

# HORSE BOWL

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- Description: Participants will work as a team to answer various horse science oriented questions.
- Entries: May enter teams of four to five members.
- State Awards: First Place team will receive registration assistance (about \$200) towards National Competition. They also receive the right to represent Utah at the Western National Contest in Denver.
- National Awards: Determined at the national level.
- Sponsor: Utah 4-H Horse Council
- Special Information: Questions for the Utah State 4-H Horse bowl competition will be taken from the 4-H Horse Science and 4-H Horses and Horsemanship manuals available from National 4-H Supply along with the Illustrated Dictionary of Equine Terms.
- Competition may be single or double elimination.

## I. OBJECTIVES

The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H Horse projects to demonstrate their knowledge of equine related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These contests will provide an educational experience for both participants and spectators.

## II. CONTESTANTS AND ELIGIBILITY

1. Each county may enter teams of four (4) or five (5) contestants. One team member will be designated as alternate if five (5) are entered. Teams may be selected by any procedure which the county deems appropriate.
2. Contestants must be in the 9th through 12th grade year on January 1 of the year they qualify to compete in the Utah 4-H Horse Bowl.
3. Contestants must be enrolled in 4-H in the county they represent.

## III. QUESTIONS

1. Questions for the National Horse Classics Horse Bowl Competition in Denver will come from the official sources only and will include the reference source and page number. The official references sources are:
  - A. IDET Illustrated Dictionary of Equine Terms – Compiled by New Horizons Equine Education Center. Available through the

United States Pony Club book Store in Lexington, Kentucky.  
859-422-5522 or [www.ponyclub.org](http://www.ponyclub.org) or the publisher at  
[www.alpinepub.com](http://www.alpinepub.com) (1-800-777-7257)

- B. Evans The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94014. (415) 391-5870
- C. Lewis Feeding and Care of the Horse 2nd Edition by Lon Lewis Williams and Wilkins, 351 West Camden Street Baltimore, MD 21201-2436. (800) 638-0672
- D. HIH Horse Industry Handbooks – by the American Youth Horse Council; American Youth Horse Council, 4093- A Iron Works Pike, Lexington, KY 40511-8434. (800) 879-2942
- E. YLM Youth Leaders Manual – American Youth Horse Council, 4093- A Iron Works Pike, Lexington, KY 40511-8434. (800) 879-2942
- F. CHA Certified Horsemanship Association Composite Horsemanship Manual – National 4-H Supply Service, c/o First Union Bank, PO Box 75013, Baltimore, MD 21275-5013. (301) 961-2934
- G. 4-H Horse Program Horses and Horsemanship and Horse Science. National 4-H Council, 7100 Connecticut Avenue, Chevy Chase, MD 20815 Program – **Utah Contest Only**

- 2. There will be three types of questions used.
  - A. ONE-ON-ONE and REGULAR questions to which individual contestants may respond. These points will count toward individual and team scores.
  - B. TOSS-UP questions are also open to response by individual contestants. The only difference between a regular and a toss-up will be that some TOSS-UP questions will have a bonus question attached and in general will be somewhat more difficult than the regular questions.
  - C. BONUS questions are give to the team whose member has just correctly answered a toss up question. The team is given 10 seconds to confer on this question which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer, however other team members may feed information to the individual answering.

#### IV. EQUIPMENT

- 1. Game Panels - An appropriate device 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. Signal Device - This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. Score Keeping Devices - One devices will be needed, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators.

## **V. OFFICIALS**

1. Moderator (Quiz Person) - The moderator shall assume the direction of the matches under their supervision, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the match winner and shall at all time be in control of the matches.
2. Referee Judges - At least two (2) referee judges are recommended. The judges must be knowledgeable horse persons. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either by the referee judges or one referee judge and the moderator must agree of the acceptability or rejection of any question and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
3. Time Keeper - Unless this duty is assumed by the moderator or by a referee judge, the time keeper will monitor all time intervals and designate when time or 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 Keeper - 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 moderator and to the contestants. An assistant to the score keeper maintaining individual records is suggested.

## **VI. TEAMS**

1. Each team shall consist of not less than four (4) or more than five (5) members.
2. Only four (4) contestants shall be seated at the panel at any one time.
3. There will be only one coach recognized for each team.
4. The coach and alternate of each team shall sit in an area designated by the moderator.
5. Coaches will not be allowed in the holding room during rounds.
6. During any match, one (1) team member only may be replaced at the panel when:

- A. The moderator deems it impossible for one of the seated members of the team to continue in the contest, or
  - B. The captain or coach of a team requests the replacement of a team member.
7. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

## **VII. PROCEDURES OF PLAY**

- 1. Match Procedures
  - A. Each match will be divided into two parts based on number of questions (24 questions per round plus 2 bonus questions.)
  - B. In the first part of the match, during the one-on-one competition, 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 team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e., 12 questions).
  - C. During the second part of the match any individual on either team may respond to a question (12 total questions).
  - D. 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.
  - E. The moderator will continue reading questions (an bonus questions if applicable) until all questions have been asked.
  - F. 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.
  - G. 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.
- 2. Starting the Contest.

- A. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
  - B. A team captain is designated and is seated at the direction of the moderator 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) until the completion of the reading of the question or until such time as a contestant activated a 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 the answer to the question.
    - 1. The repeating of the question by the contestant shall not be considered the initiation of an answer.
    - 2. 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.
  - F. 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 points associated with that question.
  - G. If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion the moderator will reread the question for the other team. If answered correctly the appropriate points will be awarded. If answered incorrectly no penalty points will be imposed.
  - H. 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. The question will be turned over to the other team.
  - I. If the time in which to answer the question elapses without a contestant activating a buzzer, there shall be no loss of point nor awarding of points to either team.
3. One-on-One Questions
- A. The moderator shall indicate clearly the start of one-on-one 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.
  - 1. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
  - 2. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
- D. There will be no bonus questions asked during the one-on-one period
- E. The point value of a response to a one-on-one question will be as follows:
  - 1. Correct Response +2 points (individual and team)
  - 2. Incorrect Response -1 point (individual and team)
  - 3. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points.

4. Regular and Toss-Up Questions

- A. The moderator shall indicate clearly the start of regular questions and of a toss-up question.
- B. The point value of a response to a regular or toss up question will be as follows:
  - 1. Correct Response +1 point (individual and team)
  - 2. Incorrect Response -1 point (individual and team)
  - 3. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall gain or lose any points.

5. Bonus Questions

- A. The moderator shall indicate clearly the start of a bonus question.
- B. A bonus question is attached to a toss-up question and given to the team whose member has just correctly answered a toss-up question

1. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
  2. If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.
- 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 the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer.
- D. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
- E. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
- F. The point value of a response to a bonus question will be as follows:
- |    |                    |                |
|----|--------------------|----------------|
| 1. | Correct response   | +3 points      |
| 2. | Incorrect response | no points lost |
| 3. | No answer          | no points lost |
6. Completing the Contest
- A. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- B. In the event of a tie after the designated number of questions, five (5) additional regular questions will be asked. If a tie still remains after the overtime, additional regular 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 winner.
- C. Once the moderator has declared a winner based on the scores, there shall be no protest.
- D. There shall be no protest of any questions or answers following the declaration of the winner.

## VIII. PROTESTING

1. The protest of a question or an answer to a question may be made only by a team captain or coach and then only at the time a particular question is read or the answer is given. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
2. 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.
3. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
  - A. A question is protested before an answer is given and the protest sustained -- discard the question. No loss or gain of points will result for either team.
  - B. An answer is protested (either correct or incorrect) -- at least one referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
  - C. A question is protested after an answer is given (correct or incorrect) -- at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in 2 above.
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 team captain.
  - C. Dismissal of entire team 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. Unseemly behavior, unsportsmanlike 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.
6. **No source of information is infallible. There may at times 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 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-dated information for future use of the question.
- b. To accept only the correct answer.
- c. Replace the question to the appropriate contestants

## IX. SCORING

1. One on One Questions
  - A. Correct +2 individual and team
  - B. Incorrect -1 individual and team
  
2. Regular and Toss Up
  - A. Correct +1 individual and team
  - B. Incorrect -1 individual and team
  
3. Bonus
  - A. Correct +3 team
  - B. Incorrect no points lost
  - C. Question not given to opposing team
  
4. Miscellaneous
  - A. Fail to signal no loss of points for either team
  - B. Fail to answer after signaling intent to answer is an incorrect answer.
  
5. Protesting
  - A. Not upheld -1 team point
  - B. Upheld No penalty points lost
  - C. Abused Dismissal of team & loss of all points

## XI. EQUIPMENT FAILURE

1. It shall be the responsibility of each contestant to assure themselves 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.

### **XIII. RECORDERS, CAMERAS, CELL PHONES, AND BEEPERS**

1. Tape recorders may not be used at any time during the conduct of a match.
2. NO recording devices such as video tape cameras, movie cameras or any other type of camera may be used during the conduct of a match.
3. Photographs will be permitted only before or after a match and then only in such a manner as not to be disruptive of the contest.
4. Please **TURN OFF** cell phones and beepers when in contest room.
5. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing or computer use in the contest rooms. Affiliated teams will be eliminated from the competition.

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