

2019 CALIFORNIA 4-H HORSE CLASSIC

EDUCATIONAL EVENTS RULES AND INFORMATION



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John I. Sims, Affirmative Action Compliance Officer and Title IX Officer, University of California, Agriculture and Natural Resources, 2801 Second Street, Davis, CA 95618, (530) 750-1397. Email: jsims@ucanr.edu. Website: http://ucanr.edu/sites/anrstaff/Diversity/Affirmative_Action/. This policy statement supersedes the UC ANR Nondiscrimination and Affirmative Action Policy Statement for University of California Publications Regarding Program Practices dated July 2013.



University of California
Agriculture and Natural Resources **4-H Youth Development Program**

WELCOME

Dear Exhibitors, Leaders, Volunteers, and Parents,

Welcome to the 23rd Annual California 4-H Horse Bowl Education Contest at Horse Classic. This event is designed to allow 4-H members the chance to showcase the culmination of their hard work put forth in their equine projects throughout the year.

This Premium contains the official rules, regulations and information for the 2019 California 4-H Horse Classic Educational Events. It is expected that all 4-H members, 4-H leaders, parents, and volunteers adhere to the rules and information provided within this document.

The primary purpose of the Horse Classic is to create a forum where 4-H members can display their equine knowledge, demonstrate their horsemanship skills, and have fun. The Horse Classic offers a variety of horse show classes, educational events, and social activities. 4-H members can expand their equine knowledge through participation in educational contests including: Hippology, Horse Judging, Horse Bowl, and Public Speaking. The top senior individuals in the public speaking contests, and the top four individuals in Horse Judging, Hippology, and Horse Bowl will have the opportunity to represent California at the Western National Roundup in Denver, Colorado in 2020. We welcome all 4-H horse project members to take part in the Educational Contests!

The goals of this event, as outlined by the 4-H Horse Classic Committee, are to provide participants with an opportunity to:

- Establish lifelong friendships with fellow 4-H members and leaders throughout the state.
- Network with other counties and share personal experiences that have been meaningful to each person's growth and development.
- Share their passion for horses and expand their equine knowledge.
- Experience personal growth.
- Promote good sportsmanship.
- Compete at a level that is beyond that of the local, county, regional, or district level.
- Help raise funds to support the California delegation at the National Western Roundup.

The 2019 California 4-H Horse Classic Committee consists of a variety of knowledgeable and dedicated committee members. Each one of these committee members have put forth a great deal of time and effort into making this a fun and enjoyable event for youth and adults alike. Please take the time to thank them for their generosity and their diligence.

The 4-H Horse Classic Committee would also like to thank the exhibitors, parents, 4-H leaders, and adult volunteers for their hard work and their commitment to the California 4-H Equine Program. We hope that you will continue to share your positive experiences with others to encourage them to take part in the 4-H Youth Development Program.

On behalf of the entire committee, we look forward to seeing each of you at the 2019 California 4-H Horse Classic Educational Contests in Fresno Ca.

Gratefully,

California State 4-H Equine Planning Committee Members

EDUCATIONAL CONTEST GENERAL RULES

Please refer to the 2019 California State 4-H Horse Classic Premium for further information including entry information and general rules. Exhibitor/coaches/parent meetings are held prior to each of the educational events; check the schedule for further information.

For more information, contact:

Event Manager: Shauna Bond, Sabond@ucanr.edu

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, 2018, 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. 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 for competing 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. Age categories, as of December 31, 2019, for the educational contests are as follows:
 - a. Junior (ages 9-13 years)
 - b. Senior (ages 14 – 18 years)The Junior Division may be divided further by age based upon participation, if needed.
9. **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 Jessica Bautista for a formal complaint form, to be signed by witnesses, and returned to Jessica Bautista for review with the Equine Advisory board. Jessica Bautista 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 2020 in Denver, Colorado. Horse Bowl, Horse Judging and Hippology senior individuals must place in the top five and have a score in the 80th percentile 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 2019 Horse Classic. Selections will be made by the State 4-H Office July, 2019. 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)

18. 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 HORSE BOWL EDUCATIONAL CONTEST RULES

1. It is requested that each team email 20 questions per member (80 per 4 member) to Shauna Sabond@ucdavis.edu **June 18th** to be included in the competition.
 - a. Questions with answer and sources must be typed on an 8 1/2 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 and updates by the American Youth Horse council
 - IV. Horse Smarts - American Youth Horse Council
 - V. IDET: Illustrated Dictionary of Equine Terms compiled by New Horizon Equine Education Center
 - VI. AQHA: AQHA Rulebook 2017 66th edition only show rules will be used (SHW 300 – SHW712)
<http://www.aqua.com/association/registration/pdf/showrules08.pdf>
 - VII. RKER: 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 one of the following actions as is deemed appropriate:
 - a. A question is protested before an answer is given and the protest is sustained – discard the question. A substitute 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 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 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. Incorrect no 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.

SENIOR HORSE BOWL EDUCATIONAL CONTEST RULES

Senior contests will follow the rules of the Western National Roundup. Information on National contests can be found at: <http://www.westernnationalroundup.org/contests-horse.aspx>

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 this year will be held at Brookside Equestrian Center June 27th at 4pm.

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) Shauna Bond: Sabond@ucdavis.edu to be included in the competition. **Questions must be submitted no later than June 18th to be used in this year's contest.**
 - a. Questions with answer and sources must be typed on an 8 1/2 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 and updates -
American Youth Horse Council: 1 Gainer Rd, McDonald, NM 88262 email: info@ayhc.com
Phone: 817-320-2005 Web:
www.ayhc.com/shop
 - HS
Horse Smarts - American Youth Horse Council: 1 Gainer Rd, McDonald, NM 88262
email: info@ayhc.com Phone: 817-320-2005
Web: www.ayhc.com/shop
 - AQHA
AQHA Rulebook:
2017 65th edition
<http://www.aqua.com/Resources/Handbook>
Only show rules will be used (SHW300-SHW712).
 - 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. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
 - ii. 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:
 - i. Correct response = 3 points
- g. Does not count toward team participation bonus points
 - i. Incorrect response = no points lost
 - ii. 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.
 - i. 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.
- ii. 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 5 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.**