



University of Idaho Extension

University of Idaho Extension 4-H Youth Development State Horse Bowl Procedures and Regulations

The primary objective of Horse Bowl competition is to provide an opportunity for youth enrolled in 4-H horse projects, to demonstrate their knowledge of equine-related matters in a competitive setting, where attitudes of friendliness and fairness prevail. We hope that this competition will provide an educational experience for both participants and the spectators.

County and District Horse Bowl Contests may vary from these procedures as those planning committees wish. The State Contest, however, may not vary from these procedures.

Contestants and Eligibility

1. Each Extension 4-H District may enter up to three teams in each division (Junior and Senior-of not more than 5 contestants each team (four members and one alternate).
2. Teams may be selected by any procedure the Extension 4-H District deems appropriate.
3. Teams must be currently enrolled in 4-H, or an organized horse-interest youth group approved by the Extension 4-H District Representative.
4. There will be two age divisions, and each age division will be considered a separate contest.
 - a. Junior Division: Youth, age 8-13, as of January 1 of the current year
 - b. Senior Division: Youth, aged 14-18, as of January 1 of the current year
 - c. Mixed aged teams will be allowed, the age of the oldest member of the team will determine which division the teams competes in (example: team of 4 with ages 10, 11, 14, and 15 will compete in the Senior Division).
5. The top two (2) senior horse bowl teams at the state contest will be invited to represent Idaho at a national/regional Horse Bowl contest. Mixed aged teams are ineligible to attend a national contest. (*NATIONAL: Only 4-H teams can attend a National 4-H Horse Bowl competition.*)

Further details about the state contest will be available in the annual Idaho Youth Horse Contests brochure.

Question References

Horse Bowl Contest questions will be taken from the following sources:

*NOTE: In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail. For example, if there is a conflict between The Horse and Equine Science, Equine Science would be considered correct as it is a newer publication.

Junior Division:

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)
HIH	Horse Industry Handbook (Available in county Extension offices)
H1	Horse 1, Giddy Up and Go #72631, 2004 Edition.
H2	Horse 2, Head, Heart, & Hooves #72632, 2004 Edition
H3	Horse 3, Stable Relationships #72633, 2004 Edition
H4	Horse 4, Riding the Range #72634, 2004 Edition
H5	Horse 5, Jumping to New Heights #72635, 2004 Edition

Senior Division

All Junior Division Materials, plus:

YLM	Youth Leaders Manual, American Youth Horse Council (Available in county Extension offices)
EVANS	The Horse, by Evans (Available in county Extension offices)
CAHA	The Coloring Atlas of Horse Anatomy (Available in county Extension office)
ID	Illustrated Dictionary of Equine Terms (Available in each Extension 4-H District) New Horizons Educational Center, Inc, Alpine Publications, PO Box 7027, Loveland, CO 80537, Phone: 1-800-777-7257, Fax: 970-667-9157
LEWIS	Feeding and Care of the Horse (Available in each Extension 4-H District) By Lon D. Lewis, Williams and Wilkins, P.O. Box 1496, Baltimore, MD 21298-9724, Phone number: 800-638-0672
ES	Equine Science: Basic Knowledge for Horse People of All Ages (Available in each Extension 4-H District) by Jean T. Griffiths, www.HorseBooksEtc.com or 1-800-952-5813 or ISBN #978-1-929164-42-4 to order from your local bookstore

Contest Procedures

A. Match Procedures

1. Each match will be divided into two halves based on the type's of questions.
2. During the first half (open play) of the match, any individual on either team may respond to a question.
 - a. During the first half of the match, there will be three types of questions used: regular, toss-up and bonus. All regular and toss-up questions will be worth one (1) point and all bonus questions will be worth three (3) points.
3. During the second half of the match (one-on-one), only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each, respectively, until all the remaining questions have been asked. The number of questions asked during the second half of the match should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e., 20 questions)
4. The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin to answer the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
5. The moderator will continue reading questions (and bonus questions, if applicable) until all questions have been asked.
6. 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.
7. Either team captain, or coach, 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.

B: Starting the Contest/First-Half Play (Open Play)

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, and is seated at the direction of the moderator in position number one.
3. The question 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 question or until such time as a contestant activates a buzzer.

a. 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 five (5) seconds after having been recognized by the moderator to begin the answer to the question.

- The repeating of the question by the contestant shall not be considered the initiation of an answer.
- 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 answer to any question, whether read to completion or not, is incorrect, the question shall not be repeated for the opposing team.

6. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points or awarding of points to either team.

a. If a bonus question is attached to an unanswered toss-up question the bonus question is then transferred to the next question.

7. If the answer to a question is begun during the 5-second allowable time and the answer is incorrect, that team and individual loses the point associated with that question.

a. 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 and the contestant activating the buzzer.

b. If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question, that was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.

8. If the question is correctly answered within the 5-second time limit, that team and individual score 1 point.

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 timer signals the end of the 10-second period. At the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer.

b. Successful completion of the answer will result in that team being awarded three (3) pts for that bonus question.

c. All parts of the bonus question 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 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.

9. TEAM PARTICIPATION BONUS

- a. In order to encourage full team participation, each team member will have a bonus card (or designated item) at the game table. When a team member gives a correct response to a one-on-one, regular or toss-up question, that member will turn their card around to face the score keepers. A bonus worth two (2) points will be awarded to the team, when all four bonus cards face the score keepers. The value of the question (1 or 2 pts) will also be added to the score of the individual who answered the question.

Example: The score keeper will add four (4) points to the team score [two (2) pts for correct answer to a one-on-one or regular question and two (2) points for the team bonus. The contestant will receive the value of the question on their individual score and the team will receive both the individual points and the bonus points on the team score.

- a. 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. When a team bonus has been earned once-the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within the match.
- c. No contestant will be credited with a second correct response toward the TEAM BONUS until his or her first TEAM BONUS has been awarded.

C. Second 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.
3. The moderator shall indicate before the reading of each question which two contestants are eligible to respond.
 - a. If any contestants other than the two designated contestants respond, that individual will lose two points and the team of that individual contestant will lose two points.
 - b. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced 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.

D. 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 to be asked remains constant.
3. After 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 or toss-up 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.
 - a. Tie breakers points do not get added to individual, team or team bonus scores. They are used to break match ties only.
5. Once the moderator has declared a winner, based on the scores, there shall be no protest.
6. There shall be no protest to any questions or answers following the declaration of the winner.

E. Protests of Questions and/or Answers

1. Verification of a question and answer is permissible
2. Only protests that are made in a courteous, respectful manner will be acknowledged.
3. Protests must be made before the reading of the next question.
4. A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team. 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.
5. When a protest is made, play will be suspended until the protest is resolved.
 - a. The protesting team and coach will be given 3 minutes to support their protest
 - b. Reference source material will be available in the contest room for their use.
 - c. A 1-point team penalty will be assessed if the protest is not upheld.
6. If a protest is sustained, the moderator will take one of the following actions, deemed appropriate:
 - a. A question is protested before an answer is given and the protest sustained—discards the question. A substitute question will be read. 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 and a substitute question will be read, or the question may be allowed with the appropriate gain or loss of points as in 6(b) above.

7. Abuse of Protest Provisions:

a. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.

b. Abuse of this protest provision by any contestant, or coach will result in one or more of the following:

i. Dismissal of team coach from the contest area

ii. Dismissal (or replacement) of team captain, or any contestant from the competition

iii. Dismissal of entire team from the competition, with forfeiture of any points or standing

8. 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.

9. Unseemly behavior, unsportsman-like conduct or any actions, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

10. No source of information is infallible. There may at times be answers given to questions, which are in agreement with the recommended sources but are in fact erroneous or out-of-date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may agree to:

a. To accept the answer and give an explanation of the correct or up-to-date information for future use of the question

b. To accept only the correct answer

c. Replace the question to the appropriate contestants thus a new question will be asked.

Question Types

1. REGULAR QUESTIONS are worth (1) pt during the first half or open play, when any member of either team may respond. These questions count toward individual and team scores. All incorrect answers will receive a negative one (-1) deduction.

2. TOSS UP QUESTIONS are worth one (1) point and are open for response to any member of either team. The toss-up question is used for the first half or open play part of the match. If there is a correct answer to a toss-up question, a bonus question will be attached. Toss-up questions are generally a little more difficult than a regular question, and may have two or three required answers. All parts of the answer are required to be correct. The points will count toward individual and team scores. All incorrect answers will receive a negative one (-1) deduction.
3. BONUS QUESTIONS will be worth three (3) points. They are attached to a correctly answered toss-up question, in the OPEN part of the match. When multiple answers are required, three (3) points will be awarded if ALL the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question. These points will count toward team scores only.
 - a. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss up question), until a correct answer is given.
 - b. The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
 - c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
4. ONE-ON-ONE QUESTIONS-One-on-one questions are similar to regular questions but are used in the second half of the match and they shall be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest the control operator) on either team and progressing with subsequent questions going to the contestants in the #2 chair, #3 chairs, #4 chairs, respectively, until the one-on-one questions are complete. There will be an equal number of one-on-one questions per contestant per match. Each one-on-one question will be worth 2 pts.
 - a. The moderator shall clearly indicate the start of one-on-one play by announcing the chair number of the contestants' eligible to respond, prior to reading the question
 - b. Toss-up/Bonus questions will not be used during One-on-One competition.

5. RESPONSE PENALTY-If any contestant, other than the designated contestants, responds to a one-on-one or regular question, that contestant/team will lose two (2) points.
 - a. A contestant that responds more than twice to a one-on-one or regular question directed at another contestant will be replaced at the panel by their team alternate. If an alternate is not available, the remainder of the match will be played with less than a 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 further matches in the contest. A third such penalty will disqualify them from the competition. The negative two (-2) point penalty will continue to apply for 2nd and 3rd offense.

Playing Teams and Alternates

1. Only four (4) contestants shall be seated at the panel at 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. See #2 below
2. During any match, only one (1) alternate may be replaced at the panel when:
 - a. The moderator, team captain, team coach deems it impossible for one of the seated members to continue
 - b. The captain/coach of a team requests the replacement of a team member.
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. A five-member team is strongly encouraged.
4. Members removed from the game table for disciplinary reasons, may not come back to any more matches in the competition.

Holding Rooms

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
2. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress.
3. After the round is complete, all teams/alternates and coaches (not eliminated from the contest) must return to the designated holding area to await their next match.
4. All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

Scoring

1. Regular Questions (Open Play in 1st Half of Match)
 - a. Correct +1 pt Ind. & Team
 - b. Incorrect -1 pt Ind. & Team
2. Toss-Up Questions
 - a. Correct +1 pt Ind. & Team
 - b. Incorrect -1 pt Ind. & Team
3. Bonus Questions
 - a. Correct +3 pts Team
 - b. Incorrect No Points Lost
4. One-on-One Questions (2nd Half of Match)
 - a. Correct +2 pts Ind. & Team
 - b. Incorrect -1 pt Ind. & Team
 - c. A contestant other than the designated contestants responds -2 pts Ind. & Team
5. Team Participation Bonus
 - a. 4 correct answers +2 pts Team
6. Response Penalty
 - a. No answer started in 5 seconds after recognition by moderator -2 pts Ind. & Team
 - b. Contestant not acknowledged by moderator before answer -1 pt Ind. & Team
 - c. Out of turn (one-on-one) -2 pts Ind. & Team
 - d. Out of turn second time in match (one-on-one) -2 pts Ind. Team-Eliminated from match
 - e. Out of turn third time in contest -2 pts Ind. & Team Eliminated from the contest
7. Protest Penalty
 - a. Official protest not upheld -1 pt Team

Equipment

- A. Game Panels – An appropriate electronic device will be used which will provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders – A stopwatch or other appropriate timing device will be required.
- C. Signal Device – This signal device shall be used by the timekeepers and shall have a distinctly different sound for each side, or a device that has a distinct sound and lights that indicates the contestant that is responding when their buzzer is activated. Back up units should be available, in the event of a malfunction or failure.
- D. Score Keeping Devices – Two devices will be needed. One, such as a blackboard, flip chart or lighted display will be used to maintain team scores visible to the contestants and, if possible, to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

Equipment Failure

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

Officials

- A. Moderator (quiz person) –The moderator shall assume the direction for the matches within that particular room, be responsible for reading questions and will acknowledge the chairs that are eligible to respond to One-on-One and open play questions, before the question is read. The moderator will accept all answers that are the same or mean the same as the expected answer to the question. Any answers different than the expected answer, will be referred to the judge's panel, who will make the decision to accept or reject the given answer. The moderator may indicate when a contestant has exceeded the allocated time for a question. They 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. The judges must be knowledgeable horse persons. One referee judge (or the moderator) should, if possible, be a veterinarian. The referee judges rule jointly on the acceptability of any question or answer. It is especially important for the judges to give reasons for not accepting an answer, because the intent of this competition is to make it a unique learning experience for young people. These young people have made a very strong commitment to this program, and above all, we want to be fair and honest with them. This is an excellent opportunity to further educate them along these lines. In cases of challenge to questions or answers in matches with two referee judges, 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.

If an answer was not clearly heard, the contestant may be asked to repeat their 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 answers given must be correct for the way the question is written. An answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judges may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.

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.

C. Score Keepers – At least two individuals (preferably three) shall be used to keep score for each match. 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 those scores are clearly visible to the moderator and to the contestants. The second score keeper shall be used to maintain a record of the individual scores of each contestant. An assistant to the score keeper maintaining team records is suggested. 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, plus a special sheet for tabulating individual scores.

D. Time Keeper – Unless this duty is assumed by the moderator or by a referee judge, the timekeeper 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 timekeeper.

Time allowed for:

To start response to a question: 5 seconds

To start answer after acknowledgement: 5 seconds

For team to confer on a bonus question: 10 seconds

Transcribing Questions

1. Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, recording or computer use, etc. in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

Recorders and Cameras

1. Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not be used during the competition

2. Cell Phones and beepers must be turned off while in a contest room or in holding room.

3. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.

Awards

A. Team Awards

1. Team awards will be based on a predetermined procedure of play.

a. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.

b. Double elimination brackets will be used

c. Every team will have an opportunity to participate in a minimum of two matches at the State Horse Bowl Contest.

2. The rank of teams will be determined primarily on the basis of their position within the double elimination bracket.

a. after two losses, the teams eliminated in the same round, will be placed on the basis of the higher score in the eliminating round.

3. Ties for team awards will be broken on the basis of:

a. First, high average score for the entire contest

b. Second, Highest match score

c. Third, Total score of the two matches

B. Individual Awards

1. Scores will be kept for each individual contestant, with the high ten individual contestants to receive recognition.
2. Only those contestants who have participated in two or more matches will be considered for individual awards.
 - a. The high two match scores for each individual will be used in cases where individuals participate in more than two matches-
3. Ties for individual awards will be broken on the basis of:
 - (1) High average score for the entire contest;
 - (2) High individual round scores; and
 - (3) Total number of points earned in the contest.

Prepared by Chuck Thomas, Extension 4-H/Youth Specialist,
University of Idaho, Moscow, Idaho, 1988. Revised 5-98, 2-03.

Revised by Carrie Stark, 4-H Youth Development Specialist and the Idaho 4-H Youth Horse Council Horse Bowl Guideline Committee members, Diane Tolley and Bobbi Flowers. Adopted by I4-HYHC, October, 2009
University of Idaho, Moscow, ID 10-09.

Issued in furtherance of cooperative extension work in agriculture and home economics, Acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture, Charlotte V. Eberlein, Director of University of Idaho Extension, University of Idaho, Moscow, Idaho 83844. The University of Idaho provides equal opportunity in education and employment on the basis of race, color, national origin, religion, sex, sexual orientation, age, disability, or status as a disabled veteran or Vietnam-era veteran, as required by state and federal laws