



Minnesota 4-H Project Bowl - 2025 Rules

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*Coaches – Before you can begin practicing with your team(s), you **MUST** be a screened MN 4-H Volunteer. Talk with your Local 4-H Extension Educator to ensure that you are screened and to let them know that you will be working with a team.*

You will find rules & information relative to the 2025 [4-H Project Bowl Program website \(z.umn.edu/4-HProjectBowl\)](http://z.umn.edu/4-HProjectBowl). The State Bowl Committee is a very dedicated group of people who have worked long and hard to provide the following information.

Below, you'll find an overview entitled 2025 Changes in the 4-H Project Bowls. It will highlight the major changes deemed necessary by the committee. These changes have been incorporated into the rules.

If your county is interested in purchasing a buzzer system, we recommend the Challenger One - 8 Player System with regular responders from [Zeecraft Tech \(http://www.zeecraft.com/\)](http://www.zeecraft.com/). Their website contains additional information as well as price lists.

We are available for consultation to any county wanting to learn more about the project bowl program. We can be reached at davis051@umn.edu or schw1553@umn.edu.

Good luck to each of you as you prepare teams for regional and state competition. Many feel that the 4-H Bowl program is one of the very best we have at giving 4-H'ers a fun atmosphere under which to learn life-long skills and interests. Feel free to contact us if you have further questions.

2025 Changes in the 4-H Project Bowls

1. Please refer to z.umn.edu/4-HProjectBowl for dates, locations, project areas offered, and references.
2. Dog will only be offered at two regional locations: Sauk Rapids (March 1) and Bemidji (March 15).
3. Dairy and General Livestock species will be in the second year of piloting a new third division, now offering Junior, Intermediate, and Senior divisions. Please read the [division changes](#) found at the end of the Rules.
4. **Again in 2025** – We will be offering Llama-Alpaca and Plant Science Bowl at the State Bowl only. Teams must register by March 17, 2025. If a 4-H'er is on a different species team that does not qualify for the State Bowl, they may still participate in Llama-Alpaca or Plant Science Bowl at the State Bowl.

Objectives

1. To provide an exciting and fun way for youth to explore their project.
2. To encourage youth to develop teamwork, self-confidence, and decision making skills.
3. To develop committee member organization and leadership skills.

Eligibility

1. Each county or multi-county may enter one or more teams in each age division in each project area.
 - Project areas include: Dairy, Dog, General Livestock, Horse, Poultry & Rabbit (and Llama-Alpaca and Plant Science at the State Bowl)
 - The age divisions are Junior (grades 3-8) and Senior (grade 4 thru one year beyond high school). A Senior team may consist of any combination of ages within this range. ***Exception: Dairy and General Livestock will pilot a third division in 2025. Rules can be found at the end of this document.***
 - The minimum number of team members is three. The maximum number of team members is six. We encourage five and six member teams. (Only four team members are seated at a time.)
 - A team may consist of team members from one county or may be a multi-county team. A county with members on a multi-county team may have a county team in the same age division in that project area. Refer to the [“Position Statement for Minnesota 4-H Multi-County Teams”](#) for more details.
2. All county teams in a project area must compete at the same regional bowl. (Junior and Senior teams in the same project area must compete at the same regional bowl. Counties cannot send a junior team to one regional and a senior team to another regional.)
3. In rare cases, a county may request that their multiple junior and senior teams may participate in two different bowls on different dates. In these extreme situations, approval must be granted in writing by Sharon Davis and Randi Schwartz **one week before** the registration deadline for Regional Bowls.
4. Team members shall be selected in a manner determined by the county.
5. 4-H members may register in only one project bowl team each year.
6. Team members need not be enrolled in any particular project.
7. Watching contests: see “observer” rules on page 12
8. **Each team must have two coaches.** Coaches MUST be screened Minnesota 4-H Volunteers **BEFORE** practicing. Please work with your Local 4-H Extension Educator to ensure the appropriate procedures are followed.
9. Coaches must be screened Minnesota 4-H volunteers and youth must be enrolled 4-H’ers prior to attending any team practices. It is the responsibility of all 4-H staff and Minnesota 4-H Volunteers to ensure teams are following risk management practices and expectations.

National Contest Eligibility

1. On January 1 of the contest year, all senior team members must be at least 14 years old but not 19 years old. In other words, youth who do not fall into this national contest age window (14-19) can still compete at regional and state contests but the teams they are on forfeit any eligibility for national trips. However, those teams are eligible for regional and state contests and awards. Please note that any team at the regional contest who lists a 4-H'er whose age falls outside of the national age window (14-19) automatically forfeits any chance for national competition. It is the coach's responsibility to make any changes in the team roster before the regional contest begins. If no changes are made by the coach before the regional contest begins and if the team roster contains participants outside the national contest age window (14-19) described above, the team will not be eligible for national trips, even if the ineligible 4-H'er does not participate.
2. The 4-H'ers must not have participated in post-secondary coursework in **general animal science courses** or judging or selection in the subject area of their national 4-H competition, nor have participated in training for a post-secondary judging team in the subject area of their national 4-H competition.
3. All **listed** team members must be eligible to take a national trip for the trip to be awarded. Deletions or substitutions will not be allowed.
4. All national trip winners must have participated in a regional or state contest.
5. Bowl teams, or any individual member of the team, may not participate in the same national bowl twice. If a team seats a participant on the team who has previously participated in the national bowl trip offered, the entire team loses eligibility to that contest. **There may be exceptions based on each individual contest.**
6. If the Champion team is not eligible, the trip will pass to the next eligible team.
7. If more than one national trip is available, the first place team may choose which one they want to attend. The second place team may then choose and so on down the line. When a team is offered a trip, they will have one week to accept or decline. If a team withdraws/cancels after they have accepted a trip, the State Project Bowl Committee may impose consequences for that team regarding future eligibility for national trips. This is because selection of a national trip has a "domino effect" and it is extremely difficult to fill a trip if a team cancels after acceptance. Team qualification for a national judging contest or catastrophic personal circumstances are the only acceptable reasons for withdrawing/canceling from a national trip after acceptance.
8. National Bowls ~
 - **Dairy** ~ North American Invitational 4-H Dairy Quiz Bowl – Louisville, KY (one senior trip) (4 members on a team)
 - Due to timing conflicts, participants cannot participate in the Louisville Dairy Bowl Contest AND the Louisville Dairy Judging Contest in the same year.
 - **General Livestock** ~
 - North American International 4-H General Livestock Quiz Bowl - Louisville, KY (one senior trip) (4 members on a team)

1. This trip award is for the NAILE General Livestock Quiz Bowl contest, not Skillathon. Due to timing conflicts, participants cannot participate in the Louisville General Livestock Bowl Contest and be a part of a General Livestock Judging team at Louisville.
 - Western National Roundup Livestock Quiz Bowl - Denver, CO (one senior trip) (no more than four or five members on a team)
 - **Horse ~**
 - Eastern Roundup - Louisville, KY (one senior trip) (4-5 members on a team)
 - Quarter Horse Congress Bowl - Columbus, OH (two senior trips) (4-5 members on a team)
 - Black Hills Invitational - Rapid City, SD (one junior trip) (4-5 members on a team)
 - **Poultry ~** National 4-H Avian Bowl - Louisville, KY (one senior trip) (4 members on a team)
 - Participants cannot participate in the Louisville Poultry Bowl Contest AND the Louisville Poultry Judging Contest in the same year.

Registration Procedure:

Regional Bowls

1. E-mails will be mailed to all counties and previous coaches in December reminding them that all information can be found on the Project Bowl website. Teams registered for a Regional with a disproportionate number of teams may be asked to consider another location.
2. **Coaches:** Completed [official registration form](#) must be submitted to the local Extension Office **no later than January 27.**
 - a. In 2025 Dog will only be offered at two contests: Sauk Rapids on March 1 and Bemidji on March 15.
3. **Extension Staff:** Completed [official registration form](#) **plus entry fee** (\$50 per team) must be **postmarked** to the regional of choice AND the [online form](#) completed **no later than February 3.**
4. Each team must provide **two** responsible adults or youth leaders on the entry form to assist with the project bowl as a scorekeeper (board or paper), timer, runner or door monitor during the matches that your team participates in. If you do not provide two, your team will not be able to participate. Please see the "[Job Description for Scorekeepers](#)", "[Job Description for Timers](#)" and "[Job Description for Runners](#)" for additional information.
5. A team may only register for one regional contest.
6. **All entry fees must accompany entry forms.** There will be no refunds.
7. Only team members listed on the regional registration form will be eligible to compete at the State contest, if the team advances.

8. There will be a **\$50** fee charged to all late regional registrations and a \$20 fee charged to those wishing to transfer regional sites after registrations are turned in. All transfers must be approved from both of the regional sites involved and the state office.
9. Extension Staff (Local or Regional 4-H Extension Educators) must sign all Regional Bowl Registration Forms.

State Bowl

1. The Champion regional team in each project bowl age division will automatically qualify for the State Bowl. A total of eight teams are anticipated by the State 4-H Bowl Committee for all bowls. Any time 24 or more teams in a species and division register for Regional Bowls, 12 teams will be invited to State.
2. To participate in the State Bowl, teams must participate in a Regional Bowl, even if they were the only team registered for that Regional.
3. Counties participating in the State Bowl will be mailed an invoice for their registration fee. There will be no refunds. The entry fee for the State Bowl is \$55 per team.
4. If your team qualifies at the Regional Bowl for the State Bowl, you must register BEFORE you leave the Regional Bowl. If you do not register before you leave the Regional Bowl site, you will forfeit your state trip.
5. If your team is an alternate, do not sign up at the Regional Bowl. You will be contacted if/when you have the opportunity to advance and then registration forms can be completed then.
6. Each team must indicate they will provide two responsible adults or youth leaders on the entry form to assist with the project bowl as a scorekeeper (board or paper), timer, runner or door monitor during the matches that your team participates in. If you do not provide two your team will not be able to participate. Please see the "[Job Description for Scorekeepers](#)", "[Job Description for Timers](#)" and "[Job Description for Runners](#)" for additional information.
7. All team members listed on the state registration form must also be listed on the regional registration form.
8. The State Bowl quotas are based on the registrations received at the regional registration deadline.
9. **Again in 2025** – We will be offering Llama-Alpaca and Plant Science Bowl at the State Bowl only. Teams must register by March 17, 2025. If a 4-H'er is on a different species team that does not qualify for the State Bowl, they may still participate in Llama-Alpaca or Plant Science Bowl at the State Bowl.

References

1. All project area references can be found on the website under [References](#).

Project Bowl Protocol

1. 4-H conduct and behavior expectations apply to all participants, coaches, and spectators.

Questions/Answers at Regional Bowls and the State Bowl

I promise that...

- I have not received information on the contents of the questions and/or answers used in other Regional Project Bowls this year.
- I will not discuss the contents of the Regional Bowl questions and/or answers with participants from any other team – either junior or senior – at the Regional Project Bowl in which I am participating or at any other Regional Project Bowls.
- If my team qualifies for the State Bowl, I will not receive information or discuss the contents of the State Bowl questions and/or answers with participants from any other team – either junior or senior – until the contest is completed and all winners are announced.

I understand that evidence of an exchange of such information could result in immediate disqualification for any team/individual involved from further completion, awards and national trips offered. I understand that the Minnesota 4-H Code of Conduct I signed at the time of enrollment is in effect during my Project Bowl participation as stated at: z.umn.edu/4h-CodeOfConduct

Regional and State Bowl Awards

Regional awards:

- Participation certificates will be available to all teams who request them on their registration form.
- Champion Teams - Each team member and one coach will receive a gold medallion.
- Reserve Champion Teams - When the contest has three or more teams, the Reserve Champion silver medallion will be awarded. Each team member and one coach will receive a medallion.

State awards:

- Participation certificates will be available to all teams who request them on their registration form.
- Champion Teams - Each team member and one coach will receive a plaque.
- Reserve Champion Teams - Each team member and one coach will receive a plaque.
- If there are 12 Teams - The 3rd Place team members and one coach will receive a plaque.

Additional State Awards for National Trip (State Bowl)

1. Dairy ~ \$700 to the senior team representing Minnesota at the North American Invitational 4-H Dairy Quiz Bowl in Louisville, KY. Sponsored by Minnesota Livestock Breeders' Association.
2. General Livestock ~ \$700 to the top team representing Minnesota at the North American International 4-H Livestock Quiz Bowl in Louisville, KY and \$1,000 to the senior team representing Minnesota at the Western National Roundup Livestock Quiz Bowl in Denver, CO. Sponsored by Minnesota Livestock Breeders' Association.
3. Horse ~ Each team will receive \$600 for participating in a National Bowl Contest. Sponsored by the U of MN Extension, Minnesota State 4-H Horse PDC.
4. Poultry ~ \$700 to the top team representing Minnesota at the National 4-H Avian Bowl at the National Poultry & Egg Conference in Louisville, KY. Sponsored by Minnesota Livestock Breeders' Association.

Procedure of Play

1. Five officials will conduct the bowl. A moderator who asks the questions and maintains overall control, a judge who will rule on all responses and challenges, a timekeeper, and two scorekeepers.
2. This is 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.
3. The teams will be assigned to Round 1 before the contest.
4. A team may receive a bye during the elimination as part of the assignment process.
5. In case of a team not competing in Round 1: In Round 1, SPACE PERMITTING, the team will be able to watch/observe one match. The match to be observed will be assigned to the team by the contest coordinator. In Round 2 that team will play a winning team from Round 1 and advance to either the next winner's or loser's match in Round 3.
6. Each match will be divided into two phases: Phase 1 and Phase 2 (see questions).
7. Following the final question, the team with the highest number of points shall be declared the winner of the match.
8. In the *case of a tie*, five additional regular questions will be asked.
 - Each correct answer will be awarded ten points (+10).
 - No points deducted for incorrect answers.
 - If a tie still exists, the first team to correctly answer the next question will be declared the winner.
9. Final team placings in the contest will be determined by a double elimination process. The final rankings of two or more teams eliminated in a particular round will be determined by total average points.
10. 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.**
11. All electronic devices, including eReaders and cell phones, must be turned off during a match.

12. Any questions or areas not covered by these rules will be decided by the state bowl committee. All decisions are final.

Challenges

1. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources, but which are in fact erroneous. Every effort shall be made to eliminate such questions; but in the event of such an occurrence, any team may challenge the answer.
2. **Coaches may not challenge.** Coaches may not signal a challenge, or use a time out to prompt a challenge.
3. In Phase 2, only the captain of the designated team answering the bonus question may challenge. The other team may not challenge.
4. Answers and interpretations of questions will be the sole responsibility of the judge. A decision made by the judge after the answer is verified will be final.
5. All challenges must be made after both teams have had a chance to answer the question and before the start of the next question
 - a. When Team A's answer is ruled incorrect and then Team B's answer is ruled correct followed by Team A successfully challenging the ruling: Team A receives the points and Team B is not awarded any points.
6. Challenges must be resolved within a three-minute time period.
7. The burden of proof ***from the listed references*** is with the team challenging.
8. Any team member or primary coach of the challenging team may look up information in the references.
9. References can only be opened during a challenge.

Procedure for Challenging

If an answer is ruled correct and is challenged by the opposing team:

- **Phase 1:** Only the designated team member may challenge after the answer is given and before the next question is asked. The team member that is eligible to answer that question is to say..."I challenge that ruling. The correct answer is ____." The team has 3 minutes to prove the challenge and the designated team member is to answer.
- **Phase 2:** After the answer is given and before the next question is asked, any seated team member may challenge by saying..."I challenge that ruling. The correct answer is ____." The team has 3 minutes to prove the challenge.
- If the challenge is ruled **successful:** The original ruling is changed. The team that did not give the correct answer does not earn 10 points. If it is Phase 1, that team loses no points. If it is Phase II, that team loses 5 points. The challenging team earns 10 points.
- If the challenge is ruled **unsuccessful:** The original ruling stands. The first team keeps their earned 10 points. Challenging team is recorded with one unsuccessful challenge. Each team will be allowed two unsuccessful challenges per match without penalty. After two, there will be a 5 point deduction for each unsuccessful challenge.

If an answer is ruled as incorrect for both teams and is challenged by either team:

- **Phase 1:** After the judge rules incorrect and the opposing team member has had a chance to answer, but before the next question is read, the designated team member of either team may challenge by saying..."I challenge that ruling. The correct answer is _____. " The team has 3 minutes to prove the challenge and designated team member is to answer.
- **Phase 2:** After the judge rules incorrect and the opposing team has a chance to answer, but before the next question is read, any seated team member for either team may challenge by saying..."I challenge that ruling. The correct answer is _____."
- If the challenge is ruled **successful:** The original ruling is changed. The challenging team earns 10 points.
- If the challenge is ruled **unsuccessful:** The original ruling stands. Challenging team is recorded with one unsuccessful challenge. Each team will be allowed two unsuccessful challenges per match without penalty. After two, there will be a 5 point deduction for each unsuccessful challenge.

Time-Outs

1. A coach, team captain, or the moderator may call for a time-out for clarification of a rule, to replace team members, or to allow for unexpected problems.
2. Time-outs may be called only after a question has been answered and before the start of the next question.
3. There is a limit of one minute for each time out, and a limit of two per team in each match.
4. Time-out will not be charged to either team for replacement of members between Phase 1 and Phase 2.

Replacement of Members

1. During any match, one or two team members *only* may be replaced at the panel when the moderator deems it impossible for one of the seated members of the team to continue in the contest OR the captain/coach of a team requests the replacement of a team member.
2. The team member removed from a match becomes ineligible to return to the particular match, including overtime. The team member removed and the replacement member are both eligible to participate in further matches. The use of five or six member team is strongly recommended.
3. Once a match begins, substitution of team members is the only allowance for changing the seating of the members during that match.

Questions

1. ***Only the first answer given is accepted and will be ruled as correct or incorrect. Any additional answers will not be considered.***
2. All teams will be asked the same questions in the same round. In the next and subsequent rounds, a different set of questions will be used.
3. The moderator reads each question until the completion of the reading of the question OR until a contestant activates a buzzer.

4. If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question and recognize the participant "buzzing in".
5. When the moderator recognizes (calls the name of) the participant "buzzing in", that participant has five seconds to begin to answer. Please refer to the "Points" section for information on warnings and deductions for beginning to answer before being recognized by the moderator.
6. The repeating of the question by the contestant shall not be considered the initiation of the answer.
7. No questions or any parts thereof shall be repeated during the asking.
8. Only if a question was not completely read due to an early signal by the first team, will the question be re-read for the second team.
9. When the first team answers a question incorrectly, the opposing team gets 10 seconds to activate the buzzer.
10. If neither team "buzzes in" within 10 seconds, the moderator will give the answer and neither team will score points.
11. If a question is thrown out either due to poor reading by the moderator or a decision of the judges, it will be replaced by another question, of the same degree of difficulty, so that a constant total number of questions will be asked.
12. Multiple choice questions must be answered with one of the choices given.
13. For the integrity of the contest, we do not release contest questions from our database.

Phase 1

1. A total of 16 questions will be asked. Each question will be addressed to one pair of opposing contestants. The pairs will rotate after each four questions. The first four questions will be asked of pairs 1/1, 2/2, 3/3, 4/4. The next four questions will be asked of pairs 1/2, 2/3, 3/4, 4/1. The next four questions will be asked of pairs 1/3, 2/4, 3/1 and 4/2. The last four questions will be asked of pairs 1/4, 2/1, 3/2, and 4/3.
 - If the wrong pair is called by the moderator, the coach **can** call time-out. The procedure then is to eliminate the question and give a new question to the correct pair.
2. Each correct answer will be awarded ten points (+10). In Phase 1, there are no deductions for an incorrect answer.
3. If a team answers a question incorrectly and the moderator or judge gives the correct answer before the second team has a chance to signal, the first team has no points deducted and the second team only is given a different question, of the same degree of difficulty, to attempt to answer.
4. If one team only has three members and the opposing team has four members, the fourth member of the opposing team will have the opportunity to answer the question that would have been asked of the pair. The opposing, four member team would potentially earn 40 points in this manner.

Phase 2

1. A total of 15 questions will be asked in three cycles of: regular question, regular question, regular question, toss-up question, bonus question.

2. Each correct answer to a regular, toss up, or bonus question will be awarded ten points (+10). Each incorrect answer to a regular or toss-up question will result in a deduction of five points (-5).
3. If a team answers a question incorrectly and the moderator or judge gives the correct answer before the second team has a chance to signal, the first team has five points deducted and the second team only is given a different question to attempt to answer.

Phase 2 Bonus Questions

1. During Phase Two of each match, three questions will be designated as toss-up questions to which a bonus question is attached. In order to receive a bonus question, a team must correctly answer a toss-up question.
 - The only discussion allowed between team members will be on a bonus question.
 - The answers must come from the team captain.
2. When a bonus question is attached to a correctly answered toss-up question, the moderator reads the bonus question and a 20-second discussion period is permitted for team consultation to determine the answer.
 - The end of the 20-second period is signaled by the timer.
 - **The team captain must then activate the buzzer.** A 5-second period is then permitted for the team captain to begin the answer.
3. Only the number of answers required by the bonus question will be accepted.
 - All parts must be answered correctly.
 - If more than one answer is required *and more than the required number of answers are given*, only the first answers given are accepted and will be ruled as correct or incorrect. Any additional answers will not be considered.
4. After the team captain begins to answer, the other team members may assist the captain by prompting. A scratch pad will be provided for use by the team captain.

Points

1. Regular, Toss-up, and Bonus Questions –
 - Each correct answer is worth ten points (+10)
 - In Phase 1, there are no deductions for an incorrect answer.
 - In Phase 2, if an incorrect answer is given to a Regular or Toss-up question five points will be deducted (-5).
 - In Phase 2, there are no deductions for an incorrect answer to a bonus question.
 - If an incorrect answer is given, the other team will have the opportunity to answer.
2. In Phase 1 if any contestant other than the two designated contestants "buzz in", they will get one warning. After that, a five-point penalty (-5) will be assessed.
3. If a team member begins to answer a question before being recognized by the moderator, **one warning per match** will be given to the **team** and there will be no point penalty associated with this warning. On subsequent times in the match, any response will be null and void, the team will receive a five-point penalty (-5) and the other team will be given an opportunity to answer.
4. There will be *no talking* among contestants during the two phases of the match except for the answering of bonus questions. First time offenders will receive one warning for the

day. Upon a second offense, a five-point penalty (-5) will be assessed to the team. A third offense will disqualify the offending team from the match.

5. **Team Participation Bonus** - In order to recognize full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question (other than bonus questions) in Phase 2.
 - A three person team will be ineligible for team participation bonus awards; only teams of four or more people will be eligible.
 - This bonus shall be worth 20 points (+20) to any team that qualifies.
 - After having earned this team participation bonus once within a match, a team is eligible to earn an additional bonus of 20 points by repeating the process specified for team bonus awards.
 - No contestant will be credited with a second correct response until the first team participation bonus has been awarded.
 - If a team has not yet earned the team participation bonus and replaces a team member who has already answered a question correctly with another team member, it will be necessary for the newly seated team member also to answer a question correctly before the bonus points may be awarded.
 - The team participation bonus points will be awarded at the time during the contest that the team qualifies.

Observers

1. Watching contests: No team members, coaches, or other spectators may watch any round other than their own match in the same project area until that team has been eliminated from the contest. If someone is watching a contest other than his/her own in his/her project area before his/her team is eliminated, the team is disqualified from competition.
 - If a coach coaches multiple teams, they must choose one team to follow for the day and, if needed, select another volunteer to serve as the coach for the additional teams.
 - This includes a senior team watching a junior team or vice versa.
 - The contest coordinator will assign teams not competing in Round 1 a match to watch/observe in Round 1 only, space permitting.
 - If a parent wants to watch multiple teams compete due to children participating on different teams they are allowed to do so, however, it is important for the integrity of the contest that they review and follow the rules. It is important that parents do not discuss any contest questions and answers with anyone other than that team's coaches and participants until after the contest is over.
2. Coaches and team members can only register and attend one regional contest in the project area in which the team is registered.
3. **WARNING:** If any team members, coaches, parents, helpers, or spectators share questions or answers with other teams, the team(s) of the offender(s) will be disqualified. This includes mouthing or signaling during a match.
4. Talking or misbehavior of coaches, **helpers** or spectators: First time offenders will receive one warning for the day. Upon a second offense, the offending person will not be allowed to enter the contest room for the rest of the day.

5. All team members, coaches, parents, and all other spectators must wear name tags which include name and county/team name to enter match rooms.
6. Coaches may keep score, but may not take notes. Score sheets may be kept after the judge or moderator initial it.
7. All team members, coaches, parents, or other spectators must turn off cell phones when entering a match. No texting is allowed.
8. No notes may be taken and no tape recorders or video cameras may be used by anyone in the audience, including coaches, during the conduct of the match.
 - At the first offense, tapes and materials will be confiscated and a warning given.
 - Upon a second offense, the offending person will not be allowed to enter the contest room for the rest of the day.

Additional Rules

1. Team names must be simple, respectful and 4-H appropriate.
2. There will be a concession stand available at most contests. Teams are allowed to bring their own food to the contests, however, teams may not bring crock pots, roasters or other appliances to heat or cook food.
3. No selling of outside foods and goods (i.e. cookies, candy bars, and other fundraising items) will be allowed without prior approval by the contest coordinators.

Updated 11/15/24

Dairy and General Livestock division changes

Purpose: to provide younger participants an introduction to answering basic Dairy and General Livestock knowledge questions.

Starting in 2024, Dairy and General Livestock will pilot a restructure of age divisions, now offering the following divisions:

- Junior: Grades 3-5
- Intermediate: Grades 3-8
- Senior: Grades 4-13

The rules below apply to the Dairy and General Livestock junior division (grades 3-5) only. All other project bowl rules of play not referenced below will remain as outlined in the 4-H Project Bowl Rules. Please direct any questions regarding these changes to Sharon Davis (davis051@umn.edu), Randi Schwartz (schw1553@umn.edu), or your local 4-H Extension Educator.

1. Participants who answer the question correctly in Phase 2 will be awarded 10 points.
There will be no deduction of 5 points for an incorrect answer.
2. References are reduced to 1 reference per species. References can be found on the 4-H Project Bowl website.
3. Questions will include more multiple-choice answers.
4. There will be no Dairy Pre-Phase offered.
5. An additional orientation for the Junior Dairy and General Livestock Teams will take place just prior to the start of the contest to review these changes.