



CANADA
4-H Ontario

Go For The Gold Handbook

2022

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GLOSSARY

Adjudicator – this person asks the competition questions. They are sometimes referred to as an announcer.

GFTG – short form for Go For The Gold

Judge – makes a ruling whenever there is a discrepancy on the answer given to a question. Typically, there are two judges for each game.

Round Robin Tournament – each team in the competition will play the same number of games to either determine a winner or to determine who will play in the championship game

Scorekeeper – using GFTG scoresheets, keeps on-going track of the score of the game. Typically, there are two scorekeepers for each game.

GENERAL GO FOR THE GOLD GENERAL INFORMATION

1. Teams

The competition is open to all current 4-H members in the province of Ontario. Local rules and policies should be in place to outline team entries. Depending on regional rules, one or possibly two teams from each association are eligible to compete in the regional Go For The Gold competition. The competitors at the regional competition are the winning or selected members of a local competition. A team typically consists of four players plus one alternate. However, a team can play with three players. A team can have no less than three players and still compete.

Important Chaperone/Coach Information:

Teams are required to have both a male and a female screened and trained coach/chaperone in attendance in order to participate at the regional and provincial levels if a team has members of each gender participating in the competition. If a team consists of all one gender, then both coaches/chaperones can be of the same gender. All teams must have two coaches/chaperones at the local, regional and provincial levels of competition. For 4-H Ontario policies regarding chaperone requirements please read 4-H Ontario Policy Manual Section 4.1.1 – Ontario 4-H Council Board Policies – B-CE-10 – Youth Safety Policy at <https://www.4-hontario.ca/file.aspx?id=f5ff4bcc-cf52-470e-adc8-1e04ece533da>. These policies must be followed. This outlines chaperone requirements and information that volunteers need to be aware of regarding transportation of youth.

2. Games

Eight competition games are provided by 4-H Ontario for local and regional competitions. Questions are taken from specific project manuals for each level as well as other information sources (see listing under Go For The Gold Question Sources, in this manual and on the 4-H Ontario website at www.4-hontario.ca). At the local level, a few questions in each game may be locally oriented.

Extra questions are also provided in addition to the eight complete games. The extra questions are to be used if one of the following situations happens:

- A question is challenged by one of the coaches and the judges decide to replace the question with a new question
- The adjudicator has trouble pronouncing a word in the question or does not ask the question properly, thus making it difficult for one or both teams to understand the question
- A question was written in a manner that does not make sense
- An audience member answers a question before either team has a chance to answer
- Any other situation that arises in which the judges decide to issue a new question

It is the judge(s) that decides if a new question is to be issued.

It is advisable to have a copy of each project (either electronic or paper) on hand if a challenge is issued regarding the answer of a competition question. The decision of the judge(s) is final.

Copies of the game questions will only be sent to the organizers of the competitions and will only be sent when requested. Local competition questions will be available starting April 30th each year. Regional competition questions will be available starting July 1st.

Please note: If you are a coach and involved with organizing the competition this can pose a conflict of interest; questions should not be sent to coaches, even if they are involved on the planning committee.

At the conclusion of each competition, all games are to be collected and returned to the 4-H Ontario office where they will be destroyed. Associations are not to warehouse Go For The Gold questions either electronically or as a hardcopy.

3. Buzzer Systems

Twelve (12) buzzer systems are available for loan from 4-H Ontario upon request. Buzzer systems are on a first-come, first-serve basis. Please visit www.4-hontario.ca and look under competitions to book a buzzer set(s) for your event.

A buzzer set is good for one game and consists of eight buzz-in boxes (enough for two teams with four players each) and a control box for the adjudicator (announcer).

4. Go For The Gold Questions

All correspondence for Go For The Gold (letters, games, evaluations) is to go through 4-H Ontario, Attn. GFTG, 111 Main St. N., Box 212, Rockwood, ON N0B 2K0, by contacting events@4-hontario.ca or by faxing the 4-H Ontario office at 1-519-856-0515.

GRANT OPPORTUNITIES

Did you know that the Go For The Gold Program is generously sponsored by Ontario Mutuals? Here are the details for how you could access these funds for your local and regional Go For The Gold competitions

How to Access the Grant Funds

Local Competition:

Ask your local 4-H Association about accessing funds (up to \$250) provided by Ontario Mutuals that are available for your local Go For The Gold Competition or other 4-H initiatives. To access these funds, a grant application must be submitted followed by a final report via email at the address below.

Regional Competition:

For Regional Go For The Gold competitions, funds up to \$500 provided by Ontario Mutuals are available to the Region (and ultimately the host Association) to be used towards expenses related to the Go For The Gold program.

To apply or for more information contact Manager, Finance at 1-877-410-6748 x 467 or visit: <https://www.4-hontario.ca/youth/opportunities/scholarships-grants/omia-fmrp-grant.aspx> or e-mail: finance@4-hontario.ca



GAME FORMAT

All games will consist of 50 questions. At the local and regional level, 8 games will be provided as well as an extra set of questions to be used as tie breakers, if needed, including extra short answer, multiple choice, who/what am I, pop-up, team discussion and snapper questions.

The same game format will be used at local, regional and provincial competitions. The format is as follows:

- 8 short answer (*one is a local question, created by the organizer*)
- 8 assigned multiple choice
- 1 Who/What am I?
- 8 short answer
- 1 pop-up question
- 1 team discussion question
- 8 short answer
- 1 Who/What am I?
- 8 assigned multiple choice
- 6 snappers

Short answer questions

- Each game will have of a total of 24 short answer questions.
- The first person to buzz in must answer the question immediately.
- If this person gives an incorrect answer, the corresponding team may buzz in for half of the full point value.
- *For Local Competitions, a space will be left in short answer questions for the local organizers to insert their own questions.

Assigned multiple choice questions

- Each game will have a total of 16 multiple choice questions.
- Each contestant is asked an assigned question. If he/she gives an incorrect answer, the corresponding person on the other team will have a chance to answer. (i.e. competitor #1 and #5; #2 and #6, etc.) for half of the full point value. Each buzzer within a buzzer set is assigned a number and will be labelled as such.
- Multiple choice questions can be answered with the letter or the words.
- If a team is playing with only three members, the person answering the 4th question will be rotated.

Pop-up question

- Each game will have one pop-up question.
- The pop-up question can consist of a variety of elements such as:

- Visual – examples include:
 1. “What breed of sheep is seen here?” and a picture is held up.
 2. “This is a type of exercise” and a scrambled word ASBERCOI is shown (aerobics).
- Audio – examples include:
 1. “Name the artist who sings this song.” and music is played.
- The first person to buzz in must answer the question (this is not a team effort) immediately.
- If this person gives an incorrect answer, the corresponding team may buzz in for half of the full point value.

Team discussion question

- Each game will include one (1) team discussion question.
- Each team is to be given a notepad and pen.
- The question will be asked of both teams at the same time. Teams can discuss the question amongst themselves for a maximum of 30 seconds.
- The first team to buzz in must have only one person give the answer.
- Teams may buzz in to answer the question any time after the question has been read completely. Once a team has buzzed in, the standard rule of answering the question immediately after the sound of the buzzer still applies.
- If the person answering on behalf of the team gives an incorrect answer, the corresponding team is to be given 30 seconds and may buzz in for half of the full point value.

Who/What am I? (four-part question)

- Each game will have one Who/What am I? question.
- Clues get easier as the question progresses.
- Up to four clues will be given.
- Each team has an opportunity to answer at each level.
- No discussion is allowed.
- The first person to buzz in must answer the question (this is not a team effort) immediately. If this person gives an incorrect answer, the corresponding team may buzz in for the full point value.
- If no one buzzes in, after waiting ten seconds, the next clue is read.

Snapper Questions (True/False questions)

- Each game will have six snapper questions.
- The first person to buzz must answer the question immediately.
- Five points are deducted for a wrong answer (this is the only type of question where points are deducted for an incorrect answer)
- If an incorrect answer is given, the other team will **not** be given a chance to answer.

SCORING INFORMATION

Short answer questions

- 10 points to the first team to buzz in if answered correctly.
- If the first team answers incorrectly, 5 points will be awarded to the other team if they correctly answer the question.

Assigned multiple choice questions

- As assigned by the adjudicator.
- 10 points to the assigned team member if answered correctly.
- If the assigned team member on the first team answers incorrectly, 5 points will be awarded to the corresponding person on the other team if they correctly answer the question.

Pop-up question

- 10 points to the first team to buzz in if answered correctly.
- If the first team answers incorrectly, 5 points will be awarded to the other team if they correctly answer the question.

Team discussion question

- 10 points to the first team to buzz in if answered correctly.
- If the first team answers incorrectly, 5 points will be awarded to the other team if they correctly answer the question.

Who/What am I? (four-part question)

- If the first team to buzz in gives a correct answer, they will be awarded points based on the number of clues received (see below).
- If the first team to buzz in gives an incorrect answer, the other team may buzz in for the full point value.
- Points are awarded based on the number of clues given:
 - Clue #1 – 20 points
 - Clue #2 – 15 points
 - Clue #3 – 10 points
 - Clue #4 – 5 points
- 5 points will be deducted from a team that interrupts a clue and answers incorrectly. This applies to each of the four clues.

Snapper Questions (True/False questions)

- 10 points to the first team to buzz in if answered correctly.
- 5 points will be deducted from a team that answers a question incorrectly after the question has been read in its entirety
- 10 points will be deducted from a team that interrupts a snapper question and answers incorrectly
- If an incorrect answer is given, the other team will not be given a chance to answer.

Special Notes

Interruption Penalty:

If a question is interrupted (the adjudicator has not read the question in its entirety):

- The value of the question will be awarded if the team that buzzed in answers the question correctly.
- A 5-point penalty will be given if the team that buzzed in gives an incorrect answer.
- If the team that buzzed in answers incorrectly, the adjudicator will read the question in its entirety for the second team. The full value of the question will be awarded to the second team if they answer the question correctly.

Discussion Penalty:

- A 10-point penalty is given to a team for any discussion among themselves before a question is answered
- The ONLY exception to this rule is when a Team Discussion question is given.

GO FOR THE GOLD COMPETITION RULES

1. The 10-second time limit to buzz in to answer a question applies to all questions except the Team Discussion question in which a 30-second time limit applies.
2. Questions must be answered IMMEDIATELY after the buzzer sounds and the team member has been acknowledged by the adjudicator. If the team member does not answer immediately after being acknowledged by the adjudicator, the situation will be treated the same as if the question was answered incorrectly.
3. Questions will be read once, clearly and slowly. The question will not be repeated unless the question was interrupted before it was read in its entirety and was answered incorrectly.
4. No discussion is allowed amongst team members except when the Team Discussion question is being asked.
5. Team members may have their hand on the signal button but the light must be visible at all times.
6. The judges' decision is final on ALL answers. Once a judge has made their decision, the game will move on and no further challenge is to be issued by anyone including coaches.
7. 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.
8. Multiple choice questions can be answered with either the letter or the words.
9. Challenges to a question can only be issued by the team coaches at the time the question is asked and answered during the game. Once the adjudicator has started to read the next question, a challenge will not be accepted. At the beginning of the game, the adjudicator will acknowledge who the coaches are for each team. Challenges CANNOT be issued by team members, parents or audience members. If a challenge is issued by anyone other than one of the team's coaches, there will be an automatic 10 point penalty issued to the team.
10. Alternates – a team's alternate must play at least one game at the local level to qualify to move on with the team if the team has earned the right to move on to the regional level of competition. A team's alternate must also play at least one game at the regional level to qualify to move on with the team if the team has earned the right to move on to the provincial level of competition.
11. At the discretion of the coaches, an alternate may replace a team member during the provincial competition if for any reason one of the original team members is unable to continue playing. This substitution can only take place at the beginning of a game and not during a game. Once the original member has left the team, that person may not return to play in a subsequent game during the rest of that day's game play.
At the provincial level, if an alternate plays at any point during the day, this will be counted as one of their two opportunities at competing at the provincial level in the Go For The Gold competition.
12. Good sportsmanship must be shown at all times by everyone involved in the competition (team members, coaches, officials and the audience). Name calling, intimidation and bullying will not be tolerated. Remember, this competition is to be educational, fun and encouraging for everyone involved! **It is a game to be enjoyed by all!**

PROVINCIAL COMPETITION INFORMATION

Team Information:

A maximum of 6 teams (one per region) will compete at the Provincial Go For The Gold competition. In order for teams to participate at the provincial level, the entire team must be registered by **September 9, 2022**.

Accommodations:

4-H Ontario will provide hotel rooms in Toronto (up to three rooms per team) for the night before the competition if required by a team **OR teams can choose to stay in accommodations elsewhere in Toronto and submit hotel receipts (maximum dollar amount to be determined – will be determined by August 1st)**.

Whichever rooming method your team chooses, coaches will be responsible for chaperoning their own team by 4-H Ontario Chaperone Policy Standards. Team members will be placed two or three to a room. Any family or friends attending this event are responsible for booking their own rooms. Teams will receive further hotel information upon winning the Regional competition.

Admission and Parking Passes:

The Royal Agricultural Winter Fair (RAWF) will be providing admission passes (enough for each team member, the alternate and two coaches/chaperones – maximum of seven passes per team). Teams competing at the provincial competition will receive information closer to the competition date regarding parking passes. Family and friends of competitors are welcome to attend. They are responsible for their own travel, admission and other associated costs.

Dress Code:

Shirts will be provided for team members and coaches to wear during the competition. Participants are asked to dress in business casual attire. This means dark dress pants or skirts (no blue jeans allowed).

Game Format and Content:

Games will be in the same format as the local and regional competitions. Game questions will be taken from a variety of 4-H project manuals and materials. This listing is included in this handbook.

The provincial competition will be in the form of a round robin tournament. The two teams with the highest accumulation of points during the day will play in the Championship Game.

In the case of a tie for any placing after the round robin portion of the provincial competition, a determination of placing will be based on the number of wins and losses accumulated throughout the day. If there is still a tie, a playoff game of 10 short answer questions will occur to determine the placings.

Participation:

As with all Youth Activities at the Royal Agricultural Winter Fair, 100% participation is expected by all participants. All team members must be present for the entire Go For The Gold competition, including the championship game and awards ceremony, regardless of placing.

GO FOR THE GOLD GAME QUESTION SOURCES – LOCAL LEVEL

Local competition questions are based on the following 4-H projects that have been released prior to March 31st, 2022. General knowledge of 4-H, agriculture, food and current events will also be included.

2022 GFTG Local Questions will be taken from any of the following:

Project Manuals:

- Best of the Bakery
- Adventures In Stem
- Dairy - Pregnancy and Calving
- Farm Machinery - Harvesting
- Financial Fitness
- Food Project: Food Safety
- Maple Syrup - General
- Outdoors – A Walk On The Wild Side
- Pollinator
- Poultry - Breeding & Marketing
- Real Dirt on Farming
- Sewing Plus

Other Information Sources:

- 4-H Ontario Leadership In Action 2022 Magazine
- 2022 4-H Ontario Resource Guide
- Current events
- General media
- Farm related media
- Provincial and Federal leaders

Local Information:

- Local 4-H Opportunities
- Locally Submitted Projects
- Local Organizations
- Local Community Leaders

GO FOR THE GOLD GAME QUESTION SOURCES – REGIONAL LEVEL

Regional competition questions are based on the following 4-H projects that have been released prior to March 31st, 2022. General knowledge of 4-H, agriculture, food and current events will also be included.

2022 GFTG **Regional Questions** will be taken from any of the following:

Project Manuals:

- A Sporting Chance - Focus on Fun
- All Manner of Red Meat
- Beef – Herd Health (section 4)
- Building Blocks Engineering
- Cake Decorating
- Digital Photography
- Farm Safety – Health, Fitness & Farming
- Introduction to Agricultural Biotechnology
- Personal Fitness
- Pizza
- Scrapbooking
- Sheep (Breeding & Lambing)

Other Information Sources:

- 4-H Ontario Leadership In Action 2022 Magazines
- 2022 4-H Ontario Resource Guide
- Current events
- General media
- Farm related media
- Provincial and Federal leaders

GO FOR THE GOLD GAME QUESTION SOURCES – PROVINCIAL LEVEL

Provincial competition questions are based on the following 4-H projects that have been released prior to September 1st, 2022. General knowledge of 4-H, agriculture, food and current events will also be included.

2022 GFTG **Provincial Questions** will be taken from any of the following:

Project Manuals:

- Canine
- Cultural Diversity – French Canada
- Field Crops: Weeds, Insects & Diseases
- Goat - Genetics & Showing
- Horse - Horse Health & Concerns
- Innovation & Entrepreneurship
- Milk Makes It Better
- Plowing
- Sporting Chance – Something Different
- Technology & the World Around Us
- Veterinary - Nervous System
- Woodworking – Level 2

Other Information Sources:

- 4-H Ontario Leadership In Action 2022 Magazines
- 2022 4-H Ontario Resource Guide
- Current events
- General media
- Farm related media
- Provincial and Federal leaders

ORGANIZING A GO FOR THE GOLD COMPETITION

Congratulations on hosting a Go For The Gold competition! You are contributing to the positive experience that 4-H members will gain by participating in this event. Go For The Gold is an excellent opportunity for 4-H members in Ontario to learn about 4-H project material, to gain confidence and to meet other 4-H members in your area and beyond.

When organizing a competition there are a few things to keep in mind leading up to the event:

1. Date of the competition

While it is impossible to choose a date that will suit everyone, consult with your local association(s) within your 4-H Ontario region to try and find a date that will work. Planning a date well in advance of the event will help leaders and associations plan other events around the Go For The Gold competition date.

2. Venue

Pick a venue that is central or rotate the event year to year around the area. If the competition is large (more than 12 teams), it is recommended to have a venue with breakout rooms so that several teams can play simultaneously using the same game. This will limit the number of sets of game questions that are required. Church basements, schools, colleges, fairgrounds, etc. work well because there are usually several rooms available.

3. Booking the buzzers

As soon as a date is chosen, contact 4-H Ontario to book the number of buzzer sets you think you will need. A form to book the buzzers can be found at www.4-hontario.ca. Alternatively, buzzers can be booked by contacting the 4-H Ontario office at 1-877-410-6748. Buzzer sets are available on a first-come, first-serve basis. Please be prepared with the following information when booking buzzer set(s):

- Contact name for the competition
- Full address including civic address and telephone number for deliver location
- Level of event (local or regional)
- Date and location of the event
- Number of buzzer systems required
- Contact information for the person to receive the questions (this must not be a coach)

If you encounter a problem with a buzzer set during your competition, please contact the 4-H Ontario office at 1-877-410-6748 or at events@4-hontario.ca to advise of the problem.

The shipping costs of the buzzer sets have been generously sponsored by Ontario Mutuels. There is no cost to 4-H associations to borrow the buzzer sets, however a \$30 late fee applies if the buzzers are not shipped out to their next destination the day after your competition.

4. Game questions

Eight games will be provided for each of the local and regional competitions. Additional questions will be also be provided to use for tie breakers and for question substitutions should the need arise. The games are different for each of these levels and must be obtained from the 4-H Ontario office.

Questions will only be sent to competition organizers and only when requested. The competition

organizer should not be a coach for conflict in accessing games. Questions for the local competitions will be available starting April 30th. Regional competition questions will be available starting July 1st.

Games should be reviewed by the organizing committee prior to the competition to check wording, clarify acceptable answers if needed and to insert locally based questions as needed per game. Other questions may be substituted and/or rearranged at the discretion of the organizing committee, keeping in mind the list of 4-H project manuals chosen for that level and local content.

It is also advisable to have the competition judges and adjudicators review the questions ahead of time to ensure that they are comfortable with the questions and acceptable answers.

Games must be collected and returned to 4-H Ontario to be destroyed at the end of the competition. This is the responsibility of the local committee and the hosting 4-H association.

It is the responsibility of the organizers to print off the questions for the competition. Only the printed pop-up pictures are provided when buzzer sets are ordered from 4-H Ontario. However, if your association has its own buzzer set(s) and you would like printed copies of the pop-up pictures, an e-mail request must be sent a minimum of two weeks prior to your event at events@4-hontario.ca.

It is advisable to have a copy of each project (either electronic or paper) on hand in the event that a challenge is issued in regards to the answer of a competition question.

5. Game Officials (Judges, Adjudicators, Scorekeepers)

Officials should be contacted shortly after the date and venue are booked so that officials can plan ahead for the event. Officials should be provided with a written summary of their responsibilities (found in this handbook) and the competition rules a minimum of seven days prior to the event. A meeting for the officials should be held prior to the competition so that rules, responsibilities and the schedule for the competition can be reviewed. If time permits, a mock game can help to clarify rules and scoring.

Be sure to photocopy enough scorecards for each judge and scorekeeper for each game. If possible, keeping score on flipchart paper is also useful for those watching the game. Keep in mind though (and remind audience members) that the score the scorekeepers keep, is the official score.

It is also courteous to have blank scorecards to give to coaches so they can also keep an unofficial score. **REMINDER** – coaches need to sign the official scorecards (scores kept by the scorekeepers) at the end of each game.

6. Recruitment ideas for judges, adjudicators and score-keepers

There are many people who would be great as game officials but there are a few rules of those who should not be asked as they may be in a situation of conflict of interest.

Do not ask the following:

- Relatives of 4-H members or volunteers
- Go For The Gold coaches who have a team competing
- Those who sit on your local 4-H association board of directors
- Go For The Gold organizing committee members
- Current 4-H members
- Current 4-H leaders who might have club members competing

Ask the following:

- Media personalities
- Prominent people in the community
- Sponsors
- 4-H alumni (members and leaders, including past Go For The Gold coaches)
- Teachers
- Agribusiness people
- Ontario 4-H Council or Ontario 4-H Foundation members

When looking for an adjudicator, choose people with a clear speaking voice, for example, a media personality. Good public speaking skills is essential.

When looking for a judge, very experienced past 4-H leaders or leaders in the community can be assets to the event.

7. Promotion

The organizing committee should communicate with the teams entered of the format of the games played (round robin etc.), date, location, timing of competition, prior to the event.

Media coverage should be sought. In the past, some competitions have had the championship game videotaped by Cable TV.

8. Members of the organizing committee can not be a coach or associated with the coaching of any of the participating teams.

Competition Day!

On the day of the competition, there are still a number of things to keep in mind:

1. Registration of teams

As teams arrive, be sure to have them sign in as a team, listing all team members' names. For local competitions, some associations insist on teams registering ahead of time while other associations will have teams register as they arrive at the event. It is up to the association as to how they want to handle registration.

Insist that **Participant Agreement Forms** are collected from each participant (team members, coaches and tournament helpers). This will insure that organizers will know about any medical or dietary concerns of any participant as well as finding out if media consent has been given.

Once the time has passed for teams to register, use a tournament schedule of your choice (samples are provided in this handbook). Share this with teams ahead of time and post this on a wall for everyone to see.

2. Review the rules at the beginning of the competition

Before the first game starts, have everyone in the same room and review the competition rules and the program format (tournament schedule – is it round robin, single knockout, total scores, number of teams that can participate, etc.). This is to be determined by the organizing committee as directed by the association. **If a team or an individual has a question regarding the competition and how it is being run, it must be brought to the attention of the organizing committee before the start of the first game.** The organizing committee is expected to follow 4-H Ontario policy regarding Participant Agreement Forms.

Providing each team with an identifying team sign as well as name tags is extremely helpful.

3. Regional competitions

It is suggested that each region have a rotating schedule of the host association for your regional GFTG competition.

4. Winning local team

It is the responsibility of the local 4-H association to ensure that the names and contacts for the winning team are forwarded to the regional GFTG competition contact.

5. Event sponsorship

Ontario Mutuels generously supports the 4-H Ontario Go For The Gold program. We thank them for their continued support of this program at the local, regional and provincial level. Please use the signage that comes with each buzzer set and place it in a prominent place to recognize the support from Ontario Mutuels. If you have your own set of buzzers, please contact the 4-H Ontario office for signage.

Please send a thank you to your local Mutual Insurance office. A list can be found at:

<https://www.members.omia.com/>

GAME OFFICIALS RESPONSIBILITIES (JOB DESCRIPTIONS)

Officials should be provided with a written summary of their responsibilities and competition rules a minimum of seven days prior to the event. A meeting for the officials should be held prior to the competition. Rules and responsibilities are to be reviewed during this time.

Judge – responsibilities

- Be open-minded, impartial and base decisions on the facts and materials presented rather than on personal opinion. Be impartial when making rulings
- Be knowledgeable about the community, agriculture and 4-H
- Be able to work well with the adjudicator and score-keepers
- Identify any conflict of interest (i.e. a family member of a competitor is helping to judge, score or adjudicate the competition)
- Review competition material ahead of time to insure clarity of each question
- Understand the game format, how the game is scored and the rules of the competition
- Ensure that pop up pictures are shown to each team at exactly the same time
- Provide feedback about the competition to the organizing committee
- Dress appropriately (i.e. dress pants, slacks, collared shirt, dress, etc.)

Adjudicator – responsibilities

- Be able to speak with a clear, confident voice
- Be open-minded, impartial and base decisions on the facts and materials presented rather than on personal opinion
- Be able to work well with the judges and score-keepers
- Review competition material ahead of time to insure proper pronunciation of words
- Understand the game format, how the game is scored and the rules of the competition. Keep the game moving along quickly
- If required, thank the sponsors for their support of the competition
- Provide feedback about the competition to the organizing committee
- Dress appropriately (i.e. dress pants, slacks, collared shirt, dress, etc.)

Scorekeeper – responsibilities

- Attention to detail when marking down points for each question
- Understand the game format and how the game is scored
- Be able to work well with the adjudicator and judges
- Answer any questions the judges may have about the recorded scores
- If necessary, stop play to confirm point values awarded for a question
- Math skills are an asset!
- Provide feedback about the competition to the organizing committee
- Dress appropriately (i.e. dress pants, slacks, collared shirt, dress, etc.)

SAMPLE COMPETITION SCHEDULES

For each schedule format, there is more than one option for determining a winner at the end of round robin play. The key to any schedule set up is to have it clearly outlined and communicated to all teams and coaches prior to the competition.

Three Teams

Game 1: Team 1 vs. Team 2

Game 2: Team 3 vs. Team 1

Game 3: Team 2 vs. Team 3

The winner can be determined by the total points gained, by total number of games won or a fourth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

Four Teams

Round Robin Tournament (need two separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4

Game 2: Team 2 vs. Team 4; Team 1 vs. Team 3

Game 3: Team 1 vs. Team 4; Team 2 vs. Team 3

Round Robin Tournament (if a second room is not available)

Game 1: Team 1 vs. Team 2

Game 2: Team 3 vs. Team 4

Game 3: Team 2 vs. Team 4

Game 4: Team 1 vs. Team 3

Game 5: Team 1 vs. Team 4 (if time permits)

Game 6: Team 2 vs. Team 3 (if time permits)

The winner can be determined by the total points gained, by total number of games won or a fourth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

Five Teams

Round Robin Tournament (need two separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4

Game 2: Team 2 vs. Team 3; Team 5 vs. Team 1

Game 3: Team 4 vs. Team 5; Team 1 vs. Team 3

Game 4: Team 3 vs. Team 5; Team 2 vs. Team 4

Game 5: Team 1 vs. Team 4; Team 2 vs. Team 5

Round Robin Tournament (if a second room is not available)

Game 1: Team 1 vs. Team 2

Game 2: Team 3 vs. Team 4

Game 3: Team 5 vs. Team 1

Game 4: Team 2 vs. Team 3

Game 5: Team 4 vs. Team 5

The winner can be determined by the total points gained, by total number of games won or a sixth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

Six Teams – two or more rooms are needed when there are six or more teams

Round Robin Tournament (need two separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4

Game 2: Team 5 vs. Team 6; Team 1 vs. Team 3

Game 3: Team 2 vs. Team 4; Team 3 vs. Team 5

Game 4: Team 6 vs. Team 1; Team 2 vs. Team 3

Game 5: Team 4 vs. Team 5; Team 6 vs. Team 2

Game 6: Team 1 vs. Team 4; Team 2 vs. Team 5

Game 7: Team 6 vs. Team 3;

Round Robin Tournament (need three separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. 4; Team 5 vs. 6

Game 2: Team 4 vs. Team 6; Team 2 vs. 5; Team 1 vs. 3

Game 3: Team 6 vs. Team 2; Team 1 vs. 4; Team 5 vs. 3

Game 4: Team 2 vs. Team 3; Team 4 vs. 5; Team 6 vs. 1

Game 5: Team 1 vs. Team 5; Team 6 vs. 3; Team 2 vs. 4

The winner can be determined by the total points gained, by total number of games won or a sixth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

Seven Teams – two or more rooms are needed when there are seven or more teams

Round Robin Tournament (need two separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4

Game 2: Team 5 vs. Team 6; Team 1 vs. Team 3

Game 3: Team 2 vs. Team 4; Team 3 vs. Team 5

Game 4: Team 6 vs. Team 1; Team 2 vs. Team 3

Game 5: Team 4 vs. Team 5; Team 6 vs. Team 2

Game 6: Team 1 vs. Team 4; Team 2 vs. Team 5

Game 7: Team 6 vs. Team 3;

Round Robin Tournament (need three separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4; Team 5 vs. 7

Game 2: Team 7 vs. Team 1; Team 2 vs. Team 4; Team 3 vs. 6

Game 3: Team 2 vs. Team 7; Team 1 vs. Team 3; Team 5 vs. 6

Game 4: Team 4 vs. Team 5; Team 6 vs. Team 2; Team 3 vs. 7

Game 5: Team 5 vs. Team 2; Team 7 vs. Team 6; Team 1 vs. 4

Game 6: Team 4 vs. Team 6; Team 1 vs. Team 5; Team 2 vs. 3

Game 7: Team 3 vs. Team 5; Team 4 vs. Team 7; Team 1 vs. 6

The winner can be determined by the total points gained, by total number of games won or a sixth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

Eight Teams – two or more rooms are needed when there are eight or more teams

Round Robin Tournament (need two separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4

Game 2: Team 5 vs. Team 6; Team 7 vs. Team 8

Game 3: Team 1 vs. Team 3; Team 2 vs. Team 4

Game 4: Team 5 vs. Team 7; Team 6 vs. Team 8

Game 5: Team 2 vs. Team 6; Team 1 vs. Team 5

Game 6: Team 4 vs. Team 8; Team 3 vs. Team 7

Round Robin Tournament (need three separate rooms)

Game 1: Team 1 vs. Team 2; Team 3 vs. Team 4; Team 5 vs. Team 6

Game 2: Team 7 vs. Team 8; Team 1 vs. Team 3; Team 2 vs. Team 4

Game 3: Team 5 vs. Team 7; Team 6 vs. Team 8; Team 1 vs. Team 4

Game 4: Team 2 vs. Team 8; Team 3 vs. Team 6; Team 5 vs. Team 4

Game 5: Team 1 vs. Team 5; Team 2 vs. Team 6; Team 3 vs. Team 7

Game 6: Team 4 vs. Team 8; Team 1 vs. Team 7; Team 2 vs. Team 5

Game 7: Team 3 vs. Team 8; Team 6 vs. Team 7;

The winner can be determined by the total points gained, by total number of games won or a sixth game for the championship could be held. Teams to compete in the championship game can be determined by either:

- total points or
- the two teams that have won the most games.

If you have more teams than eight in your competition and you wish help with designing a competition schedule contact events@4-hontario.ca or contact the 4-H Ontario office at 1-877-410-6748 to speak to the Coordinator, Events.

Other Types of Competition Schedules

All of the above schedules ensure that each team gets a chance to play the same number of games until the championship game in which the two top teams (determined by whichever method has been chosen) will get to play an extra game.

If you want to run a competition where teams may not get to play the same number of games as other teams, the following types of schedules are available:

- Single Elimination Tournament
- Double Elimination Tournament
- A Side and B Side Winners

To help set up your competition using one of these methods, contact events@4-hontario.ca or contact the 4-H Ontario office at 1-877-410-6748 to speak to the Coordinator, Events.

SAMPLE BUDGET

Go For the Gold Competition Budget

Income:

Item:	Budgeted Amount:
Ontario Mutual sponsorship	\$250 (local)/ \$500 (regional)
Registration fee (If required)	
Other sponsor contributions	

Expenses:

Item:	Budgeted Amount:
Venue	
Meals/food	
Photocopying	
Prizes	
Thank you gifts	
Other expenses	

4-H Go For The Gold Score Sheet

Team: _____ Game: _____

Short Answer (10pts/5pts)	Assigned (10pts/5pts)	What/Who Am I? Clue #1 – 20 pts Clue #2 – 15 pts Clue #3 – 10 pts Clue #4 – 5 pts	Short Answer (10pts/5pts)	Pop-Up (10pts/5pts)	Team Discussion (10pts/5pts)	Short Answer (10pts/5pts)	What/Who Am I? Clue #1 – 20 pts Clue #2 – 15 pts Clue #3 – 10 pts Clue #4 – 5 pts	Assigned (10pts/5pts)	True or False (10pts) (penalty -5)
1.	9. (1-5)	17.	18.	26.	27.	28.	36.	37. (1-5)	45.
2.	10. (2-6)		19.			29.		38. (2-6)	46.
3.	11. (3-7)		20.			30.		39. (3-7)	47.
4.	12. (4-8)		21.			31.		40. (4-8)	48.
5.	13. (5-1)		22.			32.		41. (5-1)	49.
6.	14. (6-2)		23.			33.		42. (6-2)	50.
7.	15. (7-3)		24.			34.		43. (7-3)	
8.	16. (8-4)		25.			35.		44. (8-4)	
TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL	TOTAL

Scorekeeper's Name: _____ Grand Total: _____

Team A Coach Signature: _____ Team B Coach Signature: _____

Updated: January 2016

4-H GO FOR THE GOLD SCORE SHEET

SAMPLE GAME

Short Answer:

1. Question: How many months are in one year?
Answer: Twelve General Knowledge
2. Question: Who is the Prime Minister of Canada?
Answer: Justin Trudeau General Knowledge
3. Question: What city is home of the baseball team known as the Blue Jays?
Answer: Toronto General Sports Knowledge
4. Question: How many stomach chambers does a ruminant animal have?
Answer: Four General Agricultural Knowledge
5. Question: What colour would a John Deere tractor be painted?
Answer: Green General Agricultural Knowledge
6. Question: What country has the most fresh water lakes in the world?
Answer: Canada General Knowledge
7. Question: What are the two official languages of Canada?
Answer: English and French (must have both answers) General Knowledge
8. Insert local question

Assigned Multiple Choice:

- 1-5 : What city/area is home to the hockey team know as Devil Rays?
- a. New Jersey
 - b. Arizona
 - c. Tampa Bay
 - d. Vancouver
- Answer: c) Tampa Bay** General Sports Knowledge
- 2-6 Which of the following items is made using milk?
- a. Potato chips
 - b. Butter
 - c. French fries
 - d. Tofu
- Answer: b) Butter** General Agricultural Knowledge

3-7 From the following list, which city is the farthest distance from Toronto, Ontario?
a. Chicago, Illinois
b. Charlottetown, Prince Edward Island
c. Vancouver, British Columbia
d. Miami, Florida
Answer: c) Vancouver, British Columbia General Geography Knowledge

4-8 What colour is the feathering on the legs of a Clydesdale horse?
a. Black & white
b. White
c. Brown
d. Black
Answer: b) White General Horse Knowledge

5-1 Which city is home to The Big Nickel?
a. Toronto
b. Thunder Bay
c. Ottawa
d. Sudbury
Answer: d) Sudbury General Knowledge

6-2 When texting, what does LOL stand for?
a. Love only lots
b. Laugh out loud
c. Laugh or lie
d. Long old lizard
Answer: b) laugh out loud General Knowledge

7-3 What is a young goat called?
a. Kid
b. Calf
c. Lamb
d. Colt
Answer: a) kid General Agricultural Knowledge

8-4 What time zone is the city of Edmonton, Alberta in?
a. Eastern
b. Central
c. Mountain
d. West Coast
Answer: c) mountain General Geography Knowledge

Who Or What Am I?

- 1. 20 points I can be many different colours.
15 points Sometimes people put their name on me.
10 points I can usually be found beside a phone.
5 points: I contain ink.

Answer: Pen

General Knowledge

Short Answer:

- 1. Question: What is the 10th letter in the alphabet?

Answer: J

General Knowledge

- 2. Question: What is the 4-H Motto?

Answer: Learn To Do By Doing

General 4-H Knowledge

- 3. Question: According to legend, how many lives does a cat have?

Answer: nine

General Knowledge

- 4. Question: In Ontario, on two lane roads, what colour are the centre lines?

Answer: yellow

General Knowledge

- 5. Question: Who is the Premier of Ontario?

Answer: Kathleen Wynne

General Knowledge

- 6. Question: Which town is the 4-H Ontario office located in?

Answer: Rockwood

General 4-H Knowledge

- 7. Question: On the Muppets, what was the name of the green frog?

Answer: Kermit

General Knowledge

- 8. Question: What is the capital city of Manitoba?

Answer: Winnipeg

General Geography Knowledge

Pop Up:

- 1. Question: What medical device is shown in the picture?

Answer: Stethoscope

General Medical Knowledge

Team Discussion Question:

- 1. Question: There are seven Canadian teams in the NHL. Name five of them.

Answer: (must have 5 of the following answers)

- 1. Toronto Maple Leafs
- 2. Montreal Canadiens
- 3. Ottawa Senators
- 4. Winnipeg Jets

- 5. Calgary Flames
- 6. Edmonton Oilers
- 7. Vancouver Canucks

General Sports Knowledge

Short Answer

1. Question: Who was the first Prime Minister of Canada?
Answer: (Sir) John A. MacDonald General Canadian History Knowledge

2. Question: What two colours appear on the Canadian flag?
Answer: Red & White (must have both answers) General Canadian Knowledge

3. Question: When working with machinery, what does PTO stand for?
Answer: Power Take Off General Agricultural Knowledge

4. Question: When an entire corn stalk is cut up by a harvester and blown into a wagon, what is the resulting product called?
Answer: Silage General Agricultural Knowledge

5. Question: In what month does Canada celebrate Canada Day?
Answer: July General Canadian Knowledge

6. Question: Who is the Ontario Minister of Agriculture, Food and Rural Affairs?
Answer: Ernie Hardeman General Agricultural Knowledge

7. Question: Who wrote the music for Canada's national anthem, O Canada?
Answer: Calixa Lavallee General Canadian History Knowledge

8. Question: What was the name of the green monster that lived in a trash can on Sesame Street?
Answer: Oscar the Grouch General Knowledge

Who Or What Am I?

2. 20 points I can provide a lot of information.
15 points I can be purchased in many stores.
10 points I'm sometimes glossy.
5 points: I am sometimes printed weekly or monthly.
Answer: Magazine General Knowledge

Assigned Multiple Choice

- 1-5 Question: In what year did Canada become an independent country?
 - a. 1800
 - b. 1854
 - c. 1867
 - d. 1967**Answer: c) 1867** General Canadian History Knowledge

2-6 Question: When making bread, what ingredient makes the bread rise?

- a. Flour
- b. Milk
- c. Yeast
- d. Water

Answer: c) Yeast

General Food Knowledge

3-7 Question: When working with livestock, what does CFIA stand for?

- a. Canadian Food Inspection Agency
- b. Canadian Food Inspectors Association
- c. Canada Food in Africa
- d. Celebrate Freedom in Agriculture

Answer: a) Canadian Food Inspection Agency

General Agricultural Knowledge

4-8 Question: Which province in Canada has the largest population?

- a. British Columbia
- b. Alberta
- c. Ontario
- d. Quebec

Answer: c) Ontario

General Geography Knowledge

5-1 Question: How old does a child have to be to join the 4-H Ontario Cloverbud program, as of Dec.31st of the previous year?

- a. 5
- b. 6
- c. 7
- d. 9

Answer: b) 6

General 4-H Knowledge

6-2 Question: Which province in Canada produces the most maple syrup?

- a. Nova Scotia
- b. Quebec
- c. Ontario
- d. Manitoba

Answer: b) Quebec

General Agricultural Knowledge

7-3 Question: What vegetable are French fries made from?

- a. Potatoes
- b. Turnip
- c. Rutabagas
- d. Squash

Answer: a) potatoes

General Food Knowledge

8-4 Question: In what year did astronaut Neil Armstrong walk on the moon?

- a. 1967
- b. 1969
- c. 1979
- d. 1986

Answer: b) 1969

General Knowledge

Snappers (True/False Questions)

1. Question: The capital city of Prince Edward Island is Halifax.

Answer: False (the capital city of PEI is Charlottetown)

General Geography Knowledge

2. Question: The largest bone in the human leg is called the femur (fee-murr).

Answer: True

General Health Knowledge

3. Question: Hampshire is a breed of pig.

Answer: True

General Agricultural Knowledge

4. Question: The NBA basketball team in Toronto is called the Toronto FC.

Answer: False (it is called the Toronto Raptors)

General Sports Knowledge

5. Question: The colour purple is a primary colour.

Answer: False (the primary colours are blue, red and yellow)

General Knowledge

6. Question: Marie-Claude Bibeau is the Federal Minister of Agriculture.

Answer: True

General Knowledge



FREQUENTLY ASKED QUESTIONS

1. How do I book buzzers?

As soon as a date is chosen, contact 4-H Ontario to book the number of buzzer sets you think you will need.

A form to book the buzzers can be found at: <https://www.4-hontario.ca/media/resource-booking/buzzers.aspx>.

Buzzer sets are available on a first-come, first-serve basis. *See page 16 for more details.*

2. Is there an age limit to 4-H members participating in Go For the Gold at different competition levels?

Go For the Gold Competitions are open to all 4-H Ontario members, regardless of their age. However please keep in mind that a member can only participate in the provincial competition two times. (2020 & 2021 provincial competitions, is not included within the two year minimum)

3. How are the list of projects selected for the Go For the Gold questions?

A combination of newly released and previous projects are reviewed and included in the list of projects. 4-H Ontario attempts to select projects that offer a variety of topics to appeal to a variety of club members. New questions are written each year using the project manuals listed.

4. Where can members, leaders and coaches find the resources listed in the handbook?

All resources and projects listed are available online on the 4-H Ontario website, in the secure, Resource section. Take note of the project listings, as some questions are only from partial manuals, not their entirety.