

2026 WISCONSIN JUNIOR HOLSTEIN
DAIRY BOWL



DOUBLE-ELIMINATION
CONTEST

RULES AND REGULATIONS

Dairy Bowl is a contest where teams of four members compete against each other. Competition points are awarded for correctly answering questions about the dairy industry and closely related areas.

ELIGIBILITY

1. Each county may enter junior and senior age teams. Counties are allowed an unlimited number of teams per age division as long as they are full teams. If a county enters more than 1 team with 3 members, the JAC reserves the right to add individuals in order give all juniors an opportunity to participate. Counties may also enter “rookie” teams, with suggested age of participants age 6-11 as of January 1 of year competing and a maximum of 2 years on a rookie team.
 - a. Junior team members must not have reached their 16th birthday by January 1 in the year competing (January 1, 2026).
 - b. Senior team members must not have reached their 21st birthday by January 1 in the year competing (January 1, 2026).
 - c. Juniors 16 and under may be on the senior team, but may not compete in two divisions.
 - d. Once juniors have competed in the senior division, they are no longer eligible to compete as a junior.
 - e. Participants cannot compete in the junior and senior divisions in the same year.
 - f. The exception would be any member who is on a winning team in the junior or senior division at nationals. Individuals on a winning junior team at nationals are not eligible for further competition in the junior division. Winning national senior team members are not eligible for further competition.
2. A team will be comprised of four members. However, teams of three members will be allowed to participate. A three (3)-person team must understand they will be competing at a disadvantage. A three (3)-person team entering competition will automatically start with a 30-point disadvantage from phase I questions. One or more alternates may be listed on the entry form. Final team selection must be made when the team checks-in at Junior Convention. After check-in at Junior Convention, alternates may compete on the team only in extreme cases where approved by the Dairy Bowl Coordinator.
3. To compete in the Wisconsin Junior Holstein Dairy Bowl Contest, team members must be a member of the Wisconsin Holstein Association by December 15th of the year preceding competition.
4. All teams must designate a team captain and a coach.
5. Each team member must bring their own name slip and a tag stating the county’s name for the competition.
6. Counties and/or recognized clubs that are not able to form a complete team will be allowed to join with other counties that can’t form a team in that age division. It is recommended that teams be formed by two counties; however, if this cannot be achieved, permission may be requested from the Junior Activities Committee to form a combined team and must be approved by a majority vote. Requests must be submitted by November 10.
7. Juniors wishing to play on a Wisconsin team must submit their name(s) and a \$5.00 entry fee by November 10, 2025. Cost to sign up for a Wisconsin team at the Junior Convention will be \$10.00 per person. If a county has more than one member competing on a Wisconsin team, those individuals are not guaranteed to compete on the same Wisconsin team.

8. The deadline to enter a team for the 2026 contest will be November 10, 2025. If entries are not in office by this date, fees will be doubled. The fee to enter a team will be \$30 for junior and senior teams, and \$10 for rookie teams.
9. **All potential dairy bowl team member names must be submitted to the WHA office with the entry form on November 10, 2025. Failure to submit names will be an incomplete and non-recognized entry.** (Explanation – all possible members are anyone you may think will or could possibly be on your county teams or on “Wisconsin” teams if they do not make the county team. There is no limit to the number of names a county can submit).
10. All questions concerning rules will be handled by the Junior Activities Committee, and their decision will be final.

Dairy Bowl Rules

1. Teams will compete in a series of one on one, double elimination contests until the top team is chosen. The first competition will be between two teams that have not previously competed against each other, unless there are an odd number of teams. Some teams may receive a bye, depending on total teams entered in the contest. The second round will be against either a winning team or a losing team, depending on the first contest. A second loss eliminates a team from continuing competing. Teams will be randomly seeded after check-in is complete OR seeded based on team scores if a written exam is held.
2. Competition between teams will be in two phases:
 - Phase I: Each team member will be asked three general dairy questions in rotation. Each is worth ten points with no deduction for incorrect answers. No teammate assistance may be offered or received. Questions will not be repeated. Contestants have five seconds to begin their answers. Each team will be asked the same set of questions. Other teams will remain in isolation until the team in action completes the questions.
 - Phase II: A total of 16 questions will be asked in toss-up format.
 - a. A contestant wishing to answer any toss-up question must activate the signaling device. Since more than one contestant may think they have signaled the device, contestants may not answer until acknowledged by the moderator. After being acknowledged by the moderator, the contestant must begin the answer within 10 seconds. The team receives 15 points for a correct answer. A team will lose 10 points if an incorrect answer is given.
 - b. If an incorrect answer is given, the question will then be reread to the opposing team. Any member of the opposing team must signal to answer the question. If the answer is correct, the opposing team will receive 15 points. If the answer is incorrect, the team will lose 10 points. If the opposing team chooses not to answer, no points are awarded or deducted.
 - c. If a contestant answers a toss-up question without signaling or waiting to be recognized by the moderator, the answer will be declared invalid and 10 points will be deducted. The toss-up will then be offered to the opposing team (see rule 2b.)

If a contestant signals for an answer, is recognized and fails to start an answer within 10 seconds, the team will lose 10 points and the toss-up will be offered to the opposing team.

- d. If neither team can offer an answer to the question within 10 seconds, the moderator will give the answer, the question will be dropped and neither team will forfeit points.
 - e. When signal is pushed before the question is completely read, the moderator shall stop reading the question when the light goes on and that person may answer the question. If correct, the team will receive credit. If the answer is incorrect or incomplete, the question shall then be completely re-read and the other team will have the opportunity to answer it. **The judge may not ask the contestant to explain his or her answer.**
 - f. The only discussion allowed between team members will be on bonus questions in Phase II. The answers must come from the team captain. Only the number of answers required by the bonus question will be accepted. The bonus answers must be started within 15 seconds.
 - g. The only discussion allowed between team members will be on bonus questions in Phase II. **Judges will have the discretion to deduct 5 points per instance for discussion between team members when not answering bonus questions.**
 - h. Bonus questions may be earned in the toss-up round. In order to receive a bonus question, three different team members must correctly answer a toss-up question. Bonus questions are not passed to the other team if not answered correctly or completely. Bonus questions will be asked whenever three team members have answered toss-up questions correctly with the count kept individually for members of both teams within a match. Individual counts of correct answers do not start at zero following awarding of a bonus question. Eligibility for bonus questions does not carry over to another match.
 - i. All questions correctly answered, both toss-up and bonus will be worth 15 points in Phase II. Credit will be given to the portion of the bonus question answered correctly.
3. No team shall receive the same round of questions that they have previously had. If this should happen, the team is to notify the officials that they have already had this round of questions previously. The officials will then confer with the dairy bowl chair to make sure to use the correct round of questions. If a team fails to notify officials of this, the team will be out of competition for the year and the Junior Activities Committee may take further action.

Points for Bonus Questions

1. The value of each bonus answer will be 15 points. However, answers may consist of several parts:
 - a. 2 parts – 1 correct = 5 points
2 correct = 15 points
 - b. 3 parts – 1 correct = 5 points
2 correct = 10 points
3 correct = 15 points
 - c. 4 parts – 1 correct = 4 points
2 correct = 8 points
3 correct = 12 points
4 correct = 15 points
 - d. 5 parts – 1 correct = 3 points
2 correct = 6 points
3 correct = 9 points
4 correct = 12 points
5 correct = 15 points
2. Consultation among team members is permitted on bonus questions.

3. Bonus questions must be answered in a reasonable time. A team must start to answer within 15 seconds.
4. Clarification of acceptable answers:
 - a. Full names of animals – a contestant must use the full registration name of an animal with the exclusion of suffix. If the suffix is used, it must be correct, i.e., Red and/or ET versus ETS or *TV versus *TM.
 Examples:

KHW Regiment Apple	Correct
KHW Regiment Apple-Red-ET	Correct
KHW Regiment Apple-Red	Incorrect
KHW Regiment Apple-ET	Incorrect
Apple	Incorrect
KHW Regiment Apple-Twin	Incorrect
KHW Regiment Apple-ETS	Incorrect
 - b. Names of people – when giving a specific person’s name, the last name only will be acceptable. The first name is not necessary but, if given, must be correct.
 Examples:

Meyer	Correct
John Meyer	Correct
George Meyer	Incorrect
 - c. Pronunciation – judges may recognize the answer given as mispronunciation. The error in pronunciation cannot affect the correctness of the answer. Example: For a question with antibody as an answer, antibiotic is incorrect.
 - d. Volunteering information – if a contestant first gives a correct answer and goes on to add incorrect information, the entire question will be incorrect.
 - e. Correcting answers – if a contestant gives a complete answer, he or she cannot make a correction. If a partial incorrect answer is given and the contestant makes the correction mid-answer or word, the corrected answer will NOT be accepted.
 - f. Questions will cover feeds and feeding, milk quality, herd health, breeding and genetics, marketing, dairy foods, calf raising and the Holstein breed.
 - g. The winning team will be determined by the highest score from Phases I and II. In the event of a tie, the two teams will be asked an additional five Phase II questions. **There will be no bonus questions given during the tiebreaker questions.**
5. All team members must stay in the holding room during the contest unless competing. Once a team has been eliminated, members must leave. Alternates may stay with the team. Coaches also have the option to decide whether they would like to stay in the holding room with their team except when the team is competing, or to stay out of the holding room and be allowed to move in and out of the various contests. Once a coach or alternate has made the decision to stay in or out of the holding room, it must be adhered to during the team’s entire competition. Only one coach per team is allowed to stay with the team in the holding room. The coach must stay with the team the entire day, unless the team is eliminated.
6. The decision of judges is final. Any spectator or coach who questions or argues with a judge or moderator, or interferes with the running of the contest will be asked to leave. A contestant, however, may ask for verification of a question’s answer or source, but only a contestant. Each team will receive 2 challenges per contest (entire contest). All challenges must come from a team member. A team must have sources in the room to verify the answer; this is not up to the official to prove the answer right or wrong. The answer and/or the source must be presented from the team captain. Teams will have five (5) minutes to verify the answer. Coaches cannot help the team during the challenge. Team members must

make their challenge known before the next question is started or the current question is repeated for the opposing team. If the question's correct answer results in a bonus, the bonus will be considered the next question and the challenge should occur before the question is read.

7. *The call of the coordinator rule* will be in place for contestants to use when a question is ruled as incorrect by the judge, but the team member or members in question feel very strongly that the judges' ruling is incorrect. In order for a team member or members to use this rule, they must institute their right for the call of the coordinator before the next question is started or the current question is repeated for the opposing team. If the question's correct answer results in a bonus, the bonus will be considered the next question and the challenge should occur before the question is read. Noting that this rule should only be instituted in very specific circumstances, and also that each team is limited to a maximum of two "call to the coordinator" per the entire contest. Once the "call to the coordinator" has been instituted, the coordinator may make a ruling or call upon additional judges. The coordinator's ruling will be final. Any questioning of the coordinator's ruling will result in the immediate elimination of the team in question.
8. Coaches staying with teams and contestants are not allowed to write down or record questions and bring them back to the holding room. Failure to comply with this rule will result in the elimination of the team from the contest. No electronic devices, including laptops, cell phones, tablets, etc. will be allowed in the dairy bowl contest rooms or holding area while competition is taking place. A laptop provided by WHA will be available in the contest room if online sources are needed to be referenced in a challenge. A \$50 fine (payable immediately) will be assessed for breaking this rule.
9. Use of the restroom will be one person per team at a time. Each team is requested to maintain a respectable demeanor throughout the contest. Any disruptions in either the contest room or the holding room will result in the immediate elimination of the team in question from the contest.
10. The information used in this contest is based on data from various sources. While every effort is made to ensure the accuracy of contest information, the Wisconsin Holstein Association cannot guarantee that errors or omissions will not occur. Therefore, the Wisconsin Holstein Association cannot be held responsible for Dairy Bowl competition outcomes in the unlikely event inaccuracies occur.