

FAMILY CONSUMER SCIENCE BOWL

The objective of the Family Consumer Science (FCS) Bowl is to provide 4-H members with an opportunity to demonstrate their knowledge in home environment, food and nutrition, clothing, consumerism, health and child development.

I. Eligibility

- A. Any novice or junior 4-H member.
- B. Each county may enter two novice three or four member teams and two junior three or four member teams with one alternate team member.

II. Equipment Needed

- A. Team responder
- B. Questions
- C. Stopwatch
- D. Scoreboard

III. Officials

- A. Superintendent
 - 1. Directs the contest
 - 2. Asks the questions
 - 3. Calls on contestants to answer
 - 4. Accepts or rejects answers with consultation from the judge (s)
- B. Timekeeper
 - 1. Monitors total elapsed time of each round (15-minute rounds)
 - 2. Informs superintendent of elapsed time
 - 3. Runs team responders
- C. Score Keepers (2)

The main scorekeeper records the scores on scoreboard, so they can be seen by contestants and moderator.

An additional score keeper keeps track of the score on a paper in the audience.

Winner of round will not be called until both agree.
- D. Judge

Rules on the acceptability of answers, if the answer given does not match the answer on the card. Test bank question answers should be close to the answers on the card.
- A. Holding Room Monitor

Monitors the holding room to ensure teams are sequestered when not competing. Only teams still in the competition are allow in the room. Parents and coaches are not allowed in the holding room. Teams may have study materials.
- B. Door Monitor

Monitors the contest room door and makes sure it remains closed during the contest.

Parents that choose to watch the contest must remain in the room until the round is completed. Cell phones should be put on silent.

IV. Teams

- A. Each team shall consist of either three or four members.
- B. Each team must have at least three contestants.
- C. Alternates may be substituted in when a new round begins or if the superintendent deems it impossible for one of the team members to participate.
- D. Novice teams will compete against novice teams and Junior teams against junior teams.

V. The Contest

- A. The teams are seated with the team captain near the superintendent.
- B. The superintendent opening the question packet and begins to read the first question is the signal for the timekeeper to start the time.
- C. All questions are toss-up questions and any team member can buzz in.
- D. Only the contestant that activated the buzzer may attempt to answer the question. If missed it will not be offered to other competitors.
- E. Team members may not assist with answers or make comments to team members during the round of play. Doing so will result in a loss of 3 points per incident.
- F. If a buzzer is activated before the question is finished, the superintendent stops reading the question and the contestant has five seconds to answer the portion of the question read. If the answer is wrong, the question will not be repeated.
- G. The timekeeper shall determine if a contestant has started an answer within the allotted time and determines when that round of the contest is over (15 minutes or 40 questions).
- H. The score keeper shall add five points for each correct answer and subtract three points for each incorrect answer.
- I. If a question is thrown out due to buzzer failure, misreading, or by judge's decision, it will be replaced by pre-drawn extra questions from the question bank.
- J. In case of a tie, the superintendent will have an additional 5 randomly pulled questions from the question bank ready prior to the contest.
- K. If more than two teams are entered in the contest, lots will be drawn to determine competition rounds. If only one team is entered in the contest, 50% of the questions must be answered to receive a blue award, 45% to receive a second place, and 40% to receive a third place.
- L. The contest will be double elimination if there are three or less teams. If there are four or more teams in an age group, the contest will be single elimination. Contest bracket source

is the same as the state contest. <http://www.printyourbrackets.com/>

VI. Questions

- A. Each county with a team will submit 50 questions and answers from the designated materials to the contest superintendent 2 weeks prior to district contest. The superintendent will prepare question packets using an equal number of questions from each county in each round. Additional questions may be prepared by the contest superintendent, to complete a round. The superintendent has the right to not use poorly worded questions. Questions should have project book and page with answer documented with the question.
- B. A test bank of 120 questions from the Clothing and Baking Projects will be provided by the contest superintendent.
- C. Teams will answer questions from Novice and Junior FCS Project Books or Consumer Contest Classes. The superintendent will send out information on which projects in April. The projects will include several disciplines of FCS.

VII Protests

- A. Only the team captain or designated coach may stop the round of play to protest a question or answer. This protest must happen before the next question is read.
- B. The audience may not speak during a round of play. The contest superintendent may ask the audience member to leave the room or clear the room entirely.

July 2018 – Reviewed 2026