts are trimmed. The contestants will not be expected to make allowances for faulty workmanship or differences in trim;
  - An effort will be made to select classes that will hold their characteristics for the duration of the contest;
  - All exhibits within one class will be of about the same weight, so that the size of the exhibit is not a major factor in determining the placing;
  - A special effort will be made to avoid unusual conditions in the contest area which would tend to change the appearance of the exhibits during the contest;
  - A check will be made to see that all hanging exhibits in one class are on about the same length hooks and at a height for best observation or step stools will be provided
  - A check will be made to see that marks of identification, such as plant or official federal grades, tags, or other common marks of identification are removed from every exhibit prior to the start of the contest.

*(Exceptions to the above—or other unusual cooler area or exhibit conditions—will be carefully explained to coaches and contestants prior to commencement of the contest.)*

- The retail cuts to be used for the identification portion of the contest will be selected from the latest approved national 4-H Meat Identification Cut Master List (Retail Cut Identification Codes \*Updated January 2012) available from the American Meat Science Association ([www.meatjudging.org](http://www.meatjudging.org)). Steaks or chops will not exceed 1-1/4 inches thick. Roasts will be 1-1/2 inches thick or more. Efforts will be made to avoid borderline calls. Each cut will be packaged in a tray with a clear wrapping cover, unless the cut is larger than the available trays, and the most identifiable side displayed. Contestants may not touch retail cuts at any time. Retail cuts and names shall be

among those found in the Uniform Retail Meat Identity Standards approved list, and the Guide to Identifying Meat Cuts.

- Beef retail cut placing/question classes shall be selected from among the following:
  - Beef Chuck, Arm Roast
  - Beef Rib, Rib Steak, Lip-on
  - Beef Rib, Ribeye Steak
  - Beef Loin, T-Bone/Porterhouse Steak
  - Beef Loin, Top Loin Steak, Boneless
  - Beef Loin, Top Sirloin Steak, Boneless
  - Beef Round, Round Steak (Bone-In or Boneless)
  
- Pork retail cut placing/question classes shall be selected from among the following:
  - Pork Shoulder, Blade Boston Roast
  - Pork Shoulder, Blade Steak
  - Pork Loin, Blade Chop
  - Pork Loin, Blade Roast
  - Pork Loin, Rib Chop
  - Pork Loin, Loin Chop
  - Pork Ham, Smoked Center Slice
  
- Lamb retail cut placing/question classes shall be selected from among the following:
  - Lamb Rib, Rib Chop
  - Lamb Rib, Rib Rack
  - Lamb Loin, Loin Chop
  - Lamb Loin, Loin Double Chop
  - Lamb Loin, Loin Roast
  
- Wholesale/Primal-Subprimal Judging Class list  
 Different numbered options are listed because of regional or market availability preferences. \*Preferred choices, if available.
  - Beef Ribs (103/107\*/109/112A)
  - Beef Rounds (158\*/160)
  - Beef Short Loins, Short-Cut (174\*)
  - Beef Strip Loins, Bnls (180)
  - Pork Fresh Hams (401\*/401A)
  - Pork Shoulder Boston Butts, Bone-In (406)
  - Pork Loins (410/411/412\*)

## Scoring

Classes and scoring for a Standard Contest

Classes	Possible Score
<b>Retail - X Classes</b>	
Selected from list above. Number determined by contest officials.	50 each
<b>Beef - 2 Classes</b>	
Carcasses and/ or	50
Wholesale/Primal/Subprimal Cuts	50
<b>Pork - 2 Classes</b>	
Carcasses and/or	50
Wholesale/Primal/Subprimal Cuts	50
<b>Questions</b>	
Questions will be asked on two of the above classes for 50 points each	100
<b>Total Judging Score Possible</b>	<b>450</b>
<b>Identify 30 retail cuts - beef, pork, and lamb; fresh, processed or variety</b>	
A - Name of Species at 2 points each	60
B - Name of Primal Cut at 3 points each	90
C - Name of Retail Cut at 4 points each	120
D - Recommended Cookery Method at 1 point each	30
<b>Total Identification Score Possible</b>	<b>300</b>

## Awards

The top 5 overall individuals in each age division will be announced, with the top 2 in each age division receiving physical awards.

## HIPPOLOGY

### Contest Coordinator

Wendy Sweeter – SDSU Extension 4-H Educator - Lincoln County

### Contest Schedule

Monday, June 15, 2026

SDSU Horse Unit Classroom Brookings, SD

9:00 - 9:30 a.m. - Registration

9:25 a.m. - Contestant Orientation

9:30 a.m. - ALL Participants begin Hippology Contest

### Method of Conduct - Hippology

Examination Phase – may include but not limited to:

- Written Exam
- Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
- Anatomy which may include external, skeleton, internal

organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.

Station Phase – This phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Stations may include props or pictures from popular press sources. Content within the stations will be taken from the approved sources listed below. Stations may include, but are not limited to:

- Identification of:
  - Various types of saddles (actual or pictures) and parts of saddles.
  - Tacks, bits, bridles, horse shoes and parts of shoes. Tools and equipment, and assembly of specific parts of various pieces of equipment. Grains and forages used in equine rations including various forms of methods of preparation.
  - Internal and external parasites based on actual samples, pictures, life cycle charts and /or damage caused.
  - Blemishes and unsoundness.
  - Age of equines based on teeth.
  - Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health.
  - Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.
  - Nutrition and health
  - Anatomy, which may include external skeleton and/ or internal organ
  - Genetics
  - Reproduction

Judging Phase – contestants will be required to place at least two classes.

### **Determination of Ratings**

Effort will be made to provide a complete contest consistent with the descriptions above. However, contest coordinators reserve the right to make changes based on circumstances of the event.

### **Tie Breaking**

Ties within any phase are to be broken using the overall score first and then the same sequence as below. If further tie breaking is needed, the scores at each station, in order may be used.

Examination score > Station Score > Judging Score

### **Awards**

The top 5 overall individuals in each age division will be announced, with the top 2 in each age division receiving physical awards.

## **HORSE QUIZ BOWL**

### **Contest Coordinator**

Jennifer Torsney – 4-H Volunteer

### **Contest Schedule**

Monday, June 15, 2026

Unless otherwise noted: Animal Science Complex, Brookings, SD

1:00 - 1:30 p.m. - Registration

1:25 p.m. - Contestant Orientation

1:30 p.m. - The first match(es) begin

### **Method of Conduct - Horse Quiz Bowl**

General Rules:

- The contest will be split into two divisions: BEGINNERS/JUNIORS (4-H'ers that are 8-13 as of Jan. 1 of the current 4-H program year) and SENIORS (4-H'ers that are 14-18 as of Jan. 1 of the current 4-H program year). 4-H'ers that are ages 8-13 may compete in the senior division but will not be allowed to also compete in the Beginner/Junior division.
- Two officials will conduct the bowl - a moderator who asks the questions and maintains overall control, and a judge who will rule on all responses and challenges. Three additional individuals, including a timekeeper and two scorekeepers, will help conduct the contest.
- Whenever time and space permit, a double elimination procedure will be used. In a double elimination contest, each team will have an opportunity to compete in at least two rounds. A second loss eliminates a team from continuing competition.
- Teams should be comprised of 4 individuals. Teams of 3 will be accepted but may be at a disadvantage. All individuals must be current South Dakota 4-H'ers in good standing. Team members need not be from the same county, however, if a county has more than one individual participating in the same age division, it is expected that they are on the same team. "Stacking" teams by comprising a team of individuals from numerous counties without taking into consideration the formation of a valid county team is strongly discouraged and may result in the team being removed from the contest.

- The teams will be assigned to Round 1 before the contest.
- A team may receive a bye during the elimination as part of the assignment process.
- Contestants cannot view matches until their team has been eliminated from the competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event.

### **Starting the contest:**

- Teams assemble, seated in respective seats and verify the team bonus cards are all plus side toward youth.
  - NOTE: team members should sit in same chair (can be on other side, but same chair: Ex: Chair 2) each round.
- Team captain is designated - seated in chair 1
- Contestants test buzzers, state name and county.
  - Silent Score Keeper writes name on Quiz Bowl Score Sheet- which will be the official score method.
- Moderator will remind audience that no recording devices, cell phones or electronic devices are allowed in room, flash photography may only be done after the contest and no leaving the room during the contest. Following the contest, both teams will go to holding room until all head-to-head match ups have been completed for the round.
- Moderator will begin with questions.

### **One-on-One Questions:**

- Each question will be asked to an individual chair beginning at chair one with question one, progressing through subsequent questions and chairs. Each chair will have two questions asked.
- There is no bonus question attached to a question during One-on-One play.
- If a contestant gets an answer correct, they will turn their team bonus card so the plus is forward facing.
- Scoring
  - Correct answers: +2 points
  - Incorrect answers: -1 point
  - No response- no points lost or awarded; answer will be read, and moderator will move to the next question.

- Time allowed
  - 5 seconds to buzz in
  - 5 seconds to answer

### **Toss Up:**

- The Moderator will indicate the start of toss-up questions. Remind youth to be acknowledged before answering.
- Scoring
  - Correct answer: +1 point
  - Incorrect answer: -1 point
  - No response- no points lost or awarded; answer will be read and moderator will move to next question.
- Time allowed
  - 5 seconds to buzz in
  - 5 seconds to answer

### **Stealing of Questions:**

- If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion, the moderator will reread the question for the other team. If answered correctly, the appropriate points will be awarded. If answered incorrectly, no penalty points will be imposed.

### **Bonus Questions:**

- Moderator will indicate a bonus question is attached to a toss-up question.
- Bonus question will only be asked if the toss-up question is CORRECTLY answered.
  - If toss-up question incorrect or no response, bonus will TRANSFER to next question. Bonus question will not transfer after another toss-up question with bonus attached.
- All parts of the question must be answered correctly with no partial points permitted.
- Bonus question will not be repeated.
- Captain must answer or designate another team member.
- Scoring
  - Correct answer: +3
  - Incorrect: No points lost

- Time allowed:
  - 10 seconds to confer and begin answering

### **Team Bonus**

- Each team member will have a table tent in front of them. One side will have a +, upon answering a question correctly, contestant will turn card to have + sign face out.
- If all team members answer question correctly, will earn 2 bonus points.
  - Bonus can be earned more than once.

### **Throwing Out Questions**

- In the event of an error in reading, electrical malfunction or other issue as declared by the judge(s), a replacement question, found at back of binder under “Replacement question” section may be used. Please only use question one time.

### **Tie Breaker**

- In the event of a tie, three (3) additional toss-up questions will be asked. No bonus questions during the overtime period. If tie still remains, additional questions will be asked and the first team to win a point (or because of loss of point by other team) will be winner.
  - Additional questions can be found following the last question in each round. Note: every round has a set of 7 questions for tie breaking, if more are needed refer to extra questions in very back.
- Tie breaker points are NOT added to individual scores.

### **Protest**

- May only be made by team captain or coach and then only at time of particular question is read or answer given. Judges will consider protest and their decision will be final.
- NOTE: No source of information is infallible. There may at times be answers given to questions, which are in agreement with the recommended sources, which are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may agree to: 1. To accept the answer and give an explanation of the correct or up-dated

information for future use of the question. 2. To accept only the correct answer. 3. Replace the question to the appropriate contestants 4. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail. For example, if there is a conflict between The Horse and Equine Science, Equine Science would be considered correct as it is a newer publication.

- Time allowed
  - Contesting team and coach will be given 3 minutes to support their protest.
  - Reference material must be provided by team. Exception in the championship round.
- Scoring
  - Protest upheld: Replace question or award point - based on judge’s ruling
  - Protest denied: -1 point

### **Awards**

- The top two teams in each age division will be recognized and receive physical awards at the awards ceremony.
- Individual awards will be given to the top three individuals in each age division.
  - Scores will be kept for each individual contestant, however, only contestants who have participated in 3 or more matches will be considered for individual awards The high 3 match scores for each individual will be used in cases where they participated in more than 3 rounds. (Double elimination contest.)
  - Ties for individual awards will be broken on the basis of: first, high average score for the whole contest; secondly, highest individual round scores; and thirdly; total number of points earned in the contest.

## POULTRY JUDGING CONTEST

### Contest Coordinator

Wendy Sweeter – SDSU Extension 4-H Educator - Lincoln County

### Contest Schedule

Monday, June 15, 2026

Animal Science Arena, Brookings, SD

4:00 - 4:30 p.m. - Registration

4:25 p.m. - Contestant Orientation

4:30 p.m. - ALL Participants begin Poultry Judging Contest\*

*\*All Poultry Judging participants must be present at the start of the Poultry Judging Contest to compete. Contestants will be on a rotation schedule through the Poultry Judging Contest\**

### Method of Conduct - Poultry Judging

- While the contest is in progress, there is no conferring between contestants or between a contestant and anyone else except as directed by the contest superintendent or his/her representative. Offending contestants will be disqualified.
- The Poultry Judging Contest may consist of, but not limited to, the following options: live classes, carcasses, further processed product, and eggs.
- Classes may include the following disciplines: 10 interior egg grading, 10 exterior egg grading, 10 carcasses Ready To Cook (RTC), 10 parts ID, 2 classes of live birds, 10 further processed product.
- The birds/items in a judging class will be designated 1-2-3-4.
- Junior and Senior contestants will be expected to complete the contest in its entirety. Beginner contestants may have a shortened version of the contest.
- When evaluating live animals, the welfare of animals is important and should be considered. Contestants may be allowed to handle the live birds to better evaluate them. Being well-trained in handling hens is important to prevent discomfort or harm to them. In order to maintain the welfare of the hens, the procedure outlined in the following video should be adhered to: [Proper handling and holding a chicken](#)

- Ten (10) minutes will be allowed to place each class.
- Fifty points shall constitute a perfect mark for placing classes. Grading classes will add up to 50 points for each discipline.
  - If tied for overall individual, the contestant having the highest total reasons score (for beginners, questions score used) shall be listed first.
  - If tied for total reasons score, the contestant having the highest total placing score on reasons classes (or questions for beginners) shall be listed first.
- The officials' placing and class critique will be given immediately following the conclusion of the contest once all placing and reasons cards have been submitted to the scoring committee.
- Official results will be tabulated and reviewed by an assigned committee prior to public announcement.

### Awards

Top 5 contestants in each age division (Beginner, Junior and Senior) will be recognized at the awards ceremony, with the top two contestants in each division receiving physical awards.

## HORSE JUDGING CONTEST

### Contest Coordinator

Jennifer Martinez – 4-H Volunteer

### Contest Schedule

Tuesday, June 16, 2026

SDSU Horse Unit, Brookings, SD

8:30 - 9:00 a.m. - Registration

8:55 a.m. - Contestant Orientation

9:00 a.m. - ALL Participants begin Horse Judging Contest

*\*All Horse Judging participants must be present at the start of the Horse Judging Contest to compete. \**

### Method of Conduct - Horse Judging

- Contestants, parents and coaches are to avoid the SDSU Horse Unit the morning of the contest, prior to the contest start registration, unless involved in the operation of the contest.
- While the contest is in progress, there is no conferring between contestants or between a contestant and anyone else except as directed by the contest superintendent or his/her representative. Offending contestants will be disqualified.

- Contestants will judge a minimum of four (4) classes with at least one (1) class being a performance class.
- For halter classes, each side of the horse will be shown for 2 minutes (left side, front, right side, back). Handlers will then travel horses at a walk and trot. Once horses are back in line, there will be 2 minutes allotted for close inspection and final placings to be submitted. Close inspections must be done at a safe distance of at least 5 feet from the horses.
- All halter classes will be judged as sound of limb, eye, wind, mouth and reproductive organs.
- Performance classes may be run on the rail or use patterns. Any 4-H recognized performance class may be used or western, English, or ranch pleasure. There will be no timed events. All tack and attire is considered legal.
- The horses will be designated 1-2-3-4 worn by the handler/rider.
- Horses will not be handled by the contestants, but time will be provided in halter classes for close inspection and to observe the horses at a walk and trot.
- Juniors and Seniors will give one set of oral reasons. If notes are used while giving oral reasons, the highest score the contestant can receive for that set of oral reasons will be 35 points.
- Beginners will do check pre reasons (questions created by the judge during the respective class). Check type reasons will be completed immediately after the class being questioned. Notes may be used for check type reasons.
- Two minutes will be allowed to give oral reasons to the judge. Contestants may use notes when judging but are discouraged to use notes while giving oral reasons.
- Fifty points shall constitute a perfect mark for placing classes, answering questions, and presenting oral reasons.
  - If tied for overall individual, the contestant having the highest total oral reasons score (for beginners, check type reasons score used) shall be listed first.
  - If tied for total reasons score, the contestant having the highest total placing score on halter classes will be added together and the highest score from those calculations shall be listed first.
- The officials' placing and class critique will be given immediately following the conclusion of the contest once all placing and reasons cards have been submitted to the scoring committee.
- Official results will be tabulated and reviewed by an assigned committee prior to public announcement.

### **Awards**

- Top 5 contestants in each age division (Beginner, Junior and Senior) will be recognized at the awards ceremony, with the top two contestants in each division receiving physical awards.

## **LIVESTOCK QUIZ BOWL**

### **Contest Coordinator**

Rafe Royall – SDSU Extension Swine Specialist

### **Contest Schedule**

Tuesday, June 16, 2026

Unless otherwise noted: SDSU Animal Science Complex/  
Raven Precision Ag Building Brookings, SD

12:30-1:00 p.m.- Registration for JUNIOR teams  
12:55 p.m. - Contest Orientation for JUNIOR teams  
1:00 p.m. - First match(es) will begin for JUNIOR teams

1:30 - 2:00 p.m. - Registration for SENIOR teams  
1:55 p.m. -Contest Orientation for SENIOR Teams  
2:00 p.m: - First match(es) will begin for SENIOR teams

### **General Rules – Livestock Quiz Bowl**

- Two officials will conduct the bowl: a moderator who asks the questions and maintains overall control, and a judge who will rule on all responses and challenges. Three additional individuals, including a timekeeper and two scorekeepers, will help conduct the contest. Hallway monitors will be available to answer questions and ensure that matches are not interrupted.
- Whenever time and space permit, a double elimination procedure will be used. In a double elimination contest, each team will have an opportunity to compete in at least two rounds. A second loss eliminates a team from continuing competition.

- The contest will be split into two divisions: BEGINNERS/JUNIORS (4-H'ers that are 8-13 as of Jan. 1 of the current 4-H program year) and SENIORS (4-H'ers that are 14-18 as of Jan. 1 of the current 4-H program year). 4-H'ers that are ages 8-13 may compete in the senior division but will not be allowed to also compete in the Beginner/Junior division.
- Teams will be comprised of 4 individuals. All individuals must be a current South Dakota 4-H'ers in good standing. Teams of 3 will be accepted but may be at a disadvantage. Team members need not be from the same county, however, if a county has more than one individual participating in the same age division, it is expected that they are on the same team. "Stacking" teams by comprising a team of individuals from numerous counties without taking into consideration the formation of a valid county team is strongly discouraged and may result in the team being removed from the contest.
- The teams will be assigned to Round 1 before the contest.
- A team may receive a bye during the elimination as part of the assignment process.
- Contestants cannot view matches until their team has been eliminated from the competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event.
- Each match will be divided into three phases: Phase 1, Phase 2, and Phase 3 (see below for phase descriptions).
- Each contestant will be given the opportunity to test the proper functioning of game equipment.
- Protesting: A team will have two chances per match to protest a question or answer. When a protest is raised the moderator will call time out. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
  - Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time a particular question is read, or the answer given. Once the moderator has begun the next question, the protest is not valid.
  - If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
    - ▶ If a question is protested before an answer is given and the protest sustained – the moderator will discard the question. No loss or gain of points for either team.
    - ▶ If an answer is protested (either correct or incorrect) - at least one of the judges and the moderator or two judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
    - ▶ If a question is protested after an answer is given (correct or incorrect) - at least one judge and the moderator, or two judges will determine the validity of the protest question. The question may be discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points as in the situation above.
- Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.
- Spectators, parents, and visitors may not protest any question, answer, or procedure during play. They may, however, submit in writing to the contest officials any suggestions, complaints, or constructive criticism at the conclusion of the contest.
- No source of information is infallible. There may at times be answers given to questions, which agree with recommended sources, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
- Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use their reference materials to clarify the protest.
- Ties: If both teams are tied at the end of a match, the moderator will read a series of three additional toss-up questions until the tie is broken. Questions will be scored as in Phase Three (see below). If still tied after this series of questions, the match becomes "Sudden Death" play. Thus, the first team to achieve a higher score will become the winner of the match. Questions for "Sudden Death" play will be selected by the judges.

- Aids and Materials: Teams may not bring in or use any prepared aids or other resource materials during a match. Pencils and scratch paper will be provided.
- Following the final question, the team with the highest number of points shall be declared the winner of the match.
- All coaches and participants must agree with the procedure of the match and the score on the official scoresheet before they leave the room. Coaches and participants may ask for clarification of procedure of play during the match.
- All electronic devices, including smart watches, eReaders and cell phones, must be turned off during a match.
- Any questions or areas not covered by these rules will be decided by the quiz bowl committee. All decisions are final.

#### **Method of Conduct - Livestock Quiz Bowl**

- Order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating, and the time allowed for the contest will determine the exact procedure followed.
- Whenever time and space permit, a double elimination procedure will be used.
- Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.
  - **Phase One:** Phase One will consist of eight (8) one-on-one questions. During the one-on-one competition, only one member of each team who the specific question is directed to will be eligible to respond. This eligibility will rotate with each question beginning with the captain of each team, and rotating to the 2nd, 3rd, and 4th contestants of each team, respectively, until all eight questions have been asked. This means each pair of individuals (one member from each team) will be asked two questions. Correct answers are worth 10 points with no deduction for incorrect answers. If neither contestant buzzes in, the question dies, and no points are awarded or lost. No teammate assistance may be offered or received in this phase. A contestant must buzz-in

within 5 seconds after the question is read and answers must be started within 5 seconds of the contestant being recognized by the moderator (starting an answer after the 5 second buzzer goes off is not acceptable). Answers will consist of multiple choice; fill in the blank, and/or completion type questions. If a team is composed of three members, they will forfeit the Phase I questions directed toward a fourth team member.

- ▶ The moderator shall indicate prior to reading each question which two contestants are eligible to respond. If the first recognized contestant fails to respond or answers incorrectly, the moderator will offer the question to the other contestant. The moderator will read the correct answer if both contestants answer the question incorrectly or no answers are given.
- ▶ Each question shall be addressed to only one member of each team, beginning with the team captain, and progressing with subsequent questions to the number 2, 3, and 4 contestants, respectively. If neither contestant buzzes in, the question dies, and no points are awarded or lost. The next pair of contestants gets a new question.
- ▶ A contestant must be recognized by the moderator prior to beginning his/her answer. Any member answering a question without being acknowledged will result in the deduction of 10 points from the team score. The opposing contestant has the option of answering the question within 5 seconds after receiving an offer from the moderator.
- ▶ If a contestant buzzes in and fails to respond to the question in the form of an answer, a five-point penalty will be assessed.
- ▶ There will be a five-point deduction if any contestant, other than the two designated contestants, responds.
- ▶ If the equipment allows a member of each team to buzz in at the same time or locks out both team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new question will be selected by the judges.
- **Phase Two:** Phase Two will consist of eight (8) questions. Each team will be asked four questions

each on an alternating basis. Each team may write the question down on the paper provided to them when it is first read. Correct answers are worth 10 points, with no deductions for incorrect answers. The team shall discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded. Answers must be started within 20 seconds after the question is read (starting an answer after the 20-second buzzer goes off is not acceptable). Teams are not required to buzz in to provide their answer. Questions shall primarily be fill-in-the-blank, completion, or short answer, but may include some multiple choice. When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it. The opposing team may discuss the question and shall have 20 seconds (from the time the moderator offers the question) to begin an answer to the question. Correct answers are worth 10 points, with no deductions for incorrect answers. This team may discuss the question only, after being offered to them, by the moderator (not while the team originally asked the question is discussing it). Only the team captain may report the answer. Teams are not required to buzz in before answering the question.

- **Phase Three:** Phase Three will consist of regular, toss-up and bonus questions with a possible total of sixteen (16) questions worth 15 points each. During this phase, any team member from either team may buzz in to answer a regular or toss-up question. The first two questions will be regular questions. Every 3rd question will be a toss-up question with a bonus attached. The only difference between a regular and a toss-up question will be that toss-up questions will have a bonus question attached.

- ▶ **Scoring and procedures of regular and toss-up questions with no Violation of Play:** After the regular or toss-up question has been read, the first individual from either team to signal will answer the question within five seconds after being acknowledged by the moderator or will lose 10 points. Ten points will be deducted for incomplete or incorrect answers. In the event of an incorrect answer,

the other team can answer after buzzing and being acknowledged by the moderator. The second team must buzz in within 10 seconds of being offered the question by the moderator. The question will not be re-read. If neither team can offer an answer within 10 seconds, the moderator will give the correct answer and neither team will forfeit points.

- ▶ **Scoring and procedures of regular and toss-up questions with Violation of Play:** Any member answering regular or toss-up questions without being acknowledged will result in the deduction of 10 points from the team score. The opposing team has the option of answering the question within 10 seconds after receiving an offer from the moderator. The question will not be re-read. The second team must buzz in and be acknowledged by the moderator before answering.
- ▶ **Bonus questions:** If a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question and the team that answered the toss-up question is allowed to discuss the question. The question will not be re-read. The team may write the question down on the paper provided to them when it is first read. Answers must be started within 20 seconds after the question is read. Only the team captain may answer the question. If anyone other than the team captain answers the question, no points will be awarded. Correctly answered bonus questions are worth 15 points. All parts of bonus questions must be answered correctly. No points are deducted for incorrect or incomplete answers to bonus questions. The opposing team does not have the opportunity to answer bonus questions.
- ▶ If a bonus question was attached to an unanswered toss-up question or an incorrectly answered toss-up question, the bonus question dies with no points awarded and the moderator will read the next regular question.
- ▶ **Pre-mature buzzing:** When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, ten points will be deducted from

the team score. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. If a multiple-choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding wording of the correct letter. If the answer is not complete and correct, the question will then be completely re-read, and the other team will have the opportunity to answer it after buzzing and being acknowledged.

- ▶ **Both teams buzz at the same time:** If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new question will be selected by the judges.

- Questions will not be re-read, except as in (c-bullet point five) above.
- The scores of both teams will be announced periodically.
- The judge(s) may not ask for clarification of answers from contestants.

### **Awards**

The top two teams in each age division (Junior and Senior) will be recognized and receive physical awards at the awards ceremony.