

Missouri
Regional
Horse Bowl
Contest
Guidebook

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HORSE BOWL CONTEST

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HORSE BOWL CONTEST

HB Contest List

1. Horse Bowl reference books
 - ✓ Horses & horsemanship (Jr & Jr Jr)
 - ✓ Horse science (Jr & Jr Jr)
 - ✓ The horse (Sr)
 - ✓ CHA manual (Jr & Jr Jr)
 - ✓ Horse industry handbook (Jr & Sr)
 - ✓ HIH leaders manual (Jr & Sr)
2. Index cards (tents) for identifying chairs numbers of contestants
3. Buzzers for each room
4. Copy of rules for each contest room
5. 2 sets of questions for each room in ring binders
6. Calculator or PC for tabulating individual high point
7. Forms
 - ✓ Jr Jr individual high point sheet
 - ✓ Jr individual high point sheet
 - ✓ Sr individual high point sheet
 - ✓ Horse bowl registration form
 - ✓ Master high point sheet (Top Ten individuals & Top Teams for each age division)
 - ✓ Brackets for each contest & coaches copies
 - ✓ Round robin brackets for each contest & coaches
 - ✓ Coaches meeting notes
 - ✓ Scorekeepers cheat sheets
 - ✓ Copies of rules
 - ✓ Bracket numbers to draw for team positions for each contest
 - ✓ Walkie talkies for isolation room/room monitors (optional)
 - ✓ Master large brackets for isolation room
8. Verify moderators, judges, ind high point tabulators, master high point tabulator, contest coordinator, judge/moderator trainer, scorekeeper trainer
9. Day of contest volunteers: room scorekeepers, runners to bring score sheets from playing rooms to master scorekeeper, isolation room vs. playing room monitors, buzzer operators, isolation room bracket updater
10. All individual high point sheets should be verified for accuracy before entering into computer.
11. Enter all contestant names & teams prior to contest day into the computer or on master score sheets manually.
12. Make copies of forms color coded for each age division.
13. Set up contest rooms prior to contest beginning.
 - ✓ Verify rules are available
 - ✓ Buzzers work
 - ✓ Room layout is correct
 - ✓ Individual high point sheets & pencils are in room
 - ✓ Seating for audience is sufficient
 - ✓ Chalk/markers & eraser for board in playing room are available
 - ✓ Pencils & note pads for contestants' bonus questions
 - ✓ Reference books are available

Prior to contest beginning:

- ✓ Hold coaches meeting
- ✓ Hold scorekeepers training
- ✓ Have judges/moderators review questions
 - ✓ Make sure if running 2 contest rooms that judges agree on what answers will be accepted
 - ✓ Verify pronunciation of questionable words
- ✓ Register teams
- ✓ Draw for bracket positions
- ✓ Hand out brackets to coaches & moderators
- ✓ Have round robin brackets available when needed

HORSE BOWL CONTEST

Prior to contest

Officials needed

- 1 –2 Judges (preferably one veterinarian in SR division) for each division
 - Moderator for each contest room
 - Registration desk helpers (ideally 2)
 - Individual Scorekeeper for each division
 - Master scorekeeper for tallying final scores for teams & individuals
 - Contest coordinator to answer questions & etc as contest is running
- Usually can find as volunteers on the day of contest for each division:
- Contest room scorekeeper (chalk board)
 - Runner to help with scores & updating brackets
 - Monitor for isolation room

Make copies of questions

- One set for moderator & one for judges (each division)
- Put each set in 3-ring notebook if available

Select color to be used for each division & make all copies for each division in appropriate color.
Then make colored copies of:

- Registration sign in sheets (4-5 multiple county sheets)
- Master score sheets (one for each team plus 2 extras)
- Individual high point sheets (one for each game played within each division plus 3 extra)
- Jr Jr, Jr & Sr brackets (one for each team plus 10 extras for officials & extra coaches)
- Round robin for final 4 teams (one for each JR JR, JR & SR team + 4 extra for officials)
- Top 10 individual award / Top Teams award sheets for each age division.

HORSE BOWL CONTEST

Day of contest

Set up registration area

- Need 3 – 4 tables (one table for each division plus one for scorekeeping/question area)
- 2 chairs at each table
- 5 pencils at JR JR, JR & SR tables
- Number tags (1 for each team competing) for drawing for bracket placement
- Set of brackets for each contest (one for each coach plus 10 extra for officials & teams having more than one coach) in appropriate color scheme
- Registration sheets (one for each team plus 2 extras) in appropriate color scheme
- Master score sheets (5 each) in appropriate color scheme
- Name tags for each contestant (different color for each division)
- 1 – 2 Markers at each table for writing on name tags
- Calculator of tallying individual high point scores (extension cord if needed)

Set up each contest room

- 3-4 tables
- Chairs (for contestants, judges, scorekeeper, moderator, audience)
- Buzzers
- Chalk board (or easel & large tablet board)
- Chalk (or marker if using tablet)
- Eraser
- Reference books
- Set of questions for moderator & judges (do not leave unattended)
- Extension cords for adding length to buzzer cords
- 2 sets of index cards (tents) (numbered 1 – 5) identifying each contestant seated at table plus card for alternate (to flip down when question has been answered correctly)
- Podium for moderator (if available)
- Individual high point score sheets
- Pencil for individual scorekeeper
- Copy of brackets for judges & moderator (filled out after drawing for positions)
- Cheat sheet with # of points awarded for different questions for scorekeeper

Set up isolation room

Enough tables for each team registered plus 3 or 4 extra for isolation room with chairs

Larger set of brackets one for each age division for wall to keep updated as contest progresses (coaches will want to check to see how soon they play next & helps to keep contest moving along faster)

HORSE BOWL CONTEST

Senior Horse Bowl Room Equipment Needs

1. Set of buzzers
2. 4 pads of scratch paper for each team
3. 9 pencils – 4 for each team, 1 for scorekeeper
4. Reference books
 - The Horse
 - Horse Industry Handbook
 - Horse Industry Handbook Leaders Manual
5. Chalk or dry marker for scorekeeping
6. Chalk board or other surface for scorekeeping
7. Eraser for chalkboard
8. 5 tables
 - 3 for teams, moderator & buzzer operator
 - 1 for judges
 - 1 for scorekeeper
9. Chairs for audience
10. Individual high point score sheets one for each game played plus 3 extra – Sr division (color coded)
11. Sr brackets for team positions, one for each team plus 5 extra (color coded helpful)
12. 2 sets of questions for contest in ring binders for each contest room (color coded helpful)
 - 1 for moderator
 - 1 for judges
13. Copy of rules for horse bowl for judges table

Room personnel needed:

Must be available all day in same room--

Moderator
2 judges
Buzzer operator
Individual high point scorekeeper

May come & go with teams—
board scorekeeper

HORSE BOWL CONTEST

Junior Horse Bowl Room Equipment Needs

1. Set of buzzers
2. 2 pads of scratch paper for each team
3. 9 pencils – 4 for each team, 1 for scorekeeper
4. Reference books
 - 4-H Horses & Horsemanship
 - 4-H Horse Science
 - CHA Manual
 - Horse Industry Handbook
 - Horse Industry Handbook Leaders Manual
5. Chalk or dry marker for scorekeeping
6. Chalk board or other surface for scorekeeping
7. Eraser for chalkboard
8. 5 tables
 - 3 for teams, moderator & buzzer operator
 - 1 for judges
 - 1 for scorekeeper
9. Chairs for audience
10. Individual high point score sheets, one for each game played plus 5 extra– Jr division (color coded)
11. Jr bracket for team positions, one for each team plus 5 extra (color coding is helpful)
12. 2 sets of questions for each contest room in ring binders (color coding is helpful)
 - 1 for moderator
 - 1 for judges
13. Copy of rules for horse bowl for judges table

Room personnel needed:

Must be available all day in same room--

- Moderator
- 2 judges
- Buzzer operator
- Individual high point scorekeeper

May come & go with teams—
board scorekeeper

HORSE BOWL CONTEST

Junior-Junior Horse Bowl Room Equipment Needs

1. Set of buzzers
2. 2 pads of scratch paper for each team
3. 9 pencils – 4 for each team, 1 for scorekeeper
4. Reference books
 - 4-H Horses & Horsemanship
 - 4-H Horse Science
 - CHA Manual
5. Chalk or dry marker for scorekeeping
6. Chalk board or other surface for scorekeeping
7. Eraser for chalkboard
8. 5 tables
 - 3 for teams, moderator & buzzer operator
 - 1 for judges
 - 1 for scorekeeper
9. Chairs for audience
10. Individual high point score sheets, one for each game played plus 5 extra – Jr Jr division (color coded)
11. Jr Jr bracket for team positions, one for each team plus 5 extra (color coded is helpful)
12. 2 sets of questions for contest in ring binders (color coded is helpful)
 - 1 for moderator
 - 1 for judges
13. Copy of rules for horse bowl for judges table

Room personnel needed:

Must be available all day in same room--

Moderator

2 judges

Buzzer operator

Individual high point scorekeeper

May come & go with teams—

board scorekeeper

HORSE BOWL CONTEST

Coach's Meeting Notes:

Things to be sure to mention during the coaches meeting

Remember that the purpose of this contest is to have a fun & have a positive learning experience. We want to allow the 4-Hers to display their knowledge & have a good feeling about themselves when they are finished. Sometimes we get caught up in the competition & forget this important purpose. Make sure your 4-Hers meet others & share the experience by making new friends.

Encourage teamwork & sportsmanship. 4-Hers can learn more than just horse knowledge in horse bowl. They learn life skills that will assist them in future employment & other life experiences. Make sure all of your team members know that they are winners regardless of the outcome of the contest today.

Judges decisions are final. Remember there are no paid officials. Everyone is volunteering their time because they believe in this learning experience. Please be respectful & courteous & make sure your teams are also. Thank you's after the contest are always appreciated & help to make sure we get judges & officials to help in future years. Officials enjoy working at a contest much more if they see that it is a positive, learning experience for the 4-Hers.

Jr-Jr ages: 8 – 9 as of Jan 1 of current year

Jr ages: 8 - but not 14 years as of Jan 1 of current year

Sr ages: 14 – but not 19 as of Jan 1 of current year

A team consists of 4 members & may or may not include an alternate.

Sr team members cannot have competed as member or served as an alternate at any national horse bowl competition.

Contests of 7 teams or less will be all round robin. Contests of 8 or more teams will be double elimination until 4 teams remain undefeated. Then round robin will begin with those 4 teams only. All points will begin at zero at start of round robin. Winner will be the team with the highest points accumulated during round robin regardless of number of games won.

Jr & Sr contests will include one-on-one during first 16 questions. Jr & Sr contests will consist of 30-32 questions for each game. Included within the total question count will be one to three bonus questions in each game.

Jr Jr contest will consist of 18 questions with no one-on-one portion. Included within the total question count will be one to three bonus questions in each game.

CONTEST PROCEDURES

Questions

The question is asked. A contestant gets 5 seconds to begin their answer after being recognized by moderator. Repeating the question is **not** starting the answer. During one-on-one portion, if a team

Coach's Meeting Notes continued

member answers a question that was not their question, the team & member may lose 2 points at the judge's discretion. If this happens twice to the same player, it may result in the replacement of that member with the alternate for remainder of the game or the team will play with 3 members if they have no alternate. Contestants must wait for moderator to recognize them before starting an answer. The question will be stopped in mid-sentence, once a buzzer is pushed. In Jr Jr & Jr contests, incorrectly answered question will be reread to opposing team & read to completion or until a buzzer is pushed.

Regular questions are worth 1 point each except during one-on-one then they are worth 2 points each. Jr & Jr Jr only: incorrectly answered question is asked to other team. No loss of points for incorrect answer in Jr or Jr Jr division. Sr division – incorrect answer is minus 1 point in open or one-on-one competition. Correct answer should be read to contestants after question no longer in play.

Toss up questions are worth 1 point each and are open to all members of either team. The toss up has a 3 point bonus question attached. There is no loss of points for incorrect answer in Jr Jr & Jr divisions. In the Sr division an incorrect answer results in the loss of 1 point.

Bonus questions are worth 3 points. Only the winning team of the toss up question is eligible for bonus question. In all age divisions the other team does not get a chance to answer if the bonus is answered incorrectly. No partial points awarded on bonus questions. The team captain or any designated member can answer. The team gets 10 seconds to confer orally. After those 10 seconds are up, the team has 5 seconds to begin answer. **Written notes may be passed after answer is begun.**

Any 2 part questions will be identified prior to reading the question.

Judges will try to give the contestant enough time to display their knowledge but still maintaining time restraints.

Jr & Sr divisions – first 16 questions will be one-on-one. Total of 30-32 questions.

Jr Jr – no one-on-one competition. Total of 18 questions.

Protests of questions are only allowed after a question has been read & answered & prior to the beginning of the next question. Only coaches or team captain may protest. Anyone abusing right of protest or abusing any official after a decision is reached can be dismissed from the contest area, replaced as a team member or up to & including dismissal of entire team with forfeiture of any points or placings.

No spectators, parents or visitors may protest any question, answer or procedures during the course of the contest. If any inappropriate behavior is displayed, they will be removed from the contest area & not allowed to return for any additional games. Anyone may submit in writing any suggestions, complaints or protests at conclusion of contest to regional or state officials.

As coaches, you set the examples for how our teams will play & react to similar situations in the future. I know that we have all worked hard to create a positive learning experience that we don't want marred by inappropriate behavior. Let's make sure that we set the highest standards for proper sportsmanship & goodwill towards other teams. Make this a positive experience that these 4-Hers will enjoy remembering & want to continue in future years. Keep the fun in the learning & make sure everyone goes home feeling like they are a winner regardless the outcome of the contest.

HORSE BOWL CONTEST

Moderator's Notes

1. Request that all cell phones or pagers be turned off for the contest.
2. Announce that no one is to enter or leave room after game starts unless it is an emergency.
3. Verify the correct counties are seated by announcing the red team is xxx county & the green team is zzz county. This will also help the scorekeepers.
4. If this is the first game played by a team, review points for questions. ** see back page for points.
5. Try to lessen game jitters by smiling at contestants or talking to them prior to everyone getting settled.
6. Test the buzzers before each game. (have contestants on red team test their buzzers then the contestants on green team test their buzzers). Also have contestants say their name or county when testing buzzers
7. Remind contestants to speak loud enough for judges to hear their answers. (verify this when they speak while testing buzzers. Ask any soft spoken child to speak a little louder)
8. Remind contestants to wait to be recognized before giving an answer. (5 second time period does not start until after they are recognized)
9. Remind contestants that repeating the question is not starting an answer.
10. When reading the questions, read the question # & the question. This helps the scorekeeper make sure they are recording points correctly. After an answer is given, repeat the chair # & whether or not the answer was correct for the scorekeeper.
11. Announce the point value of the questions in the first half & ask for any substitutions at half time.
12. At half time, announce all future questions are worth 1 point except bonuses & all contestants are eligible to buzz in.
13. Once a question has been started to be read, it will be stopped in mid-sentence if a buzzer is pressed. If a buzzer is pressed prior to the beginning of a question, allow them to reset the buzzer & then simply begin the question.
14. First answer is always taken as the answer. For example:
 Answer given is "bay, I mean black"
 If answer is bay, the answer is correct because I have to take your first answer
 If answer is black, the answer is wrong because I have to take your first answer
15. If unsure if answer given is correct, refer it to the judges. Repeat what the answer given was for the judges.
16. Accept any answer that is correct regardless if it is in the reference material.

Moderator's Notes continued

17. Must accept answer that is in reference material.
18. May ask for an answer to be "more specific" or "less specific" but do not lead the contestant into what kind of an answer is needed.
19. Remember in Jr Jr & Jr contests, the opposing team gets an opportunity to answer the question so do not give the answer that you were looking for until both teams have a chance to answer the question. (If you do accidentally give the answer, throw out the question & re-ask a new one from list of extra questions at back of question book.)
20. Answers do not have to be word for word, use your judgment on whether or not the contestant knows the answer or refer the decision to the judges.
21. Only captain of team or coach may protest the answer to a given question. Protests are only allowed after the question has been read, answered to completion & judges have ruled on the answer & before the next question is started.
22. Answers to bonus questions must be complete. No partial points for some part of the answer. Opposing team does not get an opportunity to answer an incorrectly answered bonus question in any age division.
23. May substitute a new question for a poorly worded question, misread question, or debatable answers. Keep this question in for future matches. Write the game # in the margin by the extra question so you don't reuse it in later matches. (Extra questions are located at the back of the game questions of the ring binder).
24. Anyone abusing the right to protest a question or does not act in a courteous, friendly manner may be dismissed from contest room for the remainder of game or contest.
25. Make sure scores are correct & match on the board & on the individual high point sheets before declaring a winner.
26. The same set of questions is repeated to each team within the same round. Only after the completion of each round is the next round of questions read.
27. If a question is marked on the set of questions as a 2 part question, announce prior to reading the question "This is a 2 part question." This will ensure the contestant have the opportunity to listen to the whole question before buzzing in early when answering it.

Moderator's notes continued

Jr Jr contest

1 point for each correctly answered regular or toss-up question

3 points for each bonus question

2 points for team bonus (all seated players have answered
A question correctly – excluding bonus questions).
Can be earned multiple times during each game.

No deduction for incorrectly answered questions

Incorrectly answered question gets re-asked to opposing team, points are earned the same way.

Jr contest

2 points for each correctly answered one-on-one question

1 point for each correctly answered regular or toss-up question

3 points for each bonus question

2 points for team bonus (all seated players have answered
A question correctly – excluding bonus questions).
Can be earned multiple times during each game.

No deduction for incorrectly answered one-on-one, regular,
Toss-up or bonus questions

Incorrectly answered questions get re-asked to opposing
Team, points are earned the same way

Sr contest

2 points for each correctly answered one-on-one question

1 point for each correctly answered regular or toss-up question

3 points for each bonus question

2 points for team bonus (all seated players have answered
A question correctly – excluding bonus questions).
Can be earned multiple times during each game.

Minus 1 point for incorrectly answered one-on-one, regular,

Toss-up questions. No deduction for incorrectly answered bonus questions.

HORSE BOWL CONTEST

Judge's Directions

1. Accept any answer that is correct regardless if it is in the reference material.
2. Must accept answer that is in reference material.
3. May ask for an answer to be "more specific" or "less specific" but do not lead the contestant into what kind of an answer is needed.
4. Remember in Jr Jr & Jr contests, the opposing team gets an opportunity to answer the question so do not give the answer that you were looking for until both teams have a chance to answer the question. (If you or the moderator accidentally gives the answer, throw out the question & re-ask a new one from list of extra questions at back of question book.)
5. Answers do not have to be word for word, use your judgment on whether or not the contestant knows the answer.
6. Only captain of team or coach may protest the answer to a given question. Protests are only allowed after the question has been read, answered to completion & judges have ruled on the answer & before the next question is started.
7. Answers to bonus questions must be complete. No partial points for some part of the answer. Opposing team does not get an opportunity to answer an incorrectly answered bonus question.
8. May substitute a new question for a poorly worded question, misread question, or debatable answers.
9. Anyone abusing the right to protest a question or does not act in a courteous, friendly manner may be dismissed from contest room for the remainder of game or contest.
10. Make sure scores are correct & match on the board & on the individual high point sheets before declaring a winner.
11. The same set of questions is repeated to each team within the same round. Only after the completion of each round is the next set of questions read.

HORSE BOWL CONTEST

Sr Division Score Sheet Instructions

1. Record each correct answer by placing the number of points earned in the column directly under the chair # & on the line for the question #.
 - ✓ One-on-one questions are worth 2 points each.
 - ✓ Regular & toss up questions are worth 1 point each.
 - ✓ Bonus questions are worth 3 points each.
 - ✓ Team bonus is worth 2 points & may be earned numerous times in each game.
2. It is recommended to use an extra sheet of paper to move down the High Point Sheet to ensure the points are recorded on the proper question # line.
3. Record an incorrect answer by placing a zero in the column directly under the chair # & on the line for the question #.
4. Draw a "-----" line for no answer. These procedures will help in case there is a scoring discrepancy.
5. Record bonus questions under the bonus column & on the question # line.
6. Record team bonus under the team bonus column & on the same line as the question that was answered correctly. There will be two entries for that question on the individual high point sheet.
7. Verify the score on the board against the individual high point sheet at least once during one-on-one competition, at half time when substitutions are called for, at least once during the second half & again at the end of the game.
8. Record total of each chair# & total bonus points at bottom of sheet & record final scores. (Remember to deduct all zeroes as -1 points from upper half.)
9. Turn high point sheet into master high point tabulator on a timely basis.
10. If substitution is made at half time, draw a line down the column of the contestant being replaced.
11. If contestants are not seated as 1, 2, 3, 4—make sure to draw a line down the column of the contestant not playing.
12. Ask if all contestants are seated in correct seats (1-2-3-4) at beginning of each game.

HORSE BOWL CONTEST

JR Division Score Sheet Instructions

1. Record each correct answer by placing the number of points earned in the column directly under the chair # & on the line for the question #.
 - ✓ Regular & toss up questions are worth 1 point.
 - ✓ One-on-one questions are worth 2 points each.
 - ✓ Bonus questions are worth 3 points each.
 - ✓ Team bonus is worth 2 points & may be earned numerous times during each game.
2. It is recommended to use an extra sheet of paper to move down the paper to ensure the points are recorded on the proper question # line.
3. Record an incorrect answer by placing a zero in the column directly under the chair # & on the line for the question #.
4. Draw a "-----" line for no answer. These procedures will help in case there is a scoring discrepancy.
5. Record bonus questions under the bonus column & on the question # line.
6. Record team bonus under the team bonus column & on the same line as the question that was answered correctly. There will be two entries for that question on the individual high point sheet.
7. Verify the score on the board against the individual high point sheet at least once during one-on-one competition, at half time when substitutions are called for, at least once during the second half & at the end of the game.
8. Record total of each chair# & total bonus points at bottom of sheet & record final scores
9. Turn high point sheet into master high point tabulator on a timely basis.
10. If substitution is made at half time, draw a line down the column of the contestant being replaced.
11. If contestants are not seated as 1, 2, 3, 4—make sure to draw a line down the column of the contestant not playing.
12. Ask if all contestants are seated in correct seats (1-2-3-4) at beginning of each game.

HORSE BOWL CONTEST

JR-JR Division Score Sheet Instructions

1. Record each correct answer by placing the number of points earned in the column directly under the chair # & on the line for the question #.
 - ✓ Regular & toss up questions are worth 1 point each.
 - ✓ Bonus questions are worth 3 points each.
 - ✓ Team bonus is worth 2 points & may be earned numerous times during each game.
2. It is recommended to use an extra sheet of paper to move down the paper to ensure the points are recorded on the proper question # line.
3. Record an incorrect answer by placing a zero in the column directly under the chair # & on the line for the question #.
4. Draw a "-----" line for no answer. These procedures will help in case there is a scoring discrepancy.
5. Record bonus questions under the bonus column & on the question # line.
6. Record team bonus under the team bonus column & on the same line as the question that was answered correctly. There will be two entries for that question on the individual high point sheet.
7. Verify the score on the board against the individual high point sheet at least once during one-on-one competition, at half time when substitutions are called for, at least once during the second half & at the end of the game.
8. Record total of each chair# & total bonus points at bottom of sheet & record final scores
9. Turn high point sheet into master high point tabulator on a timely basis.
10. If substitution is made at half time, draw a line down the column of the contestant being replaced.
11. If contestants are not seated as 1, 2, 3, 4—make sure to draw a line down the column of the contestant not playing.
12. Ask if all contestants are seated in correct seats (1-2-3-4) at beginning of each game.

SCOREKEEPERS CHEAT SHEET FOR JR JR CONTEST

1 POINT FOR EACH CORRECTLY ANSWERED REGULAR OR TOSS-UP QUESTION

3 POINTS FOR EACH BONUS QUESTION

2 POINTS FOR TEAM BONUS (ALL SEATED PLAYERS HAVE ANSWERED A QUESTION CORRECTLY – EXCLUDING BONUS QUESTIONS). CAN BE EARNED MULTIPLE TIMES DURING EACH GAME.

NO DEDUCTION FOR INCORRECTLY ANSWERED QUESTIONS
INCORRECTLY ANSWERED QUESTION GETS RE-ASKED TO OPPOSING TEAM, POINTS ARE EARNED THE SAME WAY.

Cut/tear along dotted line

SCOREKEEPERS CHEAT SHEET FOR JR CONTEST

2 POINTS FOR EACH CORRECTLY ANSWERED ONE-ON-ONE QUESTION

1 POINT FOR EACH CORRECTLY ANSWERED REGULAR OR TOSS-UP QUESTION

3 POINTS FOR EACH BONUS QUESTION

2 POINTS FOR TEAM BONUS (ALL SEATED PLAYERS HAVE ANSWERED A QUESTION CORRECTLY – EXCLUDING BONUS QUESTIONS). CAN BE EARNED MULTIPLE TIMES DURING EACH GAME.

NO DEDUCTION FOR INCORRECTLY ANSWERED ONE-ON-ONE, REGULAR, TOSS-UP OR BONUS QUESTIONS
INCORRECTLY ANSWERED QUESTIONS GET RE-ASKED TO OPPOSING TEAM, POINTS ARE EARNED THE SAME WAY

Cut/tear along dotted line

SCOREKEEPERS CHEAT SHEET FOR SR CONTEST

2 POINTS FOR EACH CORRECTLY ANSWERED ONE-ON-ONE QUESTION

1 POINT FOR EACH CORRECTLY ANSWERED REGULAR OR TOSS-UP QUESTION

3 POINTS FOR EACH BONUS QUESTION

2 POINTS FOR TEAM BONUS (ALL SEATED PLAYERS HAVE ANSWERED A QUESTION CORRECTLY – EXCLUDING BONUS QUESTIONS). CAN BE EARNED MULTIPLE TIMES DURING EACH GAME.

MINUS 1 POINT FOR INCORRECTLY ANSWERED ONE-ON-ONE, REGULAR, TOSS-UP QUESTIONS. NO DEDUCTION FOR INCORRECTLY ANSWERED BONUS QUESTIONS.

HORSE BOWL CONTEST

Master Score Sheet Instructions

1. Record individual scores into computer or onto master score sheet as they are received. If you are not receiving them on a timely basis, contact the horse bowl coordinator.
2. Verify scores are added correctly on the score sheet before entering them onto master sheet.
3. High points calculated by added the 3 highest scores from all games played.
4. Any ties are broken by following procedures set up in official horse bowl rules. Each contest room will have a copy.
5. At the end of the contest. Verify top ten individuals' scores against sheets for accuracy. Rank the top ten individuals by their name, county & score. Record the scores (1st thru 10th) on sheet of paper by age division & give to horse bowl coordinator to announce.

CHALK BOARD, CHALK & ERASER
CHEAT SHEET SCOREKEEPER

MODERATOR

QUESTIONS
& RULES

TEAM A CONTESTANTS' TABLE
BUZZERS, BONUS PAPER, PENCILS, TENTS

TEAM B CONTESTANTS' TABLE
BUZZERS, BONUS PAPER, PENCILS, TENTS

TABLE
BUZZER CONTROL
CHEAT SHEET

CHAIR 4 CHAIR 3 CHAIR 2 CHAIR 1

CHAIR 1 CHAIR 2 CHAIR 3 CHAIR 4

TIMER

JUDGE'S TABLE
SCORE SHEETS REFERENCE BOOKS & RULES

INDIVIDUAL SCOREKEEPER JUDGE JUDGE

AUDIENCE SEATING

HORSE BOWL COUNTY REGISTRATION FORM

CIRCLE ONE

AGE DIVISION: **JR JR** **JR** **SR**

COUNTY: _____

TEAM PLACING	
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PRINT CLEARLY THE NAMES OF CONTESTANTS

CHAIR 1

CHAIR 2

CHAIR 3

CHAIR 4

CHAIR 5

FINAL SCORE	REGIONAL PLACING

COACH

MASTER HORSE BOWL SCORE SHEET

COUNTY:									TOTAL OF 3 HIGHEST SCORES
	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	GAME 7	GAME 8	
CHAIR 1									
CHAIR 2									
CHAIR 3									
CHAIR 4									
CHAIR 5									

COUNTY:									3 HIGHEST SCORES
	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	GAME 7	GAME 8	
CHAIR 1									
CHAIR 2									
CHAIR 3									
CHAIR 4									
CHAIR 5									

COUNTY:									3 HIGHEST SCORES
	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	GAME 7	GAME 8	
CHAIR 1									
CHAIR 2									
CHAIR 3									
CHAIR 4									
CHAIR 5									

COUNTY:									3 HIGHEST SCORES
	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	GAME 7	GAME 8	
CHAIR 1									
CHAIR 2									
CHAIR 3									
CHAIR 4									
CHAIR 5									

RECORD INDIVIDUAL TOTALS FROM EACH GAME WHEN SHEET IS RETURNED FROM SCOREKEEPER AT END OF EACH GAME

AT END OF CONTEST:

CALCULATE TOP 3 SCORES & TRANSFER TO REGIONAL INDIVIDUAL PLACINGS FOR AWARDS SHEET

SR HORSE BOWL SCORE SHEET

GAME # _____

TEAM: _____

TEAM: _____

	TEAM								VS	TEAM								
	#1	#2	#3	#4	#5	ALT	BONUS	BONUS		#1	#2	#3	#4	#5	ALT	BONUS	BONUS	
1									W O R T H 2 P T S E A C H									
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		
13																		
14																		
15																		
16																		

END OF ONE - ON - ONE

END OF ONE - ON - ONE

17									W O R T H 1 P T E A C H									
18																		
19																		
20																		
21																		
22																		
23																		
24																		
25																		
26																		
27																		
28																		
29																		
30																		
31																		
32																		

TIE BREAKERS ONLY

TIE BREAKERS ONLY

1																	
2																	
3																	
4																	
5																	

#1		T/BONUS	
#2		BONUS	
#3			
#4			
#5			

#1		T/BONUS	
#2		BONUS	
#3			
#4			
#5			

TOTAL _____

TOTAL _____

JR JR INDIVIDUAL HIGH POINT SHEET

GAME # _____

TEAM: _____

TEAM: _____

	TEAM							VS	TEAM							
	#1	#2	#3	#4	ALT	BONUS	BONUS		#1	#2	#3	#4	ALT	BONUS	BONUS	
1								W O R T H 1 P T								
2																
3																
4																
5																
6																
7																
8																
9																

HALF TIME

HALF TIME

10								E A C H								
11																
12																
13																
14																
15																
16																
17																
18																

TIE BREAKERS ONLY

TIE BREAKERS ONLY

1															
2															
3															
4															
5															

#1	<input style="width: 40px; height: 20px;" type="text"/>	T/BONUS	<input style="width: 60px; height: 20px;" type="text"/>
#2	<input style="width: 40px; height: 20px;" type="text"/>	BONUS	<input style="width: 60px; height: 20px;" type="text"/>
#3	<input style="width: 40px; height: 20px;" type="text"/>		
#4	<input style="width: 40px; height: 20px;" type="text"/>		
ALT	<input style="width: 40px; height: 20px;" type="text"/>		
TOTAL			

#1	<input style="width: 40px; height: 20px;" type="text"/>	T/BONUS	<input style="width: 60px; height: 20px;" type="text"/>
#2	<input style="width: 40px; height: 20px;" type="text"/>	BONUS	<input style="width: 60px; height: 20px;" type="text"/>
#3	<input style="width: 40px; height: 20px;" type="text"/>		
#4	<input style="width: 40px; height: 20px;" type="text"/>		
ALT	<input style="width: 40px; height: 20px;" type="text"/>		
TOTAL			

JUNIOR HORSE BOWL SCORE SHEET

GAME # _____ MATCH # _____

COUNTY: _____ VS COUNTY: _____

	TEAM								VS	TEAM								
	#1	#2	#3	#4	#5	ALT	BONUS	BONUS		#1	#2	#3	#4	#5	ALT	BONUS	BONUS	
1									W O R T H 2 P T S E A C H									
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		
13																		
14																		
15																		
16																		

END OF ONE - ON - ONE

END OF ONE - ON - ONE

17									W O R T H 1 P T E A C H									
18																		
19																		
20																		
21																		
22																		
23																		
24																		
25																		
26																		
27																		
28																		
29																		
30																		
31																		
32																		

TIE BREAKERS ONLY

TIE BREAKERS ONLY

1																	
2																	
3																	
4																	
5																	

#1

#2

#3

#4

#5

T/BONUS

BONUS

#1

#2

#3

#4

#5

T/BONUS

BONUS

TOTAL _____

TOTAL _____

JR HORSE BOWL INDIVIDUAL HIGH POINT

GAME # _____

TEAM: A

TEAM: B

	TEAM A						VS	TEAM B						
	#1	#2	#3	#4	#5	TEAM BONUS		BONUS	#1	#2	#3	#4	#5	TEAM BONUS
1	2													
2		2												
3										2				
4				-----							-----			
5								2						
6		0							2					
7			-----							0				
8				2										
9	2							-----						
10		2												
11			2			2								
12				2										
13								2						
14									2					
15										2				
16											2		2	

END OF ONE - ON - ONE

END OF ONE - ON - ONE

17	1		/											
18			1	/										
19				/				1						
20				/					1					
21				/										3
22				/				1						
23	1			/										
24	1			/										
25		1		/										
26				/			3	1						
27	1			/					0					
28	1			/										
29				/	1	2								
30				/			0							
31				/				1						
32	1			/										

TIE BREAKERS ONLY

TIE BREAKERS ONLY

1														
2														
3														
4														
5														

#1	10	TEAM BONUS	4
#2	5	BONUS	3
#3	3		
#4	4		
#5	1		
TOTAL	30		

#1	8	TEAM BONUS	2
#2	5	BONUS	3
#3	4		
#4	2		
#5			
TOTAL	25		

EXPLANATION OF SCORE SHEET CODING

In the sample score sheet on previous page, the following is what happened during that game. During one-on-one all correct answers are worth 2 points each. In JR & JR JR contests opposing team has opportunity to answer an incorrectly answered question (unless it is a bonus question-only team winning tossup question has chance to answer a bonus question then it is dead). No loss of points for JR or JR JR contests for incorrect answers. SR contestants will loss 1 point for an incorrect answer & opposing team does not get an opportunity to answer the missed question.

Question 1 was answered correctly by Team A chair 1

Q2 was answered correctly by Team A chair 2

Q3 was answered correctly by Team A chair 3

Q4 was not answered by either team

Q5 was answered by Team B chair 1

Q6 was incorrectly answered by Team A chair 2 but Team B chair 2 then answered it correctly

Q7 was incorrectly answered by Team B chair 3 then Team A chair 3 did not buzz in to answer

Q8 was answered correctly by Team A chair 4

Q9 was answered correctly by Team A chair 1

Q10 was answered correctly by Team A chair 2

Q11 was answered correctly by Team A chair 3. Since all 4 seated contestants on Team A have answered a question correctly a 2 point Team Bonus was earned. Team bonus points are awarded for team participation & not for answering an actual question so team bonus points are recorded on the same line as the question that was answered to earn the team bonus points & not on a separate question line. Points are recorded in the Team Bonus column.

Q12 was answered correctly by Team A chair 4

Q13 was answered correctly by Team B chair 1

Q14 was answered correctly by Team B chair 2

Q15 was answered correctly by Team B chair 3

Q16 was answered correctly by Team B chair 4. Since all 4 seated contestants on Team B have answered a question correctly a 2 point Team Bonus was earned & recorded on same line as question that was answered to earn the team bonus points. Points are recorded in the Team Bonus column.

At end of one-on-one competition, Team A substituted Chair 5 for Chair 4. Draw a line down all remaining columns of Chair 4 on Team A so points do not accidentally get recorded in wrong column. Team B will continue to play with players 1-4 without substitutions. Point value is now 1 point for each regular or tossup question & chair number on any team may answer these questions. Bonus questions are only answered by the team that correctly answers a tossup question that has the bonus question attached to it. Bonus questions are worth 3 points each.

Q17 was answered correctly by Team A chair 1

Q18 was answered correctly by Team A chair 3

Q19 was answered correctly by Team B chair 1

Explanation of score sheet coding continued

Q20 was answered correctly by Team B chair 2 & it was a toss up question with a bonus attached. Only Team B has opportunity to answer Q21 because they answered the tossup question correctly.

Q21 is a bonus question only for Team B. No partial points allowed. Bonus is worth 3 points.

Team B answered correctly therefore earning 3 Bonus points recorded on line for question 21 in the Bonus column because it was a separate question that was answered.

Q22 was answered correctly by Team B chair 1

Q23 was answered correctly by Team A chair 1

Q24 was answered correctly by Team A chair 1
Q25 was answered correctly by Team A chair 2. It was a tossup question with a bonus attached.
Q26 was a bonus question that only Team A has the opportunity to answer. It was correctly answered by Team A & 3 points were earned & recorded in the Bonus column
Q27 was answered correctly by Team A chair 1
Q28 was answered correctly by Team A chair 1
Q29 was answered correctly by Team A chair 5. Since all 4 seated contestants on Team A have answered a question correctly, they earned a 2 point Team Bonus. Points are recorded in Team Bonus column on same line as question answered. This question was also a tossup question so only Team A earned the opportunity to answer Q30 which is a bonus question.
Q30 is a bonus question that was attached to tossup question Q29. Team A did not answer the question correctly but does not lose any points for an incorrect answer on a bonus question. No loss of points for any age division for bonus questions.
Q31 was answered correctly by Team B chair 1
Q32 was answered correctly by Team A chair 1

Scores are total by chair #, team bonus & bonus for each team. Totals are recorded at bottom & verified against the score recorded on the board by the scorekeeper. Any discrepancies can be back tracked with moderator & question book. Game is not final until scores are verified & both coaches sign bottom of scorekeeper's sheet. Sheet is then turned into Master Scorekeeper at end of game on a timely basis.

****NOTE: ON SR SCORE SHEET ONLY-- COUNT ALL 'O' AS A NEGATIVE 1 (-1) & THEY WOULD BE SUBTRACTED FROM THE TOTAL CHAIR AMOUNT WHEN CALCULATING THE TOTAL. SR INCORRECT ANSWERS TO ALL QUESTIONS, ONE-ON-ONE, REGULAR & TOSSUP ARE MINUS ONE POINT. NO LOSS OF POINTS FOR BONUS QUESTION ANSWERS.**

ROUND ROBIN FOR 4 TEAMS

GAME #1

GAME #2

GAME #3

COUNTY NAMES

SCORE NAME

SCORE NAME

SCORE

1

2

1

3

2

3

3

4

4

2

1

4

COUNTY:

1

2

3

4

GAME 1

GAME 2

GAME 3

**TOTAL
SCORE:**

=====

=====

=====

=====

ROUND ROBIN FOR 5 TEAMS

GAME #1	GAME #2	GAME #3	GAME #4	GAME #5					
COUNTY NAMES	SCORE	NAME	SCORE	NAME	SCORE	NAME	SCORE	NAME	SCORE
1		1		5		2		3	
2		5		3		3		1	
3		4		1		5		5	
4		2		4		4		2	
5		3		2		1		4	

COUNTY:

	1	2	3	4	5
GAME 1					
GAME 2					
GAME 3					
GAME 4					
GAME 5					
TOTAL SCORE:					

ROUND ROBIN FOR 6 TEAMS

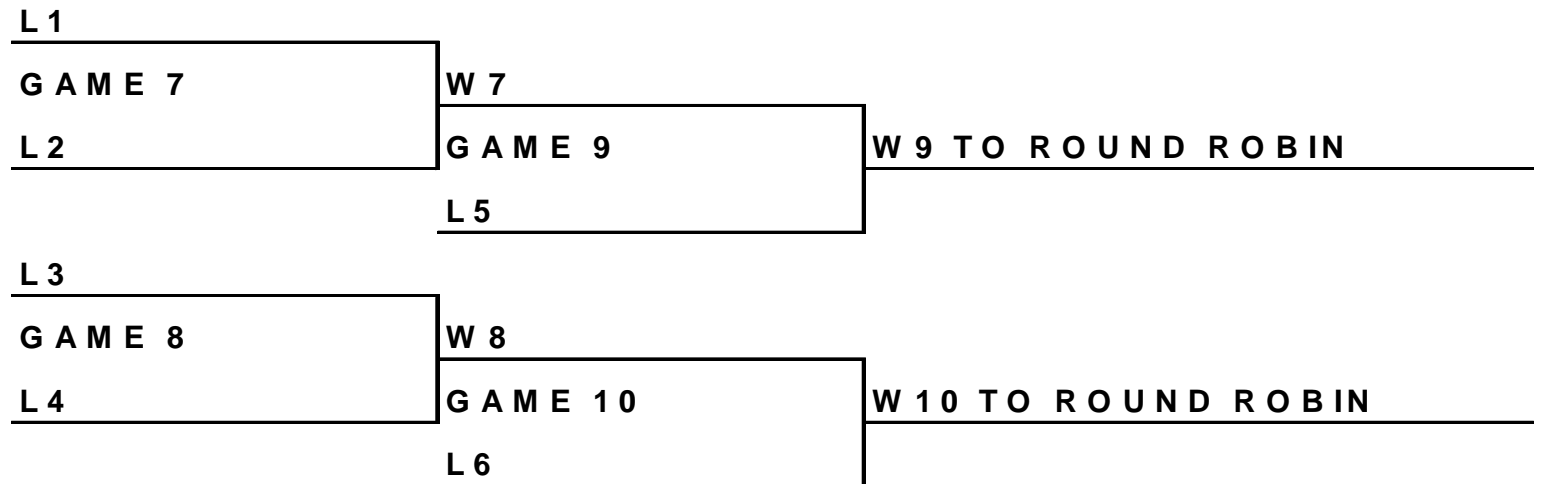
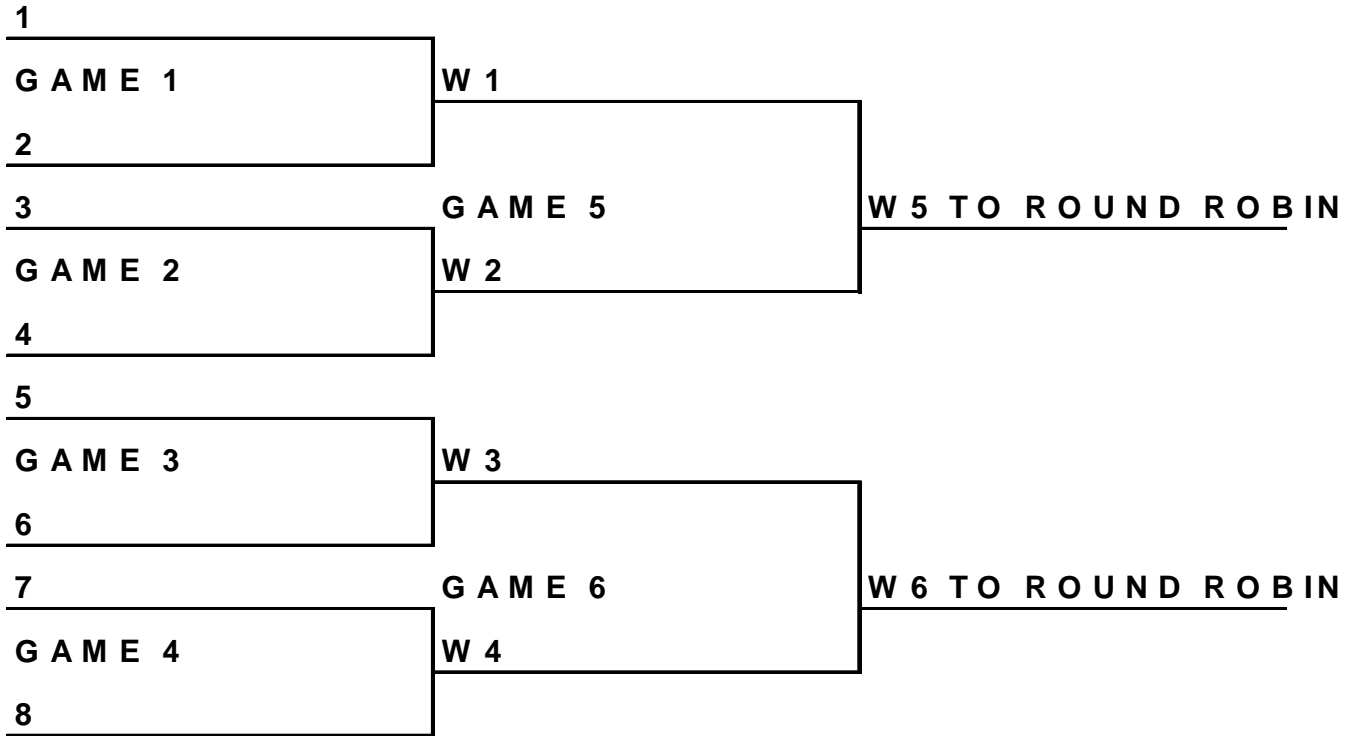
GAME #1	GAME #2	GAME #3	GAME #4	GAME #5	
COUNTY NAMES	SCORE NAME	SCORE NAME	SCORE NAME	SCORE NAME	SCORE
1	1	1	1	1	
2	3	4	5	6	
3	2	2	3	3	
6	5	3	4	5	
4	4	5	2	2	
5	6	6	6	4	

COUNTY:	1	2	3	4	5	6
GAME 1	_____	_____	_____	_____	_____	_____
GAME 2	_____	_____	_____	_____	_____	_____
GAME 3	_____	_____	_____	_____	_____	_____
GAME 4	_____	_____	_____	_____	_____	_____
GAME 5	_____	_____	_____	_____	_____	_____
TOTAL SCORE:	=====	=====	=====	=====	=====	=====

ROUND ROBIN FOR 7 TEAMS

GAME #1	GAME #2		GAME #3		GAME #4		GAME #5		GAME #6		GAME #7			
COUNTY NAMES	SCORE	NAME	SCORE	NAME	SCORE	NAME	SCORE	NAME	SCORE	NAME	SCORE	NAME		
1		1		1		1		6		1		1		
2		3		7		5		7		4		6		
3		2		2		4		3		5		2		
4		7		3		7		5		7		5		
5		4		4		2		2		3		3		
6		6		5		6		4		6		7		
7		5		6		3		1		2		4		
COUNTY:		1		2		3		4		5		6		7
GAME 1		_____		_____		_____		_____		_____		_____		_____
GAME 2		_____		_____		_____		_____		_____		_____		_____
GAME 3		_____		_____		_____		_____		_____		_____		_____
GAME 4		_____		_____		_____		_____		_____		_____		_____
GAME 5		_____		_____		_____		_____		_____		_____		_____
GAME 6		_____		_____		_____		_____		_____		_____		_____
GAME 7		_____		_____		_____		_____		_____		_____		_____
TOTAL SCORE:		=====		=====		=====		=====		=====		=====		=====

DOUBLE ELIMINATION BRACKETS FOR 8 TEAMS



DOUBLE ELIMINATION BRACKETS FOR 9 TEAMS

MATCH #1

MATCH #2

MATCH #3

MATCH #4

MATCH #5

1

GAME 1

W 1

2

3

GAME 5

W 5 TO ROUND ROBIN

GAME 2

W 2

4

5

GAME 3

W 3

6

7

GAME 9

W 9 TO ROUND ROBIN

GAME 4

W 4

8

W 6

9

GAME 6

9

BYE

L 1

GAME 7

W 7

L 2

GAME 10

W 10

L 5

L 3

GAME 12

W 12 TO ROUND ROBIN

GAME 8

W 8

L 4

GAME 11

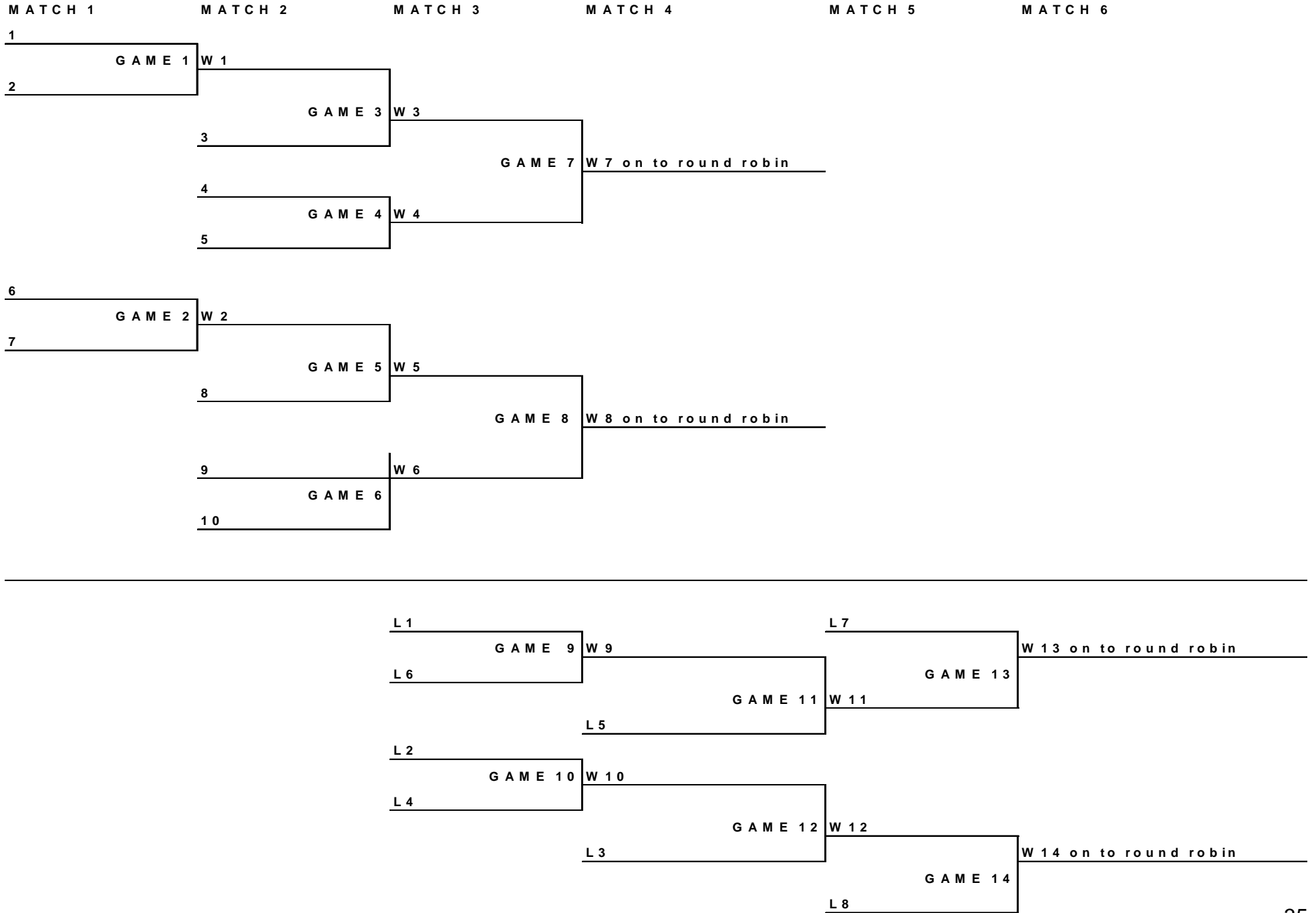
W 11

L 6

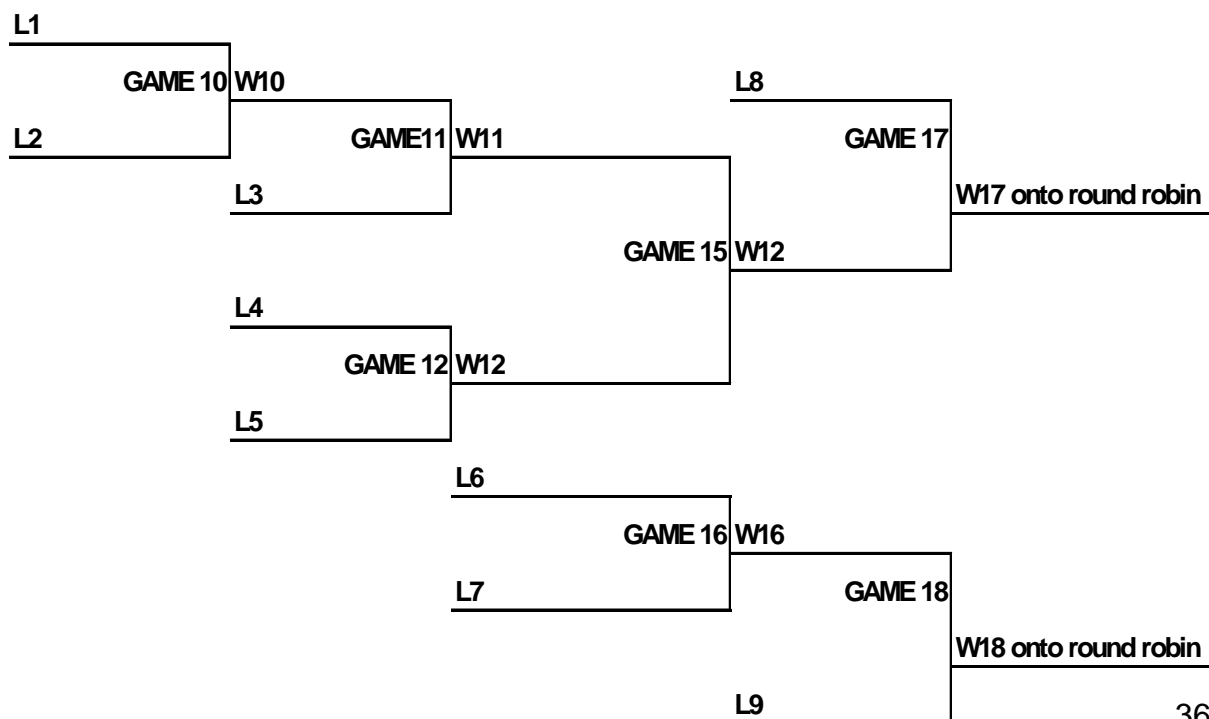
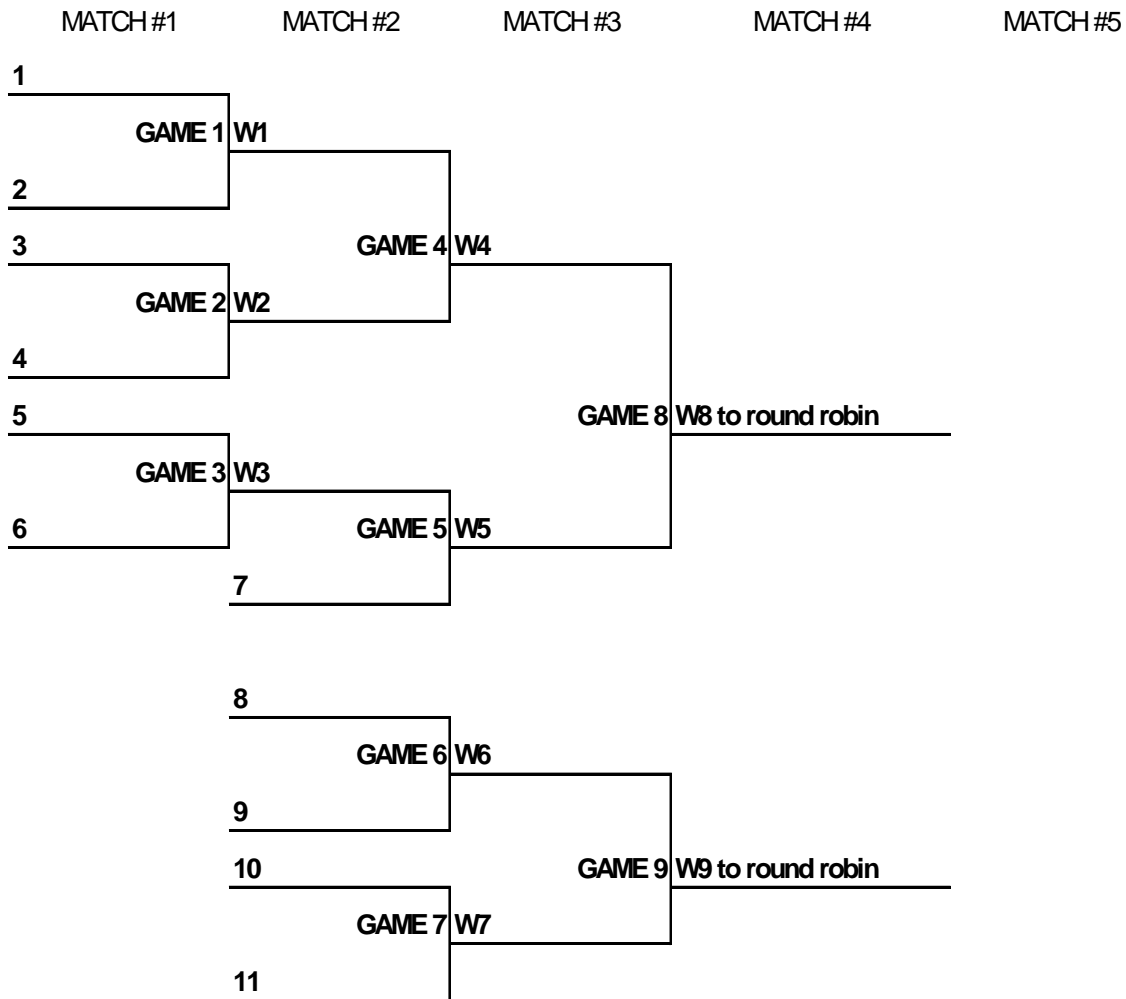
L 9

TO ROUND ROBIN

DOUBLE ELIMINATION FOR 10 TEAMS



DOUBLE ELIMINATION BRACKETS FOR 11 TEAMS



DOUBLE ELIMINATION BRACKETS FOR 12 TEAMS

MATCH #1
MATCH #2
MATCH #3
MATCH #4
MATCH #5

