VIRGINIA STATE HORSE BOWL CONTEST RULES AND REGULATIONS

The objectives for this activity are to stimulate learning and reward youth for the knowledge they have gained concerning horses. Emphasis should be on reading, study, learning and fun.

I. ELIGIBILITY & GENERAL GUIDELINES

1. Each contestant must be a bonafide 4-H Club Horse Project Member in Virginia.

2. Eligibility for contestants must be met for the Virginia 4-H Recognition and Awards Handbook and is the responsibility at all levels of the respective Extension Agent.

3. Each district will be eligible to enter up to 5 Junior and 5 Senior 4-H teams that are qualified by participation at the unit level. Competing teams must be comprised of at least four members, and may have a fifth member who is the alternate. The qualifying event may include a county horse bowl contest, clinic or other organized training session that provides a simulated contest experience that can properly prepare contestants to compete. Any scholarships must be arranged for at the local level.

4. District teams will be determined by the District Horse Councils. The Representing District agent will submit all entries to the district councils for eligibility.

5. Individuals 19 years of age or older before January 1st of the contest year are ineligible. Junior contestants must turn 9 years of age on or before September 30 of the year in which the contest is held. Senior contestants are those 14 years of age or older before January 1st and junior contestants are under 14 years of age as of January lst of the contest year. This age eligibility conforms to the National 4-H Horse Contest Rules and Regulations.

6. The Senior winning Horse Bowl team at the state contest will be invited to represent Virginia in the Eastern National 4-H Roundup Horse Bowl Contest at Louisville, KY. In addition, the top two state teams are invited to compete at the Southern Regional 4-H Horse Championship Horse Bowl Contest. Upon participation at the National contest the youth will be ineligible to compete in future 4-H Horse Bowl contests. The teams going to nationals and regionals will need to practice extensively to be competitive. All arrangements - training, travel and finance - are to be arranged for at the local level.

7. Units should encourage all 4-H horse members to study and compete for the unit teams on an open participation basis. Unit team members may be selected by contests or by any method acceptable and designated by leaders and approved by the extension units.

II. STATE CONTEST

The state contest will be scheduled during the spring of each year. Entry forms will be sent out in advance. No team of less than four members may compete as a team at any level. All four contestants, and alternates may be considered for individual awards. Teams must be county teams or can be from neighboring counties as long as a particular county does not have enough members to make up one full team and all members have practiced and competed together at the county level.

III. PREPARATORY CONTESTS

Contests at local or district level may include separate contests for juniors and seniors. The state contest will be for both junior and senior contestants; however, a team cannot be a mix of juniors and seniors.

IV. AWARDS

1. Awards will be presented to the top ten individuals.

2. Each member of the top ten teams will receive awards.
   County and district awards are to be arranged for at that level. State awards will include appropriate ribbons and plaques or trophies and coach awards.

V. RULES

These rules have been approved by the State 4-H Horse Advisory Committee and appropriate 4-H and Animal Science administration. Any suggestions for revisions should be made to the respective advisory committee member.

All rules, contest conduct, results, questions, etc. are final and non-protestable at the conclusion of the contest and all inquiries will receive the answer as noted in this sentence. All participants accept these rules upon entry and involvement in the program.

The state winning Senior team will be eligible to represent Virginia in the national championship competition. The winning state team must also meet specific rules from the national contest for participation. High individuals may become a member of the state team if a county team member is unable to compete in a National competition and is left to the discretion of the state team coach.

Counties may devise their own rules and procedures but the rules in this outline will apply for state.

VI. REFERENCE MATERIALS

Senior Reference Material: All the information covered in this contest for Senior competition may be found in one or more of the following publications:

1. EQUINE SCIENCE
   Equine Science – Basic Knowledge for Horse People of All Ages by Jean T. Griffiths.
   www.equinenetworkstore.com Phone: 800-952-5813

2. NEWHOR
   Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc.
   Alpine Publications, PO Box 7027, Loveland, CO 80537
   Phone: 1-800-777-7257 Fax: 1-970-667-9157

3. EVANS 2nd
   THE HORSE (2nd edition), by Evans, Borton, Hintz and Van Vleck.
   W.H Freeman & Company - 660 Market St., San Francisco, California, 94104.
   A special price may be available if ordered from the publisher. Phone: 415-391-5870

4. AYHC 1st
   HORSE INDUSTRY HANDBOOK - By the American Youth Horse Council
   The Equine Collection-Dept. AYHC, PO Box 1539, Fort Lee, NJ 07021-1539
   Phone: 1-800-952-5813 Fax: 1-201-840-7242

5. LEWIS 2nd
   FEEDING AND CARE OF THE HORSE (2nd edition), by Lon D. Lewis.
   Williams and Wilkens, P.O. Box 1496, Baltimore, MD 21298-9724.
   Phone: 1-800-638-0672

6. DOVER AND ~~SMITH BROTHERS~~ STATE LINE TACK CATALOGS *(*new for 2017)*

7. KAINER 1st
   THE COLORING ATLAS OF HORSE ANATOMY by Robert A. Kainer & Thomas O. McCracken.
   Alpine Publications Inc., P.O. Box 7027, Loveland, CO 80537-0027
   Phone: 1-970-667-2017 or 1-800-777-7257

8. AYHC-YL
   AMERICAN YOUTH HORSE COUNCIL YOUTH LEADERS MANUAL by the American Youth Horse Council.
   The Equine Collection-Dept. AYHC, PO Box 1539, Fort Lee, NJ 07024-1539
   Phone: 1-800-952-5813 Fax: 1-201-840-7242

Junior Contest References will be limited to:

1. EQUINE SCIENCE
   Equine Science – Basic Knowledge for Horse People of All Ages by Jean T. Griffiths.
   www.equinenetworkstore.com Phone: 800-952-5813

2. CO 201
   Horse Science – by Ray Antoniewicz
   http://www.4-hmall.org

3. CO 200
   Horses & Horsemanship – by Ray Antoniewicz
   http://www.4-hmall.org

4. DOVER AND ~~SMITH BROTHERS~~ STATE LINE TACK CATALOGS *(*new for 2017)*

Other: Grains, forages, and feed preparations used for both divisions of this contest will be representatives of feed stuffs utilized in horse rations.

VII. THE CONTEST

QUESTION TYPES:

1. **REGULAR QUESTIONS** are worth two (2) pts. during one-on-one competition, when only one member of each team may respond. The regular question is worth one (1) pt. during OPEN questions, when any member of either team may respond. These questions count toward individual and team scores. All incorrect answers receive a (-1) deduction.

2. **TOSS-UP QUESTIONS** are worth one (1) pt. and are open for response to any member of either team. The toss-up question is used in the OPEN part of the match. If there is a correct answer to the toss-up question, a bonus question will be attached. Toss-up questions are generally a little more difficult than a regular question, and may have two or three required answers. All answers are required to be correct. The points will count toward individual and team scores. All incorrect answers receive a (-l) deduction.

3. **BONUS QUESTIONS** will be worth (3) points. They are attached to a correctly answered toss-up question, in the OPEN part of the match. When multiple answers are required, (3) POINTS will be awarded if ALL of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question. These points will count toward team scores only.

a. Bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss-up question), until a correct answer is given.
b. The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.

4. **ONE-ON-ONE QUESTIONS** - Regular questions shall be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest to control operator) on either team and progressing with subsequent questions going to the contestants in the #2 chairs, #3 chairs, #4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of one-on-one questions per contestant per match.
   a. The moderator shall clearly indicate the start of one-on-one play by announcing the chair number of the contestants eligible to respond, prior to reading the question.
   b. Toss-up/Bonus questions will not be used during One-on-One Competition.

5. **RESPONSE PENALTY** - If any contestant, other than the designated contestants, responds to a one-on-one or regular question, that contestant/team will lose two (2) points.
   a. Contestant that responds more than twice to a one-on-one or regular question directed to another contestant will be replaced at the panel by their team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. This contestant may return to further matches in the contest. A third such penalty will disqualify them from the competition. The (-2) point penalty will continue to apply for 2nd and 3rd offense.

READING AND ANSWERING THE QUESTIONS

1. The moderator will read all questions - identify the type and number of question and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is not given or wrong, the moderator will ***not read**** the answer, and the next question will be read. If the answer given is the same as or means the same as the expected answer, it will be accepted. If the answer is different than the expected answer, it will be referred to the judges' panel for decision.

2. Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer. First answers will be considered valid answers. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit.

3. An acknowledgement penalty of one (-l) point will be deducted from contestant's score and their team if they answer a question before being acknowledged. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.

4. If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has five (5) seconds AFTER BEING ACKNOWLEDGED, TO BEGIN THEIR ANSWER. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.

5. The judges' panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.

PLAYING TEAMS AND ALTERNATES

1. Only four (4) contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player during a match or the competition. See #2 below.

2. During any match, only one (1) alternate may be replaced at the panel when:
   a. The moderator, team captain, team coach deems it impossible for one of the seated members to continue.
   b. The captain/coach of a team requests the replacement of a team member.

3. 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. A five-member team is strongly recommended.
4. Members removed from the game table for disciplinary reasons, may not come back to any more matches in the competition.

DOUBLE ELIMINATION

1. TEAMS - Each team will play in a pre-numbered position, according to the position number drawn by the team captain.

2. A total of two losses will automatically eliminate a team from the competition

3. In the event that there are less than five teams competing, a round robin format will be used.

INDIVIDUAL SCORES

1. Scores will be kept for each individual contestant, with the high 10 individual contestants to receive special recognition.

2. Only those contestants who have participated in three or more matches will be considered for the top individual awards.
   a. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.

3. Ties for individual awards will be broken on the basis of:
   -First tie breaker: high average score for the entire contest
   -Second tie breaker: high individual match scores.
   -Third tie breaker: Total number of points earned in the contest.

SCORE KEEPING

1. The point value of correct/incorrect responses, bonuses, penalties are as follows:

Correct answer – One-on-one question	2 pts
Correct answer - Open question	1 pt
Toss-up question - All answers required	1 pt
Bonus question - All required answers required	3 pts
Bonus question - All incomplete answers, no answers or incorrect answers	0 pts
Team Participation- 4 correct answers	2 pts
All incorrect answers	-1 pts
Response penalty - No answer started in 5 seconds	-2 pts
Response penalty- Contestant not acknowledged	-1 pts
Response penalty- Out of turn	-2 pts
Response penalty- Out of turn second time in same match	-2 pts Eliminate from match

Response penalty- Out of turn third time in contest -2 Eliminate from contest
"Official" protest not upheld -1 pt

2. During the second half of the match, all regular/open questions will be worth one (1) point, open to all members seated at the game table. All toss-up questions will be worth (1) point and all bonus questions will be worth three (3 pts.) if the number of required answers given are correct.

TEAM PARTICIPATION BONUS

1. In order to encourage full team participation, each team member will have a bonus card at the game table. When a team member gives a correct response to a one-on-one, regular, or toss-up question, that member will turn their card around to face the score keepers, A bonus worth two (2) points will be awarded to the team, when all four bonus cards face the score keepers. The value of the question (1 or 2 pts.) will also be added to the score of the individual who answered the question, thus making that question worth three (3) or four (4) points depending on the value of the question.

   Example: The score keeper will add four (4) pts. to the team score [two (2) pts. For correct answer to a one-on-one question and two (2) pts. for the team bonus]. The contestant will receive the value of the question on their individual score and the team will receive both the individual points and the bonus points on the team score.

   a. When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
   b. When a team bonus has been earned once - the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.

TIME OUTS

1. The team captain, coach or any staff member may call for a "time out" for clarification of a rule, score, to seat an alternate, or to allow for any unexpected problem. "Time outs" may be called only after a question has been answered and before the next question starts.

HOLDING ROOMS

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress. After the round is completed, all teams/alternates and coaches (not eliminated from the contest) must return to the designated holding area to await their next match. All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches. Use of electronic devices including cell phones, computers, I-pads, tablets, etc. are not permitted in the holding rooms.

CONTEST PROCEDURES

1. Teams are assembled and seated at their respective panels, with the designated team captain seated in the #1 chair, nearest to the middle or the moderator. Each contestant is given the opportunity to check the equipment.

2. All team members will have a participation bonus card facing the contestant. They will be blank to the score keepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeepers.

3. The designated set of questions for each round is opened by the moderator and verified with the judges panel and referee before starting the game. Prior to reading a question, the moderator will announce the number, type of question and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read. The correct answer will be given for all unanswered questions or wrong answers.

4. Contestants, who respond to a question, will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
5. If the time (five (5) seconds) in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss or awarding of points to either team. After the response time has elapsed, the answer will ***not**** be given, and the next question read.

6. If the buzzer is activated and an answer is not started within the 5 second allowable time, there will be a minus two (-2) pt. penalty imposed against the contestant who activated the buzzer and their team.

7. If, the judges elect to not use a game question, it must be replaced by another question so that the total number of questions to be asked, will remain equal in each match.

INFORMATION SOURCES

1. No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books, which in fact are erroneous or out of date. Every effort is made to eliminate such questions, however, in the event one slips in, the judges 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.

MATCH TIES

1. In the event of a match tie, it will be broken with three (3) tie breaker questions. If a tie remains the first team to earn a point (or because of a loss of a point by the other team, has a (1) point advantage) will be declared a match winner based on the scores.

2. Tie Breaker points do not get added to individual, team, or team bonus scores. They are used to break match ties only.

TEAM PLACINGS

1. Team awards will be based on the predetermined procedure of play.

2. Every team will participate in a minimum of two matches

3. The rank of teams will be determined on the basis of their position within the double elimination bracket. After two losses, the teams eliminated in the same round, will be placed on the basis of the higher scores in the eliminating round. Fifth (5th place) to the highest score, sixth (6th place) to the next highest score and so on.

DOUBLE ELIMINATION - TEAMS TIE BREAKERS

lst TIE BREAKER Total average of all games played in double elimination games.
2nd TIE BREAKER Highest match score in double elimination games.
3rd TIE BREAKER Total score of the top two matches in double elimination games.

EQUIPMENT FAILURE

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match. Back-up units will also be available.

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 staff, or by either coach.

3. If after checking it and it is determined that there is an equipment malfunction/failure the faulty part(s) or unit 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.

5. If both judges or one judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of the equipment failure, may be recalled and two (2) additional questions used.

6. Under no conditions shall there be a replay of match in which there was an equipment failure.

TRANSCRIBING QUESTIONS

Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, or recording devices used in the contest rooms. Use of electronic devices including cell phones, computers, I-pads, tablets, etc. are not permitted in the contest or holding rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS AND CAMERAS

Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not be used during the competition.
CELL PHONES MUST BE TURNED OFF WHILE IN A CONTEST ROOM.
PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER A MATCH.

PROTEST/VERIFICATION OF QUESTIONS AND/OR ANSWERS

1. Verification of a question and answer is permissible

2. ONLY PROTESTS THAT ARE MADE IN A COURTEOUS, RESPECTFUL MANNER WILL BE ACKNOWLEDGED.

3. Protests must be made before the reading of the next question.

4. An "official" protest of a question or the answer to a question may be called for by a team captain or the official team coaches. The judges and moderator will consider the protest. Their decision in all cases will be final.

5. If an "official" protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-l) point penalty will be assessed if the protest is not upheld.

6. To sustain a protest, all judges agree, to keep or replace a question, or to determine the validity of an answer.

7. If the protest is sustained by the officials, the moderator and/or the score keepers will take one of the following actions:
   a. If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair on each team or to all contestants seated at the game table, depending on the type of question (one on one or open).
   b. If the answer to the question received a call for verification, the designated judges' panel will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
   c. If a question was protested after an answer is given, the designated judges panel will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the questions will be replaced.

8. All protests/challenges will be acknowledged by the contest staff.

ABUSE OF THE PROTEST PROVISIONS

1. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.

2. Abuse of this protest provision by any contestant, or coach, will result in one or more of the following:
   a. Dismissal of team coach from the contest area.
   b. Dismissal (or replacement) of any contestant from the competition.
   c. Dismissal of an entire team from the competition, with forfeiture of points or standing.

SPECTATORS, PARENTS AND VISITORS

1. Spectators, parents and visitors may not protest any question, answer or procedure during the contest.

2. Any contestant, coach, family member, friends or spectators, exhibiting UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject to dismissal from the immediate contest area.

GAME OFFICIALS AND EQUIPMENT

MODERATOR- The moderator shall assume the responsibility for reading questions and will acknowledge the chairs that are eligible to respond to One-on-One and open questions, before the question is read. The moderator will accept all answers that are the same or mean the same as the expected answer to the question. Any answers different than the expected answer will be referred to the judges' panel who will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as the 3rd judge.

JUDGES PANEL- The judges' panel will consist of one or more people. One person will be a knowledgeable horse person. If possible, one will be a veterinarian (when available). A 3rd judge could be a Horse Show Judge, or the moderator may be designated as the 2nd or 3rd judge. It is especially important for the judges to give reasons for not accepting an answer, because the intent of this competition is to make it a unique learning experience for young people of High School grade levels. These young people have made a very strong commitment to this program, and above all, we want to be fair and honest with them. This is an excellent opportunity to further educate them along these lines. The judge's responsibility will be to rule jointly on the acceptability of any question or answers to all questions. In the event of a challenge to a question/answer, with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. When there is only one judge, both the judge and the moderator must agree on actions to be taken.

If an answer was not clearly heard, the contestant may be asked to repeat their answer. If a question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct you may accept the answer. If the, answer given, is "in the ball park", the judges may request the contestant to be more specific, expand, explain, or clarify their answer. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written. All answers given must be correct for the way the question is written. An answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judges may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.

All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers.

TIME KEEPERS - CONTROL OPERATOR - The time keeper will monitor all time intervals and designate when the 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 judge be used as a timekeeper. Since the timekeeper has controls that verify whose light is on, they could also become the acknowledger. It will also be their responsibility at the beginning of the match, to assure each contestant that their equipment is working properly.

TIME ALLOWED FOR:

To start response to a question - 5 seconds
To start answer after acknowledgement - 5 seconds
For team to confer on a bonus question - 10 seconds

CONTEST CHAIR - The contest chair will have final authority over ALL procedures protests.

SCORE KEEPERS - At least two or three individuals shall be used to keep accurate team and individual scores. There will be visual score keepers/ who will record the team scores on a blackboard, overhead projector or flip chart. Table score keepers (at least two) will keep a written record of the official team and individual scores. The visual scores will be set up so that they are visible to the table score keepers, the contestants and moderator and spectators, if possible. The written record of the scores must match the visual scores and will be the official records of all individual and team scores. A special score sheet will be available for the table score keepers, plus a special sheet for tabulating individual scores.

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 stopwatch, control panel timer, or other appropriate time device will be used.

3. Signal Device- This signal device shall be used by the time keepers and shall have a distinctly different sound for each side, or a device that has a distinct sound and lights that indicate the contestant that is responding when their buzzer is activated. Back up units will be available, in the event of malfunction or failure.

4. Score Keeping Devices- Two devices will be used. A blackboard, a flip chart, overhead projector, or electronic light display, will be used to maintain team scores that are visible to the contestants and score keepers and if possible to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

**** new for 2017 as of 2/4/17 Equine Advisory Council vote***

Last updated 2/15/17