

Provincial 4-H Go For The Gold

Section 109

4-H Ontario and The Royal Agricultural Winter Fair gratefully acknowledge **Ontario Mutuels** for their generous sponsorship of the 4-H Ontario Go For The Gold Program.

Committee

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Competition Information

Date: Saturday, November 5, 2011
Time: Registration: 9:30 a.m.
Competition Games: 10:00 am to 4:00 p.m.
Location: Salons 102A, 105, 106A, Direct Energy Centre

Rules and Regulations

1. The Go For The Gold regions are the same regions as the 4-H Ontario structure.
2. Team members competing at any Go For The Gold competition must be paid members in good standing in the local 4-H Association and 4-H Ontario.
3. Go For The Gold questions from previous years as well as the current year must not be used for practice and/or study.
4. Teams cannot compete without a coach or chaperone present at the local/regional/provincial levels.
5. Teams consist of four members, one alternate and one adult coach. One alternate per team will be allowed to attend the provincial competition. This person must have played at least one (1) game at both the local and regional levels of competition. At the provincial competition, the team members who play the first game are the only ones who may compete the rest of the day.
6. Individuals may only compete at the provincial competition twice. Individuals who have become Provincial Champions are ineligible to compete at the Provincial Competition again. Alternates accompanying their team to the Provincial Competition and who do not compete are eligible to compete again, regardless of the success of their team.
7. No substitutions will be permitted to a team beyond the regional level (i.e. the team members who play at the regional competition must be eligible to compete at the provincial competition). Three person teams will be permitted to compete at the provincial level.
8. At the Provincial Competition, the team members who play the first game are the only ones who may compete the rest of the day.
9. Competition questions will be based on 4-H project material released prior to March 31st of the current year for local and regional competitions. For the provincial competition, questions will be based on 4-H project material released prior to September 1st of the current year. General knowledge of 4-H, agriculture, food and current events will also be included at all levels of competition.
10. Dress code for the provincial competition will be business casual. Caps and jeans will not be permitted. Shirts will be provided to each team member at the provincial competition. Participants will be required to wear the shirt they are provided during the competition.
11. The provincial Go For The Gold competition is considered a Royal Agricultural Winter Fair (RAWF) Youth Activity and as with all RAWF Youth Activities, 100% participation is expected by participants. Members competing in the provincial Go For The Gold competition must be in attendance at the competition from registration through

to the completion of the program. Members may not be involved in another youth activity during that time period. This does not mean that members may not compete in another youth activity at the Royal. It does mean that members cannot compete in two (2) youth activities occurring at the same time.

12. Participants hands may be on the buzzer but the light must be visible at all times.
13. Judges' decision is final on all answers.
14. Teams will play a guaranteed minimum of three (3) games. The four (4) highest accumulative scores will meet in the semifinal round. The winners of the semifinal game will then meet in the championship game.
15. Each game will consist of 50 questions.
16. Five question types are featured in each game:
 - a. Short Answer: First to buzz in answers for 10 points. If incorrect, the second team can answer for 5 points. If a member buzzes in before the adjudicator completes the question and their answer is incorrect, 5 points will be deducted. The other team has a chance for 10 points.
 - b. Assigned: First round of assigned questions in each game will be multiple choice, second round will be short answer. His/her corresponding member of the second team may answer for 5 points.
 - c. Who/What Am I? Four clue questions with diminishing point values. Each team has an opportunity to answer at each level.
 - d. Pop-Up's: Two questions in each game. These will consist of interactive questions which may be visual, audio etc.
 - e. Snapper: True or false type questions. 10 points for a correct answer, 5 points deducted for an incorrect answer.
17. Other rules:
 - a. A 10 second time limit between the question and possible responses applies to all questions.
 - b. A 10 point penalty is given to a team for any discussion among themselves before the question is answered.
 - c. Questions will be read once, clearly and slowly. The entire question will only be repeated if interrupted and the answer given was incorrect.
 - d. Contestants may have their hands on the signal buttons, but the signal lights must be visible at all times.
 - e. Questions must be answered immediately after the buzzer sounds.
 - f. The decision of the judges is final on all answers.
 - g. The first answer given will be the only answer accepted by the judges. If clarification of an answer given is needed, the judges will ask for it.

For more information about 4-H Ontario's Go For The Gold program please contact gftg@4-hontario.ca or the 4-H Ontario Office at 519-824-0101 (toll free at 1-877-410-6748).