



# Virtual 4-H

## CONTEST INVITATIONAL

January 7 - 9th, 2021

## 4-H Horse Bowl Contest Rules

### **GENERAL INFORMATION**

The Horse Bowl contest provides 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.

A team consists of four (4) or five (5) contestants. One team member will be designated as alternate if five (5) are entered.

### **HORSE BOWL QUESTIONS**

1. Questions will be written by contest officials from the official sources listed below.

Source Abbreviation:

- IDET      Illustrated Dictionary of Equine Terms - New Horizons Equine Education Center. Alpine Publications, PO Box 7027, Loveland, CO 80537  
Phone: (800) 777-7257
  
- Lewis      Feeding and Care of the Horse - Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436  
Phone: (800) 638-0672
  
- HIH      Horse Industry Handbooks and updates - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 Email: [info@ayhc.com](mailto:info@ayhc.com)  
Phone: 817.320.2005  
Web: <http://www.ayhc.com/shop>
  
- HS      Horse Smarts - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 (available spring 2017)  
Email: [info@ayhc.com](mailto:info@ayhc.com)  
Phone: 817.320.2005  
Web: <http://www.ayhc.com/shop>

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- AQHA      AQHA Rulebook:  
2020 68<sup>th</sup> edition – only show rules will be used  
<http://aqha.com/handbook>
  
- Parker      Equine Science – Rick Parker. Fourth edition. ISBN-13:  
9781111138776; Published January 2012

2. There will be three types of question used.
  - a. ONE-ON-ONE questions to which individual contestants may respond. These points will count toward individual and team scores.
  - b. TOSS-UP questions are open to response by all contestants. These points will count toward individual and team scores. Three toss-up questions will have a bonus question attached and in general will be somewhat more difficult.
  - c. BONUS questions are given 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.

### **OFFICIALS**

*Due to the virtual format, the roles of each official may change. The below information is to be used as a reference.*

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.
2. 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. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on 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 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. The

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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. The second score keeper shall be used to maintain a record of the individual scores of each contestant.

### **TEAMS**

1. Each team shall consist of not less than four (4) or more than five (5) members.
2. Only four (4) contestants will be in play at a time.
3. There will be only one coach designated during any given round.
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.
8. All official members of a team, whether actually seated or not during the contest, become ineligible to compete in future National 4-H Horse Bowl Contests.

### **PROCEDURES OF PLAY**

1. Match Procedures
  - a. Each match will be divided into two parts based on number of questions (40 questions per round plus 3 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., 20 questions).
  - c. During the second part of the match any individual on either team may respond to a question (20 total questions).
  - d. The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.

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e. The moderator will continue reading questions (and 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 moved into the breakout rooms and given instructions for game play. Each contestant given the opportunity to check the buzzers.

b. A team captain is designated and will announce themselves to the contest officials.

c. 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. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.

d. 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.

e. If the answer to a question is incorrect, that team and individual loses one point

f. 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.

g. 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.

### 3. One-on-One Questions

a. The moderator shall indicate clearly the start of one-on-one play.

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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 = loss of 1 point (individual and team)
3. If both contestants to whom a question is addressed fail to signal to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given, and the next question read.

### 4. Toss-Up Questions

a. The moderator shall indicate clearly the start of toss-up questions.

b. The point value of a response to a toss-up question will be as follows:

1. Correct response = +1 point (individual and team)
2. Incorrect response = loss of 1 point (individual; and team)
3. If no contestant signals to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given, and the next question read.

### 5. Bonus Questions

a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.

b. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.

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

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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 time, 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

a. Does not count toward team participation bonus points

2. Incorrect response = no points lost

3. No answer = no points lost

### 6. Team Participation Bonus Points

a. In order to encourage full team participation, bonus points will be awarded in each match during regulation play to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points by repeating the process specified for team bonus awards.

a. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.

b. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

### 7. 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 toss-up questions will be asked. Bonus questions will not be asked in the overtime period. If a

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tie still remains after the overtime, 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 winner. Tie breaker points do NOT get added to individual, team or team bonus scores. They are used to break match ties only.

- 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.

### **PROTESTING**

1. The protest of a question or 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 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. A substitute question will be read.
  - 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 3b 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

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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
- d. 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.

### **SCORING**

#### 1. One-on-One Questions

- A. Correct ..... + 2 individual and team
- B. Incorrect ..... - 1 individual and team
- C. A contestant other than the two designated contestants responds .. - 2 individual and team

#### 2. Toss-Up Questions

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

#### 3. Bonus Questions

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

#### 4. Miscellaneous

- A. Fail to signal or contestant not acknowledged by moderator ..... - 1 individual and team
- B. Fail to answer after signaling intent to answer is an incorrect answer.

#### 5. Team Bonus Points

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 a second team bonus for that team until the first team bonus has been awarded.

#### 6. Protesting

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

**AWARDS**

1. Team Awards

- a. Team awards will be based on a predetermined procedure of play.
  1. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
  2. Double elimination brackets will be used when time allows. This will be determined by show management

2. Individual Awards

- a. Scores will be kept for each individual contestant, with at least the first high individual contestant receiving special recognition.
- b. Only those contestants who have participated in three or more matches will be considered for the top individual awards.
  1. The three high match scores for each individual will be used in cases where individuals participate in more than three matches.
  2. Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual match scores; and third, total number of points earned in the contest.

**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.