



University of Idaho Extension

Idaho 4-H Horse Bowl Procedures and Rules ***(Effective: October 1, 2016)***

This publication was designed to provide a consistent protocol in conducting club, county, district and state horse bowl events throughout Idaho.

OBJECTIVE

The primary objective of Horse Bowl contests are to provide Idaho 4-H members an opportunity to demonstrate their knowledge of equine-related matters in a fun and friendly competitive setting, while providing an educational experience for both participants and spectators.

ELIGIBILITY

Contestants must be currently enrolled in the Idaho 4-H program. All ages as of January 1 of current year. As Horse Bowl is designed specifically as a team event, teams shall consist of Junior (8 to 13) and Senior (14 to 18) divisions. Mixed age teams are permitted; however, the age of the oldest team member will determine in which division the team competes. At the club, county and district level, individual participation is permitted at the discretion of that contest's management in order to help form teams.

TEAMS

1. Each team shall consist of not less than four (4) or more than five (5) members, plus one (1) coach. At the club, county and district level, individual participation is permitted at the discretion of that contest's management in order to help form teams.
2. Only four (4) contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player during a match or the competition. *{Match = refers to each time two teams compete against one another; sometimes called a game}*
3. The coach and alternate of each team shall sit in an area designated by the moderator.
4. During any match, only one (1) team alternate may be replaced at the panel when:
 - a) The moderator, team captain, or team coach deems it impossible for one of the seated members of the team to continue, or
 - b) The captain or coach of a team requests the replacement of a team member.
5. The team member removed from a match becomes ineligible to return to that same match. The team member removed and team alternate are both eligible to participate in further matches. Use of a five-member team is strongly recommended.

6. Members removed from the game table for disciplinary reasons, may not come back to anymore matches in the competition.
7. Between matches, a holding area will be designated for teams and coaches, where they are to remain until they are escorted to the contest room. Coaches are responsible for the supervision of their teams. Youth and coaches are not to leave this assigned area except to use the restrooms. No other adults or youth will be allowed in the holding area throughout the competition. Upon double-elimination, teams and coaches will be excused from the holding area.

EQUIPMENT

1. Game panels - An appropriate device (i.e. buzzer system) will be used which will provide a clear indication of the first contestant to respond to a question.
2. Time Recorders - A stop watch or other appropriate time device will be required.
3. 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 table score keeper, contestants, moderator and, if possible, to the spectators. The second device will maintain a written record of overall team and individual contestant scores.

EQUIPMENT FAILURE

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of the match.
2. 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.
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
4. 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.
 - a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

OFFICIALS

1. Moderator- The moderator shall assume the direction of the matches within that particular room, ask all questions, and 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 allocated time for a question. The moderator will declare the match winner and shall at all times be in control of the matches.

To promote an educational experience, the correct answer will be given for any unanswered questions or where the response was ruled incorrect. While the moderator will not repeat (reread)

any of the questions, if a question is interrupted before it was read to completion, the entire question may be read after the contestant has completed their response, before giving the answer.

2. Referee Judges - At least two referee judges are required, and should be knowledgeable horse persons. The referee judges rule jointly on the acceptability of any challenged question or answer. In cases of challenge to a question/answer, with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. When there is only one judge, both the judge and moderator must agree on actions to be taken.

If an answer was not clearly heard, the contestant may be asked to repeat their answer. Contestants may not change their original answer. If a question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct you may accept the answer. If the answer given is "in the ball park", the judges may request the contestant to be more specific, expand, explain, or clarify their answer. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.

All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers. The judges' panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.

3. Time Keeper - The time keeper will monitor all time intervals and designate when time of 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 time keeper.
4. Score Keepers - At least two individuals shall be used to keep score for each contest room. 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 the scores are clearly visible to the table score keeper, contestants and moderator. The table score keeper shall maintain a written record of team and individual scores.

The visual and written scores will be verified for accuracy at the completion of the one-on-one questions and again at the completion of each match. The written record of the scores must match the visual scores and will be the official records of all individual and team scores. A special score sheet will be available for the table score keepers.

CONTEST

Organizers are encouraged to hold an orientation session for all contestants, coaches and spectators to review expectations, facilities, procedures, etc. prior to starting the contest. During this time, each captain should draw to determine their team's starting position on the double-elimination brackets.

1. Basic Match Protocols

- a. Each match shall consist of two parts. The first half (one-on-one) shall have 16 questions; the second half (open) shall have 16 regular/toss-up questions and 3 bonus questions.
- b. During the first half (one-on-one competition) only one member of each team will be eligible to respond to the question. This eligibility rotates with each question, starting with

contestants 1, then 2, 3 and 4 respectively, until all the one-on-one questions have been asked. *{Note: There must be an equal number of one-on-one questions per contestant; see 1.a. above}*

- c. During the second half (open competition) any individual on either team may respond to regular and toss-up questions (toss-up questions are slightly more difficult than regular questions, and have a bonus question attached to them).
- d. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked. If a question is answered incorrectly, the other team is not given the opportunity to answer the question. Should the match end with an unanswered bonus question, the bonus question will not be utilized.
- e. 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 to be asked remains consistent.
- f. Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, score, to replacement a member with the team alternate, 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.

A "time out" for an unexpected problem may not exceed a 5 minute delay in that match. At that time the team member would be excused from the remainder of that match. If the team has an alternate (who has not already participated in the current round) they may replace the excused player. If there is no alternate, the remainder of the match will be played as a team of 3. The excused member can return for future matches.

2. Starting the Match

- a. Teams are assembled, taking their designated seat position at the respective panels; each contestant is given the opportunity to check or test the equipment.
- b. A team captain shall be seated in position number one.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) to completion, or until a contestant activates their buzzer. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- e. The contestant activating the buzzer shall have five (5) seconds after having been recognized by the moderator to begin their answer to the question. The answer must be completed within 20 seconds after having been recognized by the moderator.
 - 1. Repeating the question by a contestant shall not be considered as the initiation of their answer. It shall be the responsibility of the moderator and timer to determine if an actual answer is started within 5 seconds and completed within 20 seconds.
 - 2. If the contestant fails to start or end their answer within these time limits, it shall be considered an incorrect answer; a one point (-1) penalty will be imposed to that individual and their team score.

f. A response penalty occurs when any contestant responds out of turn to a question specifically directed to another contestant. The first offense shall result in a two (-2) point penalty to that individual and their team scores.

1. If any contestant responds twice to questions directed to another contestant during the same match, they shall incur an additional two (-2) point individual and team penalty, and they shall be replaced at the panel by the alternate, if available. If an alternate is not available, the remainder of the match will be played with less than the full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. This contestant may return to participate in future matches within the contest.

2. If a contestant receives a third response penalty at any time during the contest, they shall incur an additional two (-2) point individual and team penalty, and that contestant will be disqualified from the competition.

3. First Half (One-on-One Competition)

Questions are directed to specific contestants. These points will count toward individual and team scores.

- a. The moderator shall indicate clearly the start of One-on-One Competition play.
- b. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants, respectively.
- c. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
- d. No bonus questions will be asked during the First Half (One-on-One) of any match.
- e. Scoring for One-on-One questions will be as follows:
 1. Correct response = +2 points (individual and team)
 2. Incorrect response = -1 point (individual and team)
 3. Ineligible contestant buzzes in = -2 points (individual and team)
 4. Neither contestant buzzes in = no gain or loss of points; proceed to next question.

4. Second Half (Open Competition)

Regular and Toss-up questions are open to response by all contestants. These points will count toward individual and team scores.

- a. The moderator shall indicate clearly the start of Open Competition play.
- b. Scoring for Open Competition – regular and toss-up questions will be as follows:
 1. Correct response = +1 point (individual and team)
 2. Incorrect response = -1 point (individual and team)
 3. Ineligible contestant buzzes in = -2 points (individual and team)
 4. Neither contestant buzzes in = no gain or loss of points; proceed to next question.

5. Second Half (Bonus Questions)

These are directed to the team whose member has just correctly answered a toss-up question, and typically require multiple parts for a complete answer. These points will count only toward team scores (not individual scores nor toward team participation bonuses).

- a. The moderator shall indicate clearly the toss-up question has a bonus question attached.
- b. If a bonus question is attached to a toss-up question that was unanswered, incorrectly answered, or unanswered following the activation of the buzzer, that bonus question is transferred to the next question. This process can continue until reaching the next toss-up question with a bonus attached, at which point the previous bonus question is discarded.
- c. 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 that signal, the team captain or their designee has 5 seconds to begin their answer and must complete their answer within 30 seconds.

Only one member of the team will answer, however other team members may feed information to the individual answering. All required parts of the bonus question must be answered correctly before any points will be awarded; no partial points permitted. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question

- d. Scoring for Bonus questions will be as follows:

1. Correct response = +3 points (team score only; not team participation bonus)
2. Incorrect response = no points lost
3. No answer = no points lost

6. Entire Match (Team Participation Bonus)

- a. In order to encourage full team participation, each team member will have a bonus "card" at the game table. When a team member gives a correct response to a one-on-one, regular or toss-up question (responses to bonus questions don't count), they turn their "card" to face the score keepers. Once all four contestants seated at the table have correctly answered, they are awarded an additional two (+2) point team bonus. *{Remember to add the point value of the correctly answered question that created the team bonus to the individual and team's score.}*

1. When an alternate comes to the game table, if a bonus "card" is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
- b. After being credited for the team participation bonus, all members of that team turn their bonus "cards" back around. From that point, the team has an opportunity to begin earning correct responses towards their next team participation bonus. Multiple team participation bonuses are possible within any given match; correct responses do not carry forward to subsequent matches.

7. Completing the Match

- a. Following the final question, the score keepers will verify each team's score to insure accuracy. Once completed, the moderator will declare the team with the highest number of points the winner of that match. Contestants and coaches will then be excused back to the holding area to await future matches, if applicable.
- b. Once the moderator has declared a winner based on the scores, there shall be no protest.
- c. In the event of a tie after the designated number of questions, five (5) additional tie-breaker questions will be asked, to which any contestant can respond. Tie breaker questions are scored the same as Regular questions (+1 point if correct, -1 if incorrect); see 4b above. Tie breaker points do not get added to individual, team or team bonus scores; they are used to break match ties only.
- d. If a tie still remains after the five tie-breaker questions, additional questions will be asked and 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 match winner.

PROTESTING

1. Only protests that are made in a courteous, respectful manner will be acknowledged. Every effort will be made to be fair, courteous and understanding to the contestants and coaches.
2. The protest of a question or answer to a question may be made only by a team captain or coach and must be made before the reading of the next question.
3. If an "official" protest is acknowledged, play will be suspended until the protest is resolved.
 - a. The protesting team and coach will be given 3 minutes to locate the information in question within the current references which supports their protest. Reference source material will be available in the contest room for their use.
 - b. The moderator and the referee judges (judge's panel) will consider the protest, and at least two of the three must agree on the ruling. Their decision in all cases is final.
 - c. A 1-point team penalty will be assessed if the protest is not upheld.
3. If a protest is sustained, the moderator will take one of the following actions:
 - a. If the question is determined by the officials to be a poor question, it will be replaced and open to the specific chair on teach team (if a One-on-One question) or to all contestants seated at the game table (if an Open question).
 - b. If the answer to the question is protested, after the judge's panel decision, points will be awarded or subtracted as appropriate.
 - c. If the question is protested after an answer is given, the judge's panel determines the validity of the answer. If the question is deemed valid, points will be awarded or subtracted as appropriate. If not, then the question will be replaced.
4. 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 any contestant from the contest.

- c. Dismissal of entire team from the contest, with forfeiture of any points or standing.
5. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest.
6. Any contestant, coach, family member, friends or spectators, exhibiting UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject to dismissal from the immediate contest area.

INFORMATION SOURCES

1. No source of information is infallible. At times there may be answers given to questions, which are in agreement with the recommended sources, which are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event one occurs, the referee judges and moderator may agree to:
 - a. Accept the answer and give an explanation of the correct or up-dated information for future use of the question.
 - b. Accept only the correct answer.
 - c. Replace the question to the appropriate contestants
2. A complete listing of reference materials, from which questions may be drawn can be found on page 11 of this publication.
 - a. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

ELECTRONIC DEVICES, RECORDERS AND TRANSCRIPTION

1. Other than official contest equipment, electronic and recording devices (including, but not limited to tape recorders, video cameras, movie cameras, computers, I-pads, tablets, cell phones, etc.) are not to be used in the contest rooms or holding areas. Photographs will be permitted only immediately before or following the match, provided they do not interrupt the contest proceedings.
2. Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typed or in any way recorded documentation of questions.
3. Violations of these provisions will result in the affiliated team being immediately eliminated from the contest and any potential awards earned will be forfeited.

SCORE KEEPER REFERENCE PAGE

1. First Half (One-on-One Questions)

- A. Correct..... + 2 individual and team
- B. Incorrect..... - 1 individual and team

2. Second Half (Regular & Toss-Up Questions)

- A. Correct..... + 1 individual and team
- B. Incorrect - 1 individual and team

3. Second Half (Bonus Questions)

- A. Correct..... + 3 team
- B. Incorrect..... No points lost

4. Entire Match (Team Participation Bonus)

Every time each seated member of a team has correctly answered at least one question, that team gets +2 points. No answers will accumulate toward another team bonus for that team until the pending team bonus has been awarded.

5. Miscellaneous

- A. Fail to signal or contestant not acknowledged by moderator..... - 1 individual and team
- B. Fail to respond within time limits after being acknowledged - 1 individual and team
- C. Contestant other than the designated contestants responds (1st offense)..... - 2 individual and team
Contestant other than the designated contestants responds
(2nd offense in same match; penalty and contestant eliminated from match)..... - 2 individual and team
Contestant other than the designated contestants responds
(3rd cumulative offense; penalty and contestant eliminated from contest)..... - 2 individual and team
- D. Tie-breaker questions are worth one point (+/-) each, but do not count toward individual, team or team participation bonus scores.

6. Protests

- A. Not upheld..... - 1 team point (no individual point loss)
- B. Upheld..... No penalty points lost
- C. Abused..... Dismissal of team and loss of all points

RECOGNITION

Recognition will be based on a predetermined procedure of play; double elimination brackets will be used. Every team will have an opportunity to participate in a minimum of two matches.

1. Recognition should be given to the top five (5) individuals competing on Junior teams and the top five (5) individuals competing on Senior teams.
 - a. Awards will be based on scores kept for each individual contestant. Only those contestants who have participated in three or more matches will be considered for the top individual awards. The three high match scores for each individual will be used in cases where individuals participate in more than three matches. Contestants' must have a score greater than zero to be eligible for an individual award. *{Exception: as some counties have limited participation, those counties can opt to use the scores from just two matches, instead of three when determining individual awards.}*
 - b. Ties for individual awards will be broken on the basis of:
 1. High average score for the entire contest
 2. High individual match scores
 3. Total number of points earned in the contest.
2. Within team competitions, recognition is encouraged for the top three (3) Junior and top three (3) Senior teams.
 - a. The rank of teams will be determined on the basis of their position within the double elimination brackets.
 1. After two losses, the teams eliminated in the same round, will be placed on the basis of which team had the higher score in the eliminating round.
 2. Ties for team awards will be broken on the basis of:
 - a. High average score for the entire contest
 - b. Highest match score
 - c. Total score of the two matches.

STATE CONTEST ELIGIBILITY *(for reference only)*

Each of the four 4-H Extension Districts may enter three (3) Junior teams and three (3) Senior teams, consisting of 4-5 members per team. The use of 5 member teams is strongly encouraged, but not required. Teams may consist of members from the same club, county or multiple counties within that district at the discretion of their district coordinator. Each contestant shall be eligible for individual and team awards.

REFERENCE LIST/SOURCE ABBREVIATION:

Questions used in this contest for ALL divisions will come from the official sources listed below.

H & H Horses and Horsemanship #72670, 2001 Edition (order from www.4-Hmall.org)

HS Horse Science #72671, 2001 Edition (order from www.4-Hmall.org)

IDET Illustrated Dictionary of Equine Terms - New Horizons Equine Education Center. Alpine Publications, PO Box 7027, Loveland, CO 80537 Ph: (800) 777-7257

Evans The Horse - Evans, Borton, Hintz, and Van Vleck. Second Edition. W. H. Freeman and Company, 660 Market Street, San Francisco, CA 94104 Ph: (415) 391-5870

Lewis Feeding and Care of the Horse - Lon Lewis Williams and Wilkins. Second Edition. PO Box 1496, Baltimore, MD 21298-9724 Ph: (800) 638-0672

HIH Horse Industry Handbook - American Youth Horse Council; The Equine Collection – Dept AYHC, PO Box 1539, Fort Lee, NJ 07024-1539 Ph: (800) 952-5813

YLM American Youth Horse Council Youth Leaders Manual; The Equine Collection – Dept AYHC, PO Box 1539, Fort Lee, NJ 07024-1539 Ph: (800) 952-5813

ES Equine Science – Jean T. Griffiths; Equine Network/Source Interlink Media, 656 Quince Orchard Rd. #600, Gaithersburg, MD 20878 Ph: (800) 952-5913

CAHA The Coloring Atlas of Horse Anatomy – Robert Kainer and Thomas O. McCracken; Alpine Publications, Loveland, CO 80537 Ph: (800) 777-7257

***NOTE:** In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

Prepared by Jim Wilson, Regional Youth Development Educator, in grateful consultation with the Idaho 4-H Horse rules subcommittee comprised of Andrea Thompson, Bobbi Flowers, Cindy Kinder and Sue Walker. Reviewed and recommended for adoption by the Idaho 4-H Youth Horse Council on September 22, 2016.

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