

2017
CALIFORNIA 4-H HORSE CLASSIC
EDUCATIONAL EVENTS
RULES AND INFORMATION



Please refer to the 2017 Premium for further information regarding the California State 4-H Horse Classic. Exhibitor/coaches/parent meetings are held prior to each of the educational events; check the schedule for further information.

For more information, contact:

- Show Manager: Alyssa Sankey at ajsankey@ucanr.edu
- Educational Contests: Nikki Wilson, wilsonfarms84@gmail.com

EDUCATIONAL CONTEST GENERAL RULES:

1. According to 4-H state policy, participants must be a member of a county 4-H program prior to the event, have a UC waiver on file, and in good standing.
2. 4-Hers must be 9 years of age and not yet 19 years of age as of December 31, 2016, to participate in any educational contest.
3. At this event senior contests will closely follow the Western National Roundup competition rules. For specific information about any contest rules and guidelines can be found in this document under the specific contests.
4. Contestants may not have cell phones with them during competition cell phones must be on silent on any audience members watching: there will be no tolerance, immediate disqualification will result; no refunds.
5. **Awards:** Awards will be given at the educational awards ceremony. Ribbons are given to the top ten individuals in each division and age group. Individual medallions will be given to the top 3 senior teams for each educational contest. The minimum number of team members is as follows: Horse Bowl Team is 4 persons; Hippology is 3 persons and Judging is 3 persons in the same age category. See individual contest rules for more information.
6. **Attire:** The appropriate dress attire is nice, business casual clothes. Faded or torn or baggy clothing or with advertising is neither professional nor appropriate. Shoes must be closed toed; no sandals.
7. To participate, in educational contests there are no requirements of placing in a qualifying event at the local, county, or regional levels. Previous state delegates to the National 4-H Horse Classic are not eligible to compete in the same division at the state level in any following years.
8. The entry fee for all contests will be \$20 per exhibitor, per event if received by May 30th. Late entries will be accepted until June 12 with a \$15 entry fee for each contest. Postmarks are accepted. Contestants are encouraged to submit your registration entry packet as EARLY as possible. No faxes will be accepted. Refunds will be given only after July 18th with a physician's written diagnosis.
9. The following educational contest divisions will be held at Classic:
 - a. Individual & Team Demonstrations
 - b. Public Speaking
 - c. Horse Bowl
 - d. Hippology
 - e. Horse Judging
10. Age categories, as of December 31, 2016, for the educational contests are as follows:
 - i. Junior (ages 9-13 years)
 - ii. Senior (ages 14 – 18 years)The Junior Division may be divided further by age based upon participation, if needed.
11. **The Plagiarism Rules:**
 - a) In all equine events, plagiarism will not be tolerated in any instance, including these specificities:
 - b) An individual may come back and present their old presentation with a team (or vice versa), as the presentation is still originally theirs, although content must be noticeably changed.
 - c) From individual to individual, or from individual to team (vice versa) subject matter may be shared but presentation content must be original.
 - d) All presentations and speeches must be the current work of the presenter or presenters. Demonstrations and speeches that are plagiarized will be disqualified at the event.
 - e) The complaint process is as follows: If you believe plagiarism has occurred at this event, ask a coach, show office or Alyssa Sankey for a formal complaint form, to be signed by witnesses, and returned to Alyssa Sankey for review with the Equine Advisory board. Alyssa Sankey will then contact the participants coach regarding the disqualification of the 4-H member.
 - f) Any complaints regarding plagiarism filed after the beginning of the awards ceremony will not be considered. There is no appeals process. No refunds will be given to members who were disqualified for plagiarism.
12. All team members must be in the SAME age group. A club, county or any group may enter as many teams as desired. The members may be from different counties or clubs. A participant cannot serve on more than one team in any one division. Substitutions will be allowed up to 72 hours prior to the contest if all members have met entry due dates.
13. The Senior State Winner(s) in the demonstrations and public speaking and the top four individuals in Horse Judging, Hippology and Horse Bowl will be given the opportunity to represent California at the Western National 4-H Horse Classic in January 2018 in Denver, Colorado. Horse Bowl, Horse Judging and Hippology senior individuals must place in the top ten to be eligible for the National Team.

14. State representatives may enter only one (1) National 4-H Horse Classic contest and cannot participate in any educational event if they represented California (or were listed as a team member) in that event at the Western National Round Up – National 4-H Horse Classic in any previous years. (National 4-H Policy) In addition, the state must verify that "This contestant has not participated in post-secondary coursework in the subject area of the National 4-H/FFA competition, nor has he or she participated in training for post-secondary competition in the subject area of the National 4-H/FFA competition." (*National 4-H Policy*).
15. For each contest area, 4-H volunteer adult leaders will be selected as a coach of the CA Delegation to attend the National 4-H Horse Classic. Duties will include serving as a chaperone, coaching the team for competition, and one coach will be appointed to serve as the state team coordinator. Applications released following the 2017 Horse Classic. Selections will be made by the State 4-H Office and announced by October, 2017. If a coach is not named for a team, the team will be ineligible to attend the national event.
16. The financial costs of attending the National 4-H Horse Classic will be the responsibility of individual team members. The State 4-H Equine Education Programs will provide some financial support depending upon availability of funds. The anticipated cost for an individual to attend is \$1,300.
17. The 1st, 2nd and 3rd place Senior teams will qualify to attend National events as CA 4-H teams, if desired. The events needing state qualification are
 - a) All American Quarter Horse Congress (Bowl, Hippology, & Judging) October (TBA) in Columbus, Ohio (two teams per state).
 - b) US National Arabian/Half Arabian Championship Horse Show (Horse Judging only) October (TBA) (two teams per state).
 - c) AQHYA Youth World Show, August (two 4-H Judging teams per state)
All expenses, plans and paperwork would be the responsibility of team selected. First place teams would be offered the opportunity first and so forth.

JUNIOR EDUCATIONAL CONTEST RULES

JUNIOR DEMONSTRATIONS

CONTEST RULES:

1. State Presentation Manual will be followed for rules & scoring. Please refer to California State 4-H website.
2. Subject matter must pertain to the horse industry. Demonstrations or presentations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
3. Presentations may be either of demonstration or illustrated talk format. No live animals may be used. A demonstration may be individual or a team of two members.
4. A public address system will NOT be used in the contest. The contest officials will supply one table, please bring any other supplies or equipment needed.
5. Creative audio visual aids may be used, but the contestants must be involved in making or designing them.
6. During the competition, the contestants may introduce themselves by name, club and presentation topic.
7. Contestants should cite their major reference materials at the end of the presentation. This time will not be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question, and then answer it.
9. For educational purposes only, the management may videotape all demonstrations with individual or team consent.
10. Awards will be announced at the awards ceremony. Ribbons to the top ten (10) individuals, and top ten (5) teams will be given.

JUNIOR PUBLIC SPEAKING

CONTEST RULES:

1. Subject matter must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. No visual aids may be used, including the use of handouts such as bibliographies and pamphlets. Contestants will be disqualified for using visual aid, including handouts, prior to, during and after the presentation.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will NOT be used in the contest.
5. During the competition, the contestants may introduce themselves by name, club county and speech topic.
6. Contestants should cite their major reference materials at the end of the speech. This time will not be counted in the allotted time.
7. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question, and then answer it.
8. Awards will be announced at the awards ceremony. Ribbons to the top ten (10) individuals, and top ten (5) teams will be given.

JUNIOR HIPPOLOGY

The Hippology Contest has four (4) different phases:

- 1). Examination Phase
- 2). Station Phase
- 3). Judging Phase
- 4). Team Problem

CONTEST RULES:

1. A team is made up of three (3) or four (4) members. On teams on which there are four members, all will compete, but the member receiving the lowest overall score will be automatically declared the alternate. The scores of the alternate will not be included in any of the team totals but will be considered in making all individual awards. Teams consisting of three members will have no alternate and all members' scores will count in determining individual and team awards.
2. Lunch will be provided for hippology contestants during the contest.

THE CONTEST

1. Examination Phase (Written test, may include slides) approximately 200 points. This phase will include:
 - a. Written exam
 - b. Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
 - c. Anatomy which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs. Detailed anatomy of the foot and detailed lower limbs.
2. Station Phase (10 different identification stations) approximately 200 points. This phase will consist of a series of stations or tables where at each, all contestants will respond to the requirements of the station. Examples may include:
 - a. Identification of:
 - Various types of saddles (actual or pictures) and parts of saddles.
 - Tack, bits, bridles, parts of shoes, etc.
 - Tools and equipment, and assembly of specific parts of various pieces of equipment.
 - Grains and forages used in equine rations including various forms of methods of preparations.
 - Internal and external parasites based on actual samples, pictures, life cycle charts, and/or damage caused

- Blemishes and unsoundness's.
 - Age of equines based on teeth.
- b. Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horses' health.
 - c. Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.
3. Judging Phase – 200 points. Contestant will be required to place at least four (4) classes consisting of two (2) halter or conformation classes and two (2) performance classes. 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 placing and cuts as apply to the judging contest. In extreme emergency, pictorial, video and/or classes may be used, in which case they would be especially prepared for the event.
4. Team problem – 200 points total, may be one or two problems. All teams will be presented with the same problem(s). Each team will have equal time to discuss among themselves the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of the team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures, and the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation.

Examples of the possible team problems might include:

- a. Balancing a horse's ration.
 - b. Farm management recommendations for specific horse operations (i.e., breeding training, boarding, nursery, lay-up, etc.)
 - c. Considerations for the establishment of a new horse facility (stable to be used for a specific purpose)
 - d. Recommendations for selecting, locating, and purchasing horses for specific uses.
 - e. Behavior problems – causes, management of and corrections.
 - f. Training and conditioning programs – equipment, schedules, methods, nutrition, problem avoidance.
 - g. Teaching lessons in horse management (specific subject to be announced) to a group of 9 – 11 year old beginner 4-Her's: where, how long, how much information, hands-on experience, reinforcement, testing evaluation, will be considered.
 - h. Explanation of use or assembly of specific equipment.
 - i. Demonstrate skill or ability to use specific equipment.
- Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other three phases to determine overall team standings.

AWARDS

1. Awards will be presented at the awards ceremony. Ribbons will be presented to the top five (5) individuals in the Examination, Station, and Judging phase and Overall.
2. Each member of the top five (5) teams in the Examination, Station, and Judging phase and overall will receive awards.

TIE-BREAKING

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

1. Examination scores
2. Station scores
3. Judging scores

Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order may be used.

REFERENCE MATERIAL

Reference Material: All the information covered in this contest may be found in one or more of the following publications, most of these publications can be found at www.horsebooks.com :

- a. EVANS: The Horse by Evans Current Edition
- b. LEWIS: Feeding & Care of the Horse – Lewis
- c. AYHC: Horse Industry Handbook & Youth Leaders Manual by the American Youth Horse council
- d. Equus Illustrated Handbook of Equine Anatomy – Equus Illustrated Handbook, Volume 2
- e. PARKER: Equine Science - Rick Parker, third edition ISBN-13:9781111138776 Published January 2012
- f. Illustrated Dictionary of Equine Terms- New Horizons Equine Education Center. Alpine Publications
- g. AQHA Rulebook Only show rules will be used (SHW 300 – SHW 750)

JUNIOR HORSE BOWL

CONTEST RULES:

Horse Bowl Questions

1. It is requested that each team email 20 questions per member (80 per 4 member team) each to Nikki Wilson by July 18th to wilsonfarms84@gmail.com to be included in the competition.
 - a. Questions with answer and sources must be typed on an 8 ½ x 11" page format (preferably word format). Format for the questions must include question, answer, and source and page number. True/false, yes/no, either/or questions are undesirable.
 - b. Questions must come from the official sources only. The official reference sources are:
 - I. EVANS: The Horse by Evans, Current Edition
 - II. LEWIS: Feeding & Care of the Horse – Lewis
 - III. HIH: Horse Industry Handbook by the American Youth Horse council
 - IV. YLM: Youth Leaders Manual by the American Youth Horse Council
 - V. IDET: Illustrated Dictionary of Equine Terms compiled by New Horizon Equine Education Center
 - VI. AQHA: AQHA Rulebook 2013 61st edition only show rules will be used (SHW 300 – SHW750: pages 118 - 241) <http://www.aqha.com/association/registration/pdf/showrules08.pdf>
 - VII. PARKER: Equine Science - Rick Parker, fourth edition ISBN-13:9781111138776 Published January 2012
 - c. Questions must be submitted with entry, it is preferred the questions be emailed. Source may be purchased through many catalogs, the Internet or bookstores.
 - d. There will be two types of questions used:
 - One-on- one to which individual contestants may respond. Points earned will count towards individual and team scores.

Toss-up to which any member seated at the panel may respond. Points earned will count towards team score.

Equipment

1. Game panel – 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. 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 contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

Officials

1. Moderator – the moderator shall assume the direction of the matches, 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 answer 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 individual maintaining team scores shall do so in such a manner that all points awarded to 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 shall be seated at the panel at any one time.
3. There will be only one coach designated per team during any given round
4. The coach and alternate of each team shall sit in an area designated by the moderator.
5. 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.
6. 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.

Procedures of Play

1. The order of teams will be drawn at random during the coach's meeting.
2. Match procedures:
 - a. The contest will be a double elimination competition.
 - b. Each match will be divided into two (2) sections based on a suggested total of 40 questions.
 - c. 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).
 - d. During the second part of the match any individual on either team may respond to a question (20 total questions).
 - 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. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
 - f. The moderator will continue reading questions until all questions have been asked.
 - g. 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.
 - h. 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.
3. 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 activates 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.
 - i. The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - ii. 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, 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, the question will be turned over to the other team.
4. 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.
 - i. If any contestant other than the two designated contestants responds, that individual will receive a warning. 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.
 - d. The point value of a response to one-on-one question will be as follows:
 - i. Correct response = + 1 (individual and team)
 - ii. Incorrect response = no loss of points
 - iii. If both contestants to whom a question is addressed fail to signal an intent 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. 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:
 - i. Correct response = +1 point (individual and team)
 - ii. Incorrect response = no loss of points
 - iii. If no contestant signals intent 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.
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 toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point will be declared the winner. Tie breaker points do NOT get added to individual scores.
 - 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 on 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 will be read.
 - b. An answer is protested (either correct or incorrect) – at least on of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect) – at least on 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 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 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.
7. Answers and interpretations of questions will be the sole responsibility and final recall of the official judges. All decisions of the judges,

scorekeeper and referee/timers are final.

Scoring

1. One-on-one
 - a. Correct+1 individual and team
 - b. Incorrectno loss of points
2. Toss-Up Questions
 - a. Correct + individual and team
 - b. Incorrect No loss of points

Awards

1. Team Awards: Awards will be presented at the conclusion of the contest. Ribbons will be presented to the top five (5) teams.
 - a. Team awards will be based on a predetermined procedure of play.
 - i. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
 - ii. Double elimination brackets will be used.
 - iii. Every team will have an opportunity to participate in a minimum of two matches.
 - b. The rank of teams will be determined on the basis of their position within the double elimination brackets.
 - i. After two losses, the teams eliminated in the same round, will be placed on the basis of the higher score in the eliminating round.
 - ii. Ties for team awards will be broken on the basis of: First, high average score for the entire contest; second, highest match score; third, total score of the two matches.
2. Individual Awards
 - a. Scores will be kept for each individual contestant, with the high ten (10) individual contestants to receive special recognition.
 - b. Any contestants who have participated in two or more matches will be considered for the top individual awards.
 - i. Total scores for all matches will be averaged.
 - ii. Ties for individual awards will be broken on the basis of: first, high individual match scores; second, total number of points earned in the contest; third, total number of matches played.

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.

JUNIOR HORSE JUDGING

CONTEST RULES:

1. Teams are comprised of three (3) or four (4) members. On teams on which there are four members, all will compete, but the member receiving the lowest overall score will be automatically declared the alternate. The scores of the alternate will not be included in any of the team totals but will be considered in making all individual awards. Teams consisting of three members will have no alternate and all members' scores will count in determining individual and team awards.
2. Three (3) to six (6) halter classes will be judged. Breeds that may be represented in halter classes: American Saddlebred, Quarter Horse, Appaloosa, Arabian, Paint, Morgan, Miniature horses and Draft breeds. Contestants will give oral reasons on two or three halter classes. All halter classes will be judged as sound of limb, eye, wind, mouth and reproductive.
3. Three (3) to six (6) performance classes will be judged. The performance classes will be chosen from Trail, Western Pleasure, English Pleasure, Hunter Under Saddle, Hunt Seat Equitation, Saddle Seat Equitation, Western Riding, Reining, Western Horsemanship and Hunter Hack. Oral reasons will be given on one (1) or two (2) performance classes. Performance horses will be judged as seen (unsoundness to be penalized accordingly). All tack and attire will be considered legal providing it is used properly.
4. All contestants will report to the designated area on competition day where they will receive full instructions and be given placing cards. All contestants will remain with the assigned group throughout the contest. Reasons and officials placings will be given at a pre-designated location, which will be discussed at the coach's meeting.
5. Contestants shall wear no clothing, accessories or other marks of identification, which may reveal his/her identity or the county or club represented.
6. While the contest is in progress, there shall be no conferring between the contestants or between contestants and anyone else except as directed by the Contest Superintendents or their representatives. Contestants will be given one warning, upon the second warning contestant will be removed from the competition and all place cards will be taken away with team member disqualified.
7. The animals and showmen will be designated by numbers 1-2-3-4 and numbered from left to right as viewed from the rear.
8. Horses will not be handled by the contestants, but time will be provided in halter classes for close inspection and to observe the horses at a walk and trot.

9. Fifteen (15) minutes will be allowed for contestants to judge non-reasons classes and seventeen (17) minutes will be given for contestants during reasons classes to make their observations, take notes and fill out their placing cards. Contestants will turn in their placing cards to the designated group leader at the conclusion of each class.
10. Reasons classes will be designated at the start of that class.
11. Two (2) minutes will be allowed for contestants to give oral reasons to the judge. Contestants are not permitted to use notes while giving reasons. Contestants' placing card will not be offered to them upon entering the reasons room.
12. The judges shall place the classes while the contestants are working in the arena.
13. Awards will be presented at the conclusion of the contest. Ribbons will be presented to the top five (5) individuals and teams in halter, performance, oral reasons and overall.
14. Fifty (50) points shall constitute a perfect mark on placing and fifty (50) points shall constitute a perfect mark on reasons.
15. Priority order for breaking ties:
 - a. If tied for an award in Halter or Performance, the contestant or team having the highest reasons score will be listed first.
 - b. If tied for an award in reasons, the contestant or team having the lowest placing score on the reasons class will be listed first.
 - c. If tied for individual or team overall award, the contestant or team having the highest overall reason score shall be listed first.
 - d. If still tied for either (a) or (c) above, the contestant or team having the lowest score in placing reason classes shall be listed first.
 - e. If still tied, the contestant or team with the highest overall placing score will be listed first.
 - f. If still tied, the contestant or team with the highest single class reasons score will be listed first.
 - g. If contestants are still tied from above, the youngest contestant or team shall be listed first.
16. Since there is a separate division for reasons awards, reason scores are not included in halter and performance division awards except for tiebreakers.

SENIOR EDUCATIONAL CONTESTS

. Senior contests will follow the rules of the Western National Roundup.

Senior Demonstrations

CONTEST RULES :

1. The subject matter must pertain to the horse industry. Demonstrations or presentations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. Presentations may be either of demonstration or illustrated talk format. No live animals may be used.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will not be used in the contest.
5. Creative audio visual aids may be used, but the contestants must be involved in making or designing them.
6. During the competition, the contestants may introduce themselves by name, county and presentation topic.
7. Presentations should be 10-15 minutes in length. One point will be deducted from the total score for each minute or fraction of a minute under 10 minutes or over 15 minutes by each of three judges, for a three-points per minute total deduction. After the individual or team has been introduced by the monitor, the time will start once the contestant(s) begin(s) to speak.
8. Contestants should cite their major reference materials at the end of the presentation. This time will not be counted in the allotted time.
9. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question, and then answer it.
10. Contestant order will be determined by a random drawing and announced at the exhibitors meeting.
11. For educational purposes the management may videotape all demonstrations with individual or team consent.
12. Once an individual or team has started their demonstration (in this case it is after they have been introduced by the monitor), they may not receive assistance from any coach, parent, audience member, or other person, which includes, but is not limited to, the stroking of any key on a computer or other audio visual device. The penalty for violating this rule is disqualification.
13. Ties will be broken by first the judges' accumulated delivery score, second by the judges accumulated organization score and third on content and accuracy scores.
14. Judges will consider the questions listed under each section. Points on the score card will be as follows:

A. INTRODUCTION (10 points)

1. Did the introduction serve to create interest in the subject?
2. Was introduction short and to the point?
3. Was a catchy title used?

B. ORGANIZATION (25 points)

1. Was only one main idea presented?
2. Did the discussion relate directly to the step as it was shown?
3. Was each step shown or illustrated just as it should be done in an actual situation?
4. Could audience see each step?
5. Were materials and equipment carefully selected, neatly arranged and well organized?
6. Were charts and posters used if and when needed?
7. Were key points of each step stressed?

C. CONTENT AND ACCURACY (25 points)

1. Were facts and information accurate?
2. Was there enough information?
3. Were approved practices used?
4. Was credit given to sources of information, if appropriate?
5. Was content appropriately related to the horse industry?

D. STAGE PRESENCE (10 points)

1. Was the presenter neat and appropriately dressed for subject of presentation?
2. Did presenter speak directly to audience?
3. Did presenter look at the audience?
4. Was the presentation too fast or too slow?
5. Was good teamwork displayed? (Team presentation - generally not advisable for one person to do all the talking and the other one all the presenting.)

E. DELIVERY (15 points)

1. Did the presenter appear to enjoy giving presentations?
2. Did the presenter have good voice control?
3. Were all words pronounced correctly?

4. If notes were used, was it done without detracting from speech?
5. Did presenter seem to choose words at the time they were spoken? (Avoid a memorized presentation.)

F. EFFECT ON AUDIENCE (5 points)

1. Did audience show an interest in the presentation?
2. Could audience go home and carry out the idea?

G. SUMMARY (10 points)

1. Was the summary short and interesting?
2. Were the key points briefly reviewed?
3. Did summary properly wrap up the presentation?
4. Could presenter handle questions easily?

EQUIPMENT

1. The contest officials will supply two tables and two easels. Any other equipment needs must be made through special arrangements with superintendents a minimum of thirty (30) days in advance. Management will not be held responsible for failure of A/V equipment to operate properly.

Senior Public Speaking

CONTEST RULES

1. The subject matter must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. No visual aids may be used, including the use of handouts such as bibliographies and pamphlets. Contestants will be disqualified for using any visual aid, including handouts, prior to, during and after the speech.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will not be used, but a podium will be provided. county and speech topic.
6. Speeches should be 7-10 minutes in length. One point will be deducted from the total score for each minute or fraction of a minute under 7 minutes or over 10 minutes by each of three judges for a three points per minute total deduction. After the individual has been introduced by the superintendent, the time will start once the contestant begins to speak.
7. Contestants should cite their major reference materials at the end of the competition. This time will not be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question then answer it.
9. Contestant order will be determined by a random drawing and announced at the exhibitors meeting.
10. Ties will be broken by: first, the judges accumulated delivery score, second, the judges accumulated organization score; and, third, on content and accuracy scores.
11. For educational purposes the management may videotape all speeches with individual consent.
12. Judges will consider the questions listed under each section. Points on the score card will be as follows:

A. INTRODUCTION (10 points)

1. Did the introduction serve to create interest in the subject?
2. Was introduction short and to the point?

B. ORGANIZATION (15 points)

1. Were the main points easy to follow?
2. Were the main points arranged in the best order?
3. Were sentences short, easy to understand?
4. Was speech interesting?

C. CONTENT AND ACCURACY (20 points)

1. Were facts and information accurate?
2. Was there enough information concerning the subject?
3. Was credit given to sources of information, if appropriate?
4. Was content appropriately related to the horse industry?

D. STAGE PRESENCE (15 points)

1. Was speaker neat and appropriately dressed?
2. Was the speaker friendly?
3. Did speaker talk directly to the audience?
4. Did speaker look at the audience?
5. Was posture erect, but not stiff?
6. Did speaker refrain from leaning on podium?
7. Did speaker seem relaxed and at ease?

E. DELIVERY (20 points)

1. Did speaker have appropriate voice control?
2. Were all words pronounced correctly?
3. Did speaker's facial expressions reflect the mood of the speech?

4. If notes were used, was it done without detracting from the speech?
5. Did speaker seem to choose words at the time they were spoken? (Avoid a memorized or read-type delivery.)

F. GENERAL (10 points)

1. Did speaker convey to the audience a sense of wanting to communicate?
2. Did speech reflect the thoughts and personality of the speaker?

G. CONCLUSION (10 points)

1. Was the conclusion short and interesting?
2. Did the conclusion properly wrap up the speech?
3. Could the speaker handle questions easily?

EQUIPMENT

1. Contest officials will supply a portable podium that may or may not be used.

Senior Hippology Contest

Hippology is an activity that can make 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 Hippology Contest has four (4) different phases:

- 1) Examination Phase
- 2) Station Phase
- 3) Judging Phase
- 4) Team Problem

THE CONTEST

1. Examination Phase -- approximately 200 points -- this phase of the contest will include:
 - a. Written Exam
 - b. Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
 - c. Anatomy which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.
2. 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. Members will be allowed two (2) minutes at each station. Examples of stations which may be used include:
 - a. Identification of:
 1. Various types of saddles (actual or pictures) and parts of saddles.
 2. Tack, bits, bridles, horse shoes and parts of shoes. Tools and equipment, and assembly of specific parts of various pieces of equipment. Grains and forages used in equine rations including various forms of methods of preparation.
 3. Internal and external parasites based on actual samples, pictures, life cycle charts and/or damage caused.
 4. Blemishes and unsoundnesses.
 5. Age of equines based on teeth.
 - b. Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health.
 - c. Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.
3. Judging Phase -- 200 points -- contestants will be required to place at least four (4) classes consisting of two (2) halter or conformation classes and two (2) performance classes. 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. In extreme emergency, pictorial, video and/or classes may be used, in which case they would be especially prepared for the event.
4. Team Problems -- approximately 200 points -- all teams will be presented with the same problem(s). Each team will have equal time to discuss among themselves the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of each team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures, and the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation.

Examples of the possible team problems might include:

- a. Balancing a horse's ration.
- b. Farm management recommendations for specific horse operations (i.e., breeding, training, boarding, nursery, lay-up, etc.).
- c. Considerations for the establishment of a new horse facility (stable to be used for a specific purpose).
- d. Recommendations for selecting, locating, and purchasing horses for specific uses.
- e. Behavior problems - causes, management of and corrections.
- f. Training and conditioning programs - equipment, schedules, methods, nutrition, problem avoidance.
- g. Breeding and/or leasing contracts - specific clauses for insurance, liability, payments, care, termination, transport, etc.
- h. Teaching lessons in horse management (specific subject to be announced) to a group of 9-11 year old beginner 4-Her's: where, how long, how much information, hands-on experience, reinforcement, testing evaluation, will be considered.
- i. Explanation of use or assembly of specific equipment.

- j. Demonstrate skill or ability to use specific equipment.

Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other three phases to determine overall team standings.

TIE-BREAKING

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

1. Examination scores
2. Station scores
3. Judging scores

Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order may be used.

REFERENCE MATERIAL All the information covered in this contest may be found in one or more of the following publications:

• Evans	The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W. H. Freeman and Company, 660 Market Street, San Francisco, CA 94104. (415) 391-5870
• Lewis, Lon	Feeding and Care of the Horse Williams and Wilkins, Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436. (800) 638-0672
• AYHC	Horse Industry Handbooks and Youth Leaders Manual -- 6660 #D-451 Delmonico Colorado Springs, CO 80919 Cindy Schonholtz Toll Free: 1-800-TRY-AYHC www.horsebooketc.com
•IDET	Illustrated Dictionary of Equine Terms, New Horizons Equine Education Center. Alpine Publications, PO Box 7027, Loveland, CO 80537
•Parker, Rick	Equine Science, Fourth Edition, ISBN-13:9871111138776; Published January 2012
*AQHA	AQHA Rulebook, 2013 61 st edition www.aqha.com/Resources/Handbook.aspx Only show rules will be used (SHW300-SHW750)

Grains, forages and feed preparations used in this contest will be representative of feeds utilized in horse rations.

Senior Horse Bowl

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.

HORSE BOWL QUESTIONS

1. Teams are invited to submit questions to be used in this contest. Each team may email 20 questions per member (80 per 4 member team) to Nikki Wilson: wilsonfarms84@gmail.com to be included in the competition. **Questions must be submitted no later than July 18th to be used in this year’s contest.**
 - a. Questions with answer and sources must be typed on an 8 ½ x 11” page format (preferably word format). Format for the questions must include question, answer, and source and page number. True/false, yes/no, either/or questions are undesirable.
 - b. Questions must come from the official sources only. The official reference sources are:

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
- Evans The Horse - Evans, Borton, Hintz, and Van Vleck. Second Edition. W. H. Freeman and Company, 660 Market Street, San Francisco, CA 94104
Phone: (415) 391-5870
- 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 - American Youth Horse Council; PRIMEDIA Equine, Attention: AYHC, 103 Pow Wow River Road, East Kingston, NH 03827
Phone: (800) 952-5813 or
Email: www.theequinecollection.com
- YLM Youth Leaders Manual - American Youth Horse Council; PRIMEDIA Equine, Attention: AYHC, 103 Pow Wow River Road, East Kingston, NH 03827
Phone: (800) 952-5813 or
Email: www.theequinecollection.com
- AQHA AQHA Rulebook:
2013 61st edition
<http://www.aqha.com/Resources/Handbook.aspx>
Only show rules will be used (SHW300-SHW750; pages 118-241).
- Parker Equine Science – Rick Parker. Fourth edition.
ISBN-13: 9781111138776; Published January 2012

3. 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.

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. 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 contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

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.
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 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 shall be seated at the panel at any one 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 the state Horse Bowl team, whether actually seated or not during the National contest, become ineligible to compete in future State 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.
 - 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 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 activates 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 incorrect, that team and individual loses one point
 - 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.
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.

- i. 1). If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
- ii. 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:
 - i. Correct response = +2 points (individual and team)
 - ii. Incorrect response = loss of 1 point (individual and team)
 - iii. 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.
 - i. 1). If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
 - ii. 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
 - 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.
 - 1). 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.
 - 2). 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 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 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.
 - 3). Every team will have an opportunity to participate in a minimum of two matches.
- b. 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 the higher score in the eliminating round.
 - 2). Ties for team awards will be broken on the basis of: First, high average score for the entire contest; second, highest match score; third, total score of the two matches.

2. Individual Awards

- a. Scores will be kept for each individual contestant, with the high 10 individual contestants to receive special recognition.
- b. Only those contestants who have participated in three or more matches will be considered for the top individual awards.
 - i. The three high match scores for each individual will be used in cases where individuals participate in more than three matches.
 - ii. 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.

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 cameras, movie cameras or any other type of camera may be used during the competition.
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.
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, recording or computer use in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.**

Senior Horse Judging

METHOD OF CONDUCT

1. A team may have three (3) or four (4) members; when four (4) are entered, the three (3) highest overall scores will make up the team totals.
2. All contestants will report to the Superintendents at the Exhibitor/Coaches/Parent meeting prior to the start of the contest (see schedule for time and location), where they will receive full instructions and be given placing cards. All contestants will remain with the assigned group throughout the contest. Reasons and official placings will be given at a location to be announced.
3. Contestants shall wear no clothing, accessories or other marks of identification that may reveal their identity or the county or club represented. Hats are prohibited in the judging arena.
4. While the contest is in progress, there shall be no conferring between the contestants and anyone else except as directed by the Contest Superintendents or their representatives.
5. No cell phones or other mobile electronic devices will be permitted into the judging contest or reasons contest areas.
6. Contestants are responsible for their own writing instruments and notepads for the purpose of taking notes for reasons classes. There will be no prohibition against contestant use of pre-printed materials during the contest, including but not limited to rule books, judging manuals, and score sheets.
7. Three (3) to six (6) halter classes will be judged. The following breeds may be represented in the halter classes: American Saddlebred, Quarter Horse, Appaloosa, Arabian, Paint, Morgan, Draft Breeds and Miniature Horses. Contestants will give oral reasons on two halter classes. All halter classes will be judged as sound of limb, eye, wind, mouth and reproduction.
8. Three (3) to six (6) performance classes will be judged. The performance classes will be chosen from Trail, Western Pleasure, English Pleasure, Hunter Under Saddle, Hunt Seat Equitation, Saddle Seat Equitation, Western Riding, Reining, Western Horsemanship and Hunter Hack. Oral reasons will be given on two performance classes. Performance horses will be judged as seen (unsoundness to be penalized accordingly).
9. The animals and showmen will be designated by numbers 1-2-3-4 and numbered from left to right as viewed from the rear.
10. Horses will not be handled by the contestants, but time will be provided in halter classes for close inspection and to observe the horses at a walk and trot.
11. Fifteen (15) minutes will be allowed contestants to judge non-reason classes and seventeen (17) minutes will be given contestants during reasons classes to make their observations, take notes and fill out their placing cards.
12. Two (2) minutes will be allowed for each contestant to give oral reasons to the judge. Contestants are not permitted to use notes while giving reasons. Contestant's placing card will not be offered to them upon entering the reasons room.
13. All tack and attire will be considered legal providing it is used properly.

CONTEST SUPERINTENDENTS

1. It shall be the duty of the Superintendents and the Horse Classic Committee to see that all rules and regulations are carried out.
2. The Superintendents will take no part in rating the contestants.
3. They shall have charge of all records and shall have all ratings received, tabulated and totaled.
4. The Superintendents will be responsible for all cuts on official placings.

SUPPORT STAFF

Assistants, including the announcer, group leaders, timer, gatemen, tabulators, etc., shall be directly responsible to the Superintendents and shall assist them in conducting the contest.

JUDGES

1. Classes will be placed in accordance with the rules of the respective breed association rules.

2. The judges shall place the classes while the contestants are working in the arena. The judges shall enter their placings on the placing card, indicate the cuts to be made, and file that card with the Superintendents for final review and approval. Referee judge(s) may be used at the discretion of the Superintendents.

3. When the contestant has finished giving reasons, the reason listener will place the reason score upon the contestant's computer sheet for tabulation.

DESCRIPTION OF CUTS

Cuts, as specified in the NHJTCA Handbook:

- 1 Horses are extremely similar; no obvious reason why one should be placed over the other; or, both horses have numerous faults and none supersedes the others; placing is strictly a matter of personal preference; placing varies among official judges.
- 2 Horses are very close, but one horse has one or two qualitative or quantitative advantages; the majority of official judges would not switch the pair, but half of the contestants could logically switch the pair.
- 3 Horses are of unequal quality, but there is a logical placing in favor of one horse; either one horse has several faults or several advantages; all official judges would agree on the placing; no more than one third of contestants would be expected to switch the pair.
- 4 Horses are not of similar quality; one horse has several decided advantages based on many points; all experts would quickly see the placing; no guesswork or personal preference required to make placing; no more than 10% of contestants would be expected to switch the pair.
- 5 Large number of extreme differences between the horses; placing is obvious to everyone on first, quick observation; careful study not required for the placing; pair consists of an inferior horse vs. a consistent winner; only very inexperienced, uninformed contestants would switch the pair.
- 6 Horse not even comparable; differences reflective of a champion quality horse or performance vs. a horse or performance that is not of show quality.
- 7 Largest cut; differences reflective of a world-class halter horse vs. an extremely poor quality or lame horse; or a world-class performance vs. a disqualified performance.

DETERMINATION OF RATINGS

1. Fifty (50) points shall constitute a perfect mark on placing and 50 points shall constitute a perfect mark on reasons.
2. Priority order for breaking ties:
 - a. If tied for a division award in Halter or Performance, the contestant or team having the highest reason score in that division will be listed first.
 - b. If tied for an award in reasons, the contestant or team having the lowest placing score on the reasons classes will be listed first.
 - c. If tied for individual or team overall award, the contestant or team having the highest overall reason score shall be listed first.
 - d. If still tied for either (a) or (c) above, the contestant or team having the highest score in placing reason classes shall be listed first.
 - e. If still tied, the contestant or team with the highest overall placing score will be listed first.
 - f. If still tied, the contestant or team with the highest single class reasons score will be listed first.
 - g. If contestants are still tied from above, the youngest contestant or team shall be listed first.

[The End]

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