



UTAH 4-H HORSE SKILL-A-THON



FOR JUNIOR CONTESTANTS



4-H Horse Skill-A-Thon Contest Rules

GENERAL INFORMATION

The 4-H Horse Skill-A-Thon contest makes learning fun for 4-H members, by letting them exhibit their knowledge and understanding of equine science and husbandry in a friendly but competitive setting. The Horse Skill-A-Thon contest combines aspects of all of the Horse Classic events (hippology, judging, public speaking, demonstrations, and quiz bowl) so that junior aged exhibitors can get a taste of the contests. By experiencing a little bit of everything, by the time they are intermediates, these young 4-H members will have a head start and be able to choose which contest they like best.

The Skill-A-Thon Contest has four (4) different phases: Stations, Judging, Public Speaking, and Quiz Bowl

1. All contestants will compete and be scored individually.

CONTEST PHASES

1. Station Phase -- approximately 200 points -- this phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Stations may include pictures from popular press sources, however the content within the stations will be taken from the approved sources listed at the end of this guide. During this phase, contestants will also take an exam. The exam may include projected slides for identification, a written test, or any combination. Members will be allowed 2.5 minutes at each station and 30 minutes for the written exam. Stations and exams will include material from and related to the following topics:
 - Breeds of Horses
 - Equine Foot Care
 - Parts of the horse
 - Parts of western and English tack
 - Fire Safety
 - Markings
 - Parts of the Hoof
 - Horse Behavior
 - Trailering Your Horse
 - Horse Colors
2. Judging Phase -- 200 points -- contestants will be required to place four (4) classes consisting of two (2) halter or conformation classes and two (2) performance classes. Contestants are responsible for their own writing instruments and notepads. There will be **no prohibition** against contestant use of pre-printed materials during the judging portion, including but not limited to rule books, judging manuals, and score sheets. Every effort will be made to use the same horses as are being used in the judging contest, with the placing to be simultaneous with contestants in the judging contest, with the same official placings and cuts as apply to the judging contest. If needed, pictorial and/or video classes may be used, in which case they would be especially prepared for the event. Contestants will not give reasons or answer questions on the classes in this phase.
3. Public Speaking -- approximately 200 points -- participants may choose to give a 5- 8 minute pre-prepared public speech, illustrated talk, or demonstration on an equine topic of their choice. The

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same rules and scorecards from the Utah 4-H Horse Public Speaking, and Horse Demonstrations contests will be used. Final scores will be multiplied by 2. This phase is open to the public and after the judges have asked any questions they have, the public may ask further questions if they choose. Answers to questions from the public should be weighted less than questions from the officials.

4. Quiz Bowl – up to 200 points – participants will participate in a quiz bowl style contest. Questions will come from the Utah 4-H Horse Program Study Material, Utah 4-H Equine Biosecurity Policy, Utah 4-H Western Rule Book, and the Utah 4-H English Rule Book. All questions are one-on-one, meaning only two players will respond to a question. Players may sit in any order with 8 players during standard game play. Participants will receive 1 point for correct answers and will lose 1 point for incorrect answers and will be ranked accordingly at the end of their round. The first place individual will earn 200 points. Each subsequently ranked player will receive 25 less points (second place will receive 175, third place receives 150, etc.) until all participants have received points. Participants will receive a minimum of 50 points regardless of points earned during play.

Order of go: Red 1 versus Green 1, Red 2 versus Green 2, Red 3 versus Green 3, Red 4 versus Green 4, Red 1 versus Green 2, Red 2 versus Green 1, etc. until every participant has gone head to head with every other contestant at least once. If time allows, contest officials may repeat the order of go a second time.

If contest numbers exceed 8 individuals, play may be divided into rounds. An example of how a contest with rounds might look:

Room A has 8 participants

Room B has 7 participants

Room A competes in a round. At the completion of the round, the top 4 participants compete against the top 4 participants in Room B. The remaining 4 individuals from Room A and the remaining 3 individuals from Room B compete against each other in round 2.

When rounds are used, participants are ranked using an average of points earned in each round.

All other rules will follow the Utah 4-H Horse Bowl contest rules unless otherwise specified.

TIE-BREAKING

All ties overall, individual and team, will be broken using the following sequence:

1. Station scores
2. Judging scores
3. Public speaking scores
4. Quiz bowl rank

Ties within any phase are to be broken using the overall score first and then the same sequence as above.

AWARDS

1. Recognition will be presented to at least the top individuals in each phase and overall.



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2. Ribbons will be given to individuals receiving a blue ribbon score (600 or above)

SUPPLIES

1. Individuals competing in the horse skill-a-thon contest should come prepared with a #2 pencil for all phases of the contest.
2. Individuals should have a notebook for the judging portion of the contest.

REFERENCE MATERIAL

Utah 4-H Horse Program Study Material Volume 1, Utah 4-H Equine Biosecurity Policy, Utah 4-H Western Rule Book, and the Utah 4-H English Rule Book.