

Entomology - Linnaean Competition (Bug Bowl)

This entomology activity is held so that 4-H members can become better acquainted with the insect world in which they live. The Linnaean Competition gives youth an opportunity to learn in a team atmosphere about insect life cycles, life histories, and entomology in general.

Objectives

Targeted Life Skills: Critical Thinking, Self-motivation

- » To develop their study skills while preparing for competition
- » To develop and improve communication skills
- » To develop research skills
- » To realize that a career in entomology can be rewarding

Eligibility

One JUNIOR team from each county may participate in the Arkansas State Championship Linnaean Games Competition in August. The SENIOR competition will be held during the Arkansas 4-H O-Rama. There will be only one team per county for this state-only 4-H activity.

Activity Rules

1. Each county may enter only one (1) team of four (4) contestants plus one (1) alternate. Teams may be selected by any procedure which the county deems appropriate, but county competition is encouraged. Teams of less than four (4) members are ineligible.
2. Order of counties will be drawn at random. A bye system will be used if an odd number of counties participate. Contest will be conducted by employing a double elimination system.
3. There will be three types of questions used. These will consist of regular, toss-up, and bonus questions.

Regular questions – Those questions which individual team members must buzz in and answer.

Toss-up questions – Those questions for which all team members may compete to answer by buzzing in first. The individual who buzzes in must answer the question.

A bonus question will be awarded to the team who buzzes first and correctly answers the toss-up. No bonus question will be given if the question is missed by the first team, but a point may be awarded if a member of the opposing team can answer the toss-up question correctly.

Bonus questions – Bonus questions are answered after a team conference by the team spokesperson. A bonus question will be worth three (3) points, and all parts of the bonus question must be answered before any points will be awarded. No parts of the bonus question will be repeated, and no additional information will be given to the contestants relative to the question.

4. Scoring Procedures

One (1) point will be given for each correct answer (individual and team). If a regular question is missed, the opposing team member will be given an opportunity to answer by sounding his or her buzzer within five (5) seconds. If a toss-up is missed, the opposing team may sound their buzzer and answer, but no bonus question will be given. There will be NO penalty for incorrect answers. Bonus questions will not be challenged by the opposing team. Bonus questions are worth three (3) points.

5. Each match will consist of two (2) rounds.

Round 1 – One-on-one competition: Four (4) questions for each designated pair of players. Only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the Number 1 player on each team, and passing to the Number 2, 3, and 4 contestants of each team.

Every fifth question will be a team toss-up with a bonus attached. This will hold for both rounds.

Round 2 – Toss-up round: Any player can answer with 10 questions asked. All questions are toss-ups with no bonus attached except for the 5th and 10th questions.

6. The moderator reads the question until the completion of the questions or until such time as a contestant activates a buzzer.
7. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have five (5) seconds **after having been recognized** by the moderator to begin the answer to the question.
8. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points or awarding of points to either team.

9. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the timer, a five-second period is then permitted for the team captain or designee to begin the answer.
10. **Each contestant must wait to be recognized by the moderator before answering any question.** Failure to do so will result in forfeiture of the privilege of answering that question, and will result in the opposing team having an opportunity to correctly answer.
11. Following the final question, the team with the highest number of points shall be declared the winner of the match.
12. Any questions or areas not covered by these rules will be decided by the 4-H Entomology Linnaean Games Committee.
13. All decisions of judges, scorekeepers and referee-timers are final.
14. Questions regarding these rules and procedures: contact the Pest Management Section.

Questions and References

1. Each county team must mail 25 questions not previously submitted in past years directly to Extension Entomology by July 25. Mail to John Hopkins, Extension Entomologist, P.O. Box 391, Little Rock, AR 72204.
2. Questions and the correct answers shall be submitted. Questions should come from the official references only, and must include the reference source and page number.
3. True/False and Yes/No questions are unacceptable.

References

4-H Entomology Manual – This is to be the primary resource for study and for questions.
(Available via e-mail from John Hopkins – jhopkins@uaex.edu)

Judging

A 4-H Entomology Linnaean Games Committee composed of entomologists will be the final authority on correct responses to questions if a question's response is queried.

Resources

**4-H Entomology Manual – Mississippi publication available via e-mail from John Hopkins
(jhopkins@uaex.edu)

MP83 - Making an Insect Collection

BU6853 – Entomology 1: Creepy Crawlies

BU6854 – Entomology 2: What's Bugging You?

BU6855 – Entomology 3: Dragons, Houses & Other Flies

BU6856 – Entomology Helper's Guide

The Practical Entomologist by Rick Imes ISBN 0-671-74695-2 (Fireside:pbk)

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