

4-H Horse Bowl State Contests

Objectives: The primary objective of Horse Bowl contests is to provide an opportunity for youth to demonstrate their knowledge of equine related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is also hoped that these contests will provide an educational experience for both participants and spectators.

All contestants and coaches are expected to be thoroughly familiar with all the rules and regulations set forth herein.

General Rules and Regulations

I. Selection of Teams, Contestants and Eligibility and Division Ages

Age divisions will be 8 – 9 called Jr. Jr.
 Youth 8 – 13 will be called Junior.
 Seniors will be youth age 14 and over.

Additional clarification follows:

In an effort to build program enthusiasm please note regional contests have the option of allowing individual entries from a county in all age divisions at the regional contest. Individual entries are not allowed at the state in the Sr or Jr division however they are allowed in the Jr/Jr division. This rule is subject to annual review.

- A. **Eligibility For State Contests:** Each county may send 2 teams in each age division (jr. jr., jr., and sr.). "County team" is defined as the formation of a team based on the member's primary county of enrollment. Teams may be formed from the primary county or a county that directly touches or adjoins the primary county.
 - 1. *Example – A "Linn County" team consisting of 2 contestants from Linn County, 1 contestant from Sullivan County, and 1 contestant from Grundy County would be permissible.*
- B. Teams may be selected by any procedure that is deemed appropriate by the horse bowl coaches and Extension Youth Development Staff.
- C. Contestants must be bona fide 4-H Club members. It is suggested that members without horses be enrolled in the horseless horse and horse knowledge project but it is not required.
- D. Senior contestants may not have participated in a previous National Horse Bowl Contest as an official member or alternate. Junior contestants may compete in the junior division as long as age requirements are met, regardless of placing in prior state competition. It is permissible for a child to compete in the Jr-Jr division in the current year even if they competed in the Jr division in a previous year as long as they are still age eligible for the Jr-Jr division in the program year.
- E. Contestants may not have participated in any official, post-secondary (college) Horse Bowl Contest.

- F. Contestant and team entry and eligibility must be certified by the Extension Youth Specialist or person designated by the Youth Specialist.
- G. Entries must be received by the announced entry deadline.

II. Equipment

- A. **Game Panels** - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.
- B. **Time Recorders** - A stop watch or other appropriate timing device will be required.
- C. **Signal Device** - This signal device shall be used by the timekeepers and shall have a very distinctly different sound from that associated with the game panel.
- D. **Score Keeping Devices** -Two devices will be needed: one, such as a blackboard, flip chart or electronic light display will be used to maintain team scores visible to the contestants and if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

E. Questions

1. **The Missouri State Bowl coordinator will generate questions for Regional Contests.** The questions are also available online at www.4h.missouri.edu under horses. Those questions were obtained from the following resources:

All questions for the Junior-Junior contests must come from the two revised National 4-H manuals: Horse Science and Horses and Horsemanship, plus the Cha Composite Manual, by the Association for Horsemanship Safety and Education.

All questions for the Junior contests must come from the two revised National 4-H manuals: Horse Science and Horses and Horsemanship, plus the AYHC Horse Industry Handbook and the Cha Composite Manual, by the Association for Horsemanship Safety and Education.

All questions for the Senior contests must come from: The Horse (2nd edition); Horses and Horsemanship, Horse Science; the AYHC Horse Industry Handbook, and AYHA Youth Leaders Manual.

REFERENCE BOOK ORDERING INFORMATION

- CHA COMPOSITE MANUAL
By: THE ASSOCIATION FOR HORSEMANSHIP SAFETY AND EDUCATION
- THE HORSE: (2nd edition)
By EVANS, BORTON, HINTZ, VAN VLECK W H Freeman and Company

- AYHC HORSE INDUSTRY HANDBOOK
by the American Youth Horse Council
- AYHC Youth Leaders Manual
by the American Youth Horse Council,
- Horses and Horsemanship and Horse Science 4H Manuals (revised in 2001)

2. These questions will be distributed among the following categories.

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| a. Nutrition and Feeds | g. Showing, Show Procedures and Uses |
| b. Breeding, Genetics, and
Reproduction | h. Diseases and Unsoundnesses |
| c. Anatomy-Parts of the Horse | i. Parasitology |
| d. Physiology-Body Systems | j. Horse Judging, Conformation and Gaits |
| e. History and Evolution | k. Tack, Equipment, and Housing |
| f. Training and Psychology | l. Breeds, Breed Associations, colors &
markings |

3. There will be three (3) types of questions used. These will consist of regular questions, each worth 1 or 2 points, to which any member of either team may respond. (Also see V-B4.) These questions will count toward individual and team scores. The second category of questions is toss-up questions, each worth 1 point, and also opens for response by any member of either team. The only difference between a regular and a toss-up question is that toss-up questions have a bonus question attached to each. The third category of questions is bonus questions. A bonus question is worth a predetermined 1-3 point, and all parts of the bonus question must be answered before any points will be awarded. No part of the bonus questions will be repeated nor will any additional information be given to the contestants relative to the question.

4. All question cards will be arranged in game packets of 30 in games not containing a one-on-one section, and 32 questions in games containing one-on-one competition. Two to five of the questions may be bonus questions. In the Junior-Junior division eighteen questions will be in a game with one toss-up question and one bonus question within that game of eighteen.

5. The "key word" of each question should be placed towards the end of the question as written, and **true/false questions are unacceptable.**

F. **Facilities** - At least one soundproof room is needed for each game in play. An additional "study" or "isolation" room should be available for contestants waiting to compete. This room should be conveniently accessible to the game room(s) but situated so game play cannot be heard.

III. Officials

- A. **Moderator (Quiz Person)** - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allotted question. The moderator will declare the match winner and shall at all times be in control of the matches.
- B. **Referee Judges** - At least two referee judges are recommended per game. At the Regional Contest these are to be supplied by the Director of that Regional Contest. The judges must be knowledgeable horse persons, and should not have been associated with any competing teams from the region. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any questions and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
- C. **Time Keeper** - Unless this duty is assumed by the moderator or by a referee judge, the time keeper will monitor all time intervals and designate when time of the response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.
- D. **Score Keepers** - The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants. A record of the individual scores of each contestant should also be maintained.

IV. Teams

- A. Each team shall consist of four (4) members and/or an alternate.
 - 1. Four contestants shall be seated at the panel at any one time.
 - 2. During any match, one team member only may be replaced at the panel when:
 - a. The moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
 - b. The captain of a team requests the replacement of a team member with the alternate at the halfway break.
 - 3. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

V. Procedures of Play

A. Game Procedures

- 1. All contests shall be run with round-robin tournament format when 7 or fewer teams are present. The double-elimination tournament format shall be used when 8 or more teams are present, until the final 4 teams have been determined, at which time the final 4 remaining teams compete in a round-robin format.

2. Questions asked in different matches of the same round may be the same unless circumstances dictate otherwise.
3. It shall be the responsibility of the team coach to ensure that their team members do not overhear or discuss with others questions from matches in the same round before that particular team has participated in that round.
4. After participating in a match, team members and coaches that will be continuing in the contest in further rounds shall remain quietly in the contest room until the conclusion of the round in progress.
5. There should be no unnecessary traffic between isolation rooms and contest rooms or discussion of questions that will be used again in other matches. This is a matter of ethics and requires the cooperation of all.

B. Match Procedures

1. Each match will be divided into two halves based either on time or numbers of questions.
2. During the match, all regular questions will be worth 1 or 2 points and toss-up questions will be worth 1 point and all bonus questions will be worth 1-3 points as indicated in II-E3.
3. A short pause will be called at the mid-point in each match. It is recommended that contestants be substituted at this time.
4. Procedures specific to age divisions are detailed below:

One-on-one play: During the first half of each match, only 1 member of each team will be eligible to respond to each question during both Junior and Senior Division matches at State Contests. The Junior-Junior division will not have one-on-one play.

Eligibility to answer one-on-one questions will change with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team respectively, until all the remaining questions in the first half have been asked. Each question during one-on-one will be worth 2 points. In the Senior division, an incorrect response will result in only 1 point being deducted. In the Junior and the Junior-Junior divisions no points will be deducted for an incorrect answer. (See also VD3 a and b.) It is suggested that each team member be given an opportunity to respond to the same number of questions. That is, the number of questions asked during the first half of the game is evenly divisible by 4. During the second half of matches containing one-on-one play, all regular and toss-up questions will be worth 1 point and all bonus questions will be worth 1-3 points as indicated in II-E3.

C. Starting the Contest

1. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
2. A team captain is designated, normally to be seated nearest the moderator.
3. The questions packet is opened by the moderator.
4. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the questions or until such time as a contestant activates a buzzer. Five seconds will be allowed following the complete reading of each question for contestants to activate a buzzer.

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 5 seconds after having been recognized by the moderator to begin the answer to the question.

- a. The repeating of the questions by the contestant shall not be considered the initiation of an answer.
 - b. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
5. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither no loss of points nor awarding of points to either team.

If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question to which no bonus is attached. If there are no questions left to attach it to, it shall be asked as a regular 1-point question.

6. If a buzzer is activated during the reading of a question or within the 5-seconds following the reading of the question:
 - a. Senior Division:

If a member of a team activates a buzzer and an answer has not been started within the 5 second allowable time, there will be an appropriate 1 point penalty imposed against the team of and the contestant activating the buzzer.

If the answer to any question, whether read to completion or not, is incorrect, the question shall not be repeated for the opposing team, and an appropriate 1-point penalty will be imposed against the team of and the contestant giving the wrong answer.
 - b. Junior-Junior and Junior Divisions:

If the answer to any regular or tossup question, whether read to completion or not, is incorrect, the question will be repeated for the opposing team. The opposing team will have 5-seconds to respond to the repeated question. No points will be deducted for incorrect answers.
 - c. If a question is thrown out at any point during the play of that question, both teams shall have the opportunity to answer the replacement/substitute question.

- d. If a bonus question is attached to an unanswered or incorrectly answered toss-up question (by both teams in the case of a Junior contest) or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question to which no bonus is attached.
7. If the question is correctly answered within the 5-second time limit, that team and individual score 1 or 2 points.
 - a. 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 5-second period is then permitted for the team captain or designee to begin the answer. After the 10-second discussion period is over, the passing of notes to the team captain or designee WILL BE allowed.
 - b. Successful completion of the answer will result in that team being awarded the number of points designated for that bonus question.
 - c. All parts of the bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
 - d. Failure to answer a bonus question or incorrect answer results in no penalty (loss of points) to the team.
 - e. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
 8. In order to encourage full team participation, bonus points will be awarded in each match to the teams to have each team member correctly respond to at least 1 question other than bonus questions. This bonus shall be worth 2 points to each team to qualify, and may be earned repeatedly by each team.
 - a. In order to obtain these bonus points, each member of the team seated at the time must have correctly answered a question. If a team member who, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
 - b. Replacement of a member of a team after the bonus has been earned will not cause a loss of points nor will it prevent the earning of additional bonus points in that match.
 9. Either team captain or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.

D. First Half Play/One-on-One

1. The moderator shall indicate clearly the start of one-on-one play.
2. Each question shall be addressed to only one member of each team, beginning with the number 1 contestants of each team and progressing with subsequent questions to the number 2, 3, and 4 contestants respectively (See V-B4).

3. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 - a. If any contestants other than the 2 designated contestants respond, that individual will lose 2 points and the team of that individual contestant will lose 2 points.
 - b. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate, if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
4. There will be no bonus questions asked during the one-on-one period.

E. Completing the Contest

1. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
2. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions asked remains constant.
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. In the event of a tie after the designated number of questions, 5 additional regular questions will be asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a 1-point advantage) will be declared the winner. Tiebreaker points do **not** get added to individual, team, or team bonus scores.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.
7. The rank of teams will be determined as follows:
 - a. If double elimination games were played: All scores from double elimination rounds are dropped. Everyone begins round robin with a score of zero. The team with the highest total score of all 3 rounds played in round robin is the winner. The second highest score gets second place & so on down the line. Placing for 5th goes to the team with the highest score in the last bracket played (without being in the top 4) before round robin began & so on.
 - b. If round robin only is played: The team with the highest total score of all rounds played in round robin is the winner. The second highest score gets second place & so on down the line.
8. **Double elimination tiebreakers** are as follows:
1st tiebreaker: total average of all games played in double elimination games
2nd tiebreaker: highest match score in double elimination games
3rd tiebreaker: total score of the top 2 matches in double elimination games.

9. **Individual tiebreakers** are as follows:

- 1st tiebreaker: high average score for the entire contest.
- 2nd tiebreaker: high individual match scores.
- 3rd tiebreaker: total number of points earned in the contest.

F. Protests of Questions and/or Answers

1. A protest of a question or answer of a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
2. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a. A question is protested before an answer is given and the protest sustained - discard the question. No loss or gain of points will result for either team.
 - b. An answer is protested (either correct or incorrect) - at least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect) at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in (b) above.
3. Abuse of protest provisions may result in one or more of the following.
 - a. dismissal of team coach from the contest area
 - b. dismissal (or replacement) of team captain
 - c. dismissal of entire team with forfeiture of any points or standing
4. Spectators, parents and visitors may not protest any question, answer, or procedure during the course of play. They are encouraged, however, to submit in writing to the contest officials any suggestions, complaint or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct or any actions that are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
5. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources that are, in fact, erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer and if there is unanimous agreement may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.

G. Recorders

Tape recorders may not be used at any time during the conduct of a match.

VI. Equipment Failure

It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the match.

A. Failure During a Match

1. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by any contestant, the moderator, or by either coach.
2. If, after checking, it is determined that there is equipment malfunction, the faulty part or parts will be replaced and play resumed.
3. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.

If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the 2 questions asked immediately prior to determination of equipment failure may be recalled and 2 additional questions used.

4. Under no conditions shall there be a replay of a match in which there was equipment failure.
5. In the case of complete failure of equipment, contestants shall signal their response to questions in a manner agreed upon by the moderator and referee judges. Their decision shall be final in all cases.