

2023 Horse Bowl Schedule

Saturday, February 4, 2023

8:45 a.m. – 9:00 a.m. Registration
9:10 a.m. – 9:25 a.m. Adult Volunteer and Player Orientation
9:30 a.m. Play starts for all divisions
12:00 p.m. – 12:45 p.m. Lunch Break
12:45 – Completion of Play

**Awards will follow approximately 30 minutes after the completion of play in all divisions.*

Directions to Midway Baptist Church – 2595 Midway Rd, Phenix, VA 23959

Central District 4-H Horse Bowl **Team Registration**

Saturday, February 4, 2023

Midway Baptist Church
2595 Midway Rd
Phenix, VA 23959

Deadline to Return:

January 25, 2023

No late registrations!

No changes or refunds after February 1st.

Return to:

Darla Marks

VCE – Charlotte

133 LeGrande Ave

Charlotte CH, VA 23923

(434) 542-5884 fax (434) 542-4377

dmarks@vt.edu

Each unit may send an unlimited number of teams to the Central District Horse Bowl. Four or five individuals constitute a team (the fifth member is considered an alternate). Counties having individuals who wish to be grouped with other individuals to form a team, **please contact Darla Marks**. A list will be kept of interested individuals and teams will be formed accordingly. The contest management will notify club leaders when enough individuals have gathered to form a team or teams.

Each county is responsible for supplying 1 worker/volunteer for every 4 youth entered.

Please send completed entry form with a copy of Health History Forms and Code of Conduct for each participant.

Parents and leaders are responsible for supervision of their 4-H'ers at all times.

No drugs, alcohol or other related paraphernalia allowed on the premises.

PLEASE PRINT CLEARLY WITH COMPLETE, CORRECT SPELLING

NAME OF UNIT (COUNTY) _____

AGENT SIGNATURE _____

LEADER NAME _____

ADDRESS _____

Telephone Street () City State Zip Email _____

CLOVERBUD TEAMS

Include **name** and **date of birth** (DOB)

1. _____ DOB _____

1. _____ DOB _____

2. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

4. _____ DOB _____

JUNIOR TEAMS
Include **name** and **date of birth** (DOB)

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

SENIOR TEAMS
Include **name** and **date of birth** (DOB)

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

1. _____ DOB _____

2. _____ DOB _____

3. _____ DOB _____

4. _____ DOB _____

Alt _____ DOB _____

Wants to go to state: _____

Contest Fees

Cost is \$5.00 per participant

Team Members ___ x \$ 5.00 = \$ _____ Total Amount enclosed \$ _____

Make checks payable to: **Treasurer of Virginia Tech** or clubs can pay via journal transfer (org – 068100, fund 99263) at local extension office. **Include a copy of the journal transfer or bring a copy with you to the contest.**

Central District 4-H Horse Bowl **Volunteer Registration**

Saturday, February 4, 2023

Midway Baptist Church
2595 Midway Rd.
Phenix, VA 23923

Deadline to Return:
January 25, 2023
No late registrations!

Return to: Darla Marks
VCE – Charlotte
133 LeGrande Ave
Charlotte CH, VA 23923
(434) 542-5884 fax (434) 542-4377
dmarks@vt.edu

Volunteers are needed in the following areas:

1. Moderator (Quiz Person) - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator will also indicate when a contestant has exceeded the allocated time for a question.
2. Referee Judges - At least two referee judges are recommended. The judges must be knowledgeable in horse topics. The referee judges rule jointly on the acceptability of any question or answer that is challenged. In cases of challenge to questions or answers 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.
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.
4. Score Keepers - At least two individuals shall be used to keep score for each contest. One scorekeeper will keep score on an overhead projector, flip chart or other method clearly seen by the contestants and, if possible, the spectators. The second scorekeeper will sit beside the moderator and keep a score sheet which will serve as a written record of the game.

**Please send completed entry form with a copy of
Standards of Behavior for each volunteer.**

***** Please print below *****

Name _____

Name _____

Address _____

Address _____

Telephone (_____) _____

Telephone (_____) _____

Email _____

Email _____

Preferred Duty _____

Preferred Duty _____

Don't Forget Standards of Behavior Forms!!
Please note that due to the demands of the contest you may not receive your 1st duty choice.

Name _____

Address _____

Telephone (_____) _____

Email _____

Preferred Duty _____

Name _____

Address _____

Telephone (_____) _____

Email _____

Preferred Duty _____

Name _____

Address _____

Telephone (_____) _____

Email _____

Preferred Duty _____

Name _____

Address _____

Telephone (_____) _____

Email _____

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Preferred Duty _____

Name _____

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Telephone (_____) _____

Email _____

Preferred Duty _____

Name _____

Address _____

Telephone (_____) _____

Email _____

Preferred Duty _____

Name _____

Address _____

Telephone (_____) _____

Email _____

Preferred Duty _____

2023 Central District 4-H Horse Bowl Guidelines

The primary objective of the Horse Bowl Competition is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related matters in a competitive setting, where attitudes of friendliness and fairness prevail. We hope that this competition will provide an educational experience for both participants and the spectators. These guidelines are designed to clarify the format of the contest and to add consistency to the contest from year to year. They are also designed so each age division test will be age appropriate.

General Guidelines

1. **NO CHANGES ON THE DAY OF THE CONTEST. Any changes must be made by February 1, 2023 in writing (letter or email) to the contest manager. Absolutely no changes or refunds after this date!!!**
2. Counties having individuals who wish to be grouped with other individuals to form a team please contact bowl management, Monday through Friday, 8:30 a.m. to 4:30 p.m. at (434) 542-5884. A list of interested individuals will be maintained and teams will be formed accordingly. The contest management will notify club leaders when enough individuals have gathered to form a team or teams.
3. Age categories will be according to the following:
 - a. **Cloverbud** 4-H members: 5 through 8 years old
 - b. **Junior** 4-H members: 9 through 13 years old
 - c. **Senior** 4-H members: 14 through 18 years old prior to **January 1, 2023**
 - Cloverbud contestants must turn 5 years of age on or before September 30 of the year in which the event is held and be 8 years of age or younger on January 1 of the event year.
 - 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 1 and junior contestants are under the age of 14 as of January 1 of the contest year. This age eligibility conforms to the National 4-H Horse Contest Rules and Regulations.
 - Eligibility for 4-H membership terminates on December 31 of the year the member has his/her 19th birthday.
 - Senior 4-H age requirements for National Horse Bowl contests are ages 14 to 18 prior to January 1 of the year the youth participate in a national or state event.
 - For local and state competitive events in which there is a regional or national contest, the age guidelines of the regional or national contest shall apply. **Those youth born between January 1 and September 30 affected by this policy are allowed to participate in the next lower age category.**
4. The Contest should be handled in an age appropriate manner. In other words, format and wording of questions should reflect the needs and abilities of each age group.
5. Awards should be given following these guides (excluding Cloverbuds):
 - Team Placings: 1- 6 place for each age category
 - Individual awards will be given for places 1 through 10.
 - Ribbons will be given for the above awards.
 - Awards (total score of all competition areas) should be rosettes, plaques or trophies.
 - All participants should receive a minimum of one ribbon (participation award available).

References for 2023

Cloverbud Event References:

1. Horse Games and Puzzles, Cindy A. Littlefield, Storey Publishing (available at Tractor Supply, Amazon)
2. North Carolina 4-H Cloverbud Horse Record Book, available for download from their website at <https://equinehusbandry.ces.ncsu.edu/equinehusbandry-nc-4-h-cloverbuds-program/equinehusbandry-cloverbud-program-educational-materials/>

*There is also a leader and parents guide to the record book

****Horse bowl managers may add more Cloverbud references as we find more materials – if any are added they will be sent at that time.**

Junior Contest References will be limited to:

- 1) EQUINE SCIENCE: For Horse Crazy Youth and Horse Owners, by Jean T. Griffiths AYHC (www.ayhc.com), 1 Gainer Rd, McDonald, NM 88262, phone: 817-320-2005 *For books purchased prior to 2020 an update sentence correction is on page 60: original sentence "The size of the horse's eyeball (known as the globe) is larger than that of any other mammal, including the elephant and the whale." changed to "The size of the horse's eyeball (known as globe) is larger than that of any other land mammal."
- 2) HORSE SMARTS: AN EQUINE REFERENCE & YOUTH ACTIVITY GUIDE, by AYHC AYHC (www.ayhc.com), 1 Gainer Rd, McDonald, NM 88262, phone: 817-320-2005 *Visit website for continued updates
- 3) HORSE SCIENCE, by Ray Antoniewicz <https://shop4-h.org/products/horse-program-curriculum-horse-science>
- 4) HORSES AND HORSEMANSHIP, by Ray Antoniewicz <https://shop4-h.org/products/horse-program-curriculum-horses-horsemanship>
- 5) DOVER SADDLERY - Apparel, tack and horse care items, for the English rider. Request catalog or visit www.DoverSaddlery.com or call 888-234-6942
- 6) SCHNEIDER SADDLERY – Apparel, tack and horse care items for the Western and the English rider. Request catalog or visit www.sstack.com or call 800-365-1311
- 7) Other: Grains, forages, and feed preparations used in this contest will be representatives of feeds utilized in horse rations.

Senior Contest References will be limited to:

- 1) ILLUSTRATED DICTIONARY OF EQUINE TERMS, by New Horizons Education Center, Inc. Dogwise Publishing (www.dogwise.com) 403 S Mission St, Wenatchee, WA 98801, 800-776-2665
- 2) HORSE ANATOMY: A Coloring Atlas, by Robert A. Kainer & Thomas O. McCracken Dogwise Publishing (www.dogwise.com) 403 S Mission St, Wenatchee, WA 98801, 800-776-2665
- 3) FEEDING AND CARE OF THE HORSE (2nd edition), by Lon D. Lewis Wiley (www.wiley.com), 9200 Keystone Crossing, Ste 800, Indianapolis, IN 46240, 877-762-2974
- 4) HORSE INDUSTRY HANDBOOK (9th edition), by the American Youth Horse Council AYHC (www.ayhc.com), 1 Gainer Rd, McDonald, NM 88262, phone: 817-320-2005 *Visit website for continued updates
- 5) **New for 2023 – EVANS 3rd THE HORSE by J. Warrant Evans, et al., 3rd edition. Waveland Press, Inc., 4180 IL. Route 83, Suite 101, Long Grove, Illinois 6004. (www.waveland.com) (847) 634-0081**
- 6) HORSE SMARTS: AN EQUINE REFERENCE & YOUTH ACTIVITY GUIDE, by AYHC AYHC (www.ayhc.com), 1 Gainer Rd, McDonald, NM 88262, phone: 817-320-2005 *Visit website for continued updates

- 7) DOVER SADDLERY - Apparel, tack and horse care items, for the English rider. Request catalog or visit www.DoverSaddlery.com or call 888-234-6942
- 8) SCHNEIDER SADDLERY – Apparel, tack and horse care items for the Western and the English rider. Request catalog or visit www.sstack.com or call 800-365-1311
- 9) Other: Grains, forages, and feed preparations used in this contest will be representatives of feeds utilized in horse rations.

***References for the younger divisions may be used for older division questions.
References for older divisions shall not be used for younger divisions.***

For Information

- Any member competing in a county or district qualifying event may compete in the state level Horse Bowl or Hippology contest during Virginia 4-H Horse Competitions. A senior 4-H member for this contest is 14 prior to January 1, 2023.
- Only teams competing and qualifying at the Central District Horse Bowl may compete at the State Horse Bowl. All 4 members of a team competing at State Horse Bowl must have competed at the Central District Horse Bowl.
- Senior winners of the state level competition are eligible to compete in the Eastern National 4-H Horse Roundup Horse Bowl Competition, held each fall in Louisville, Kentucky.
- Please remember that Character Counts! in Virginia 4-H! We ask that all members, leaders, and parents remember and employ the six pillars of character (trustworthiness, responsibility, respect, fairness, caring, and citizenship) when interacting with each other, volunteers, and extension personnel on contest day.

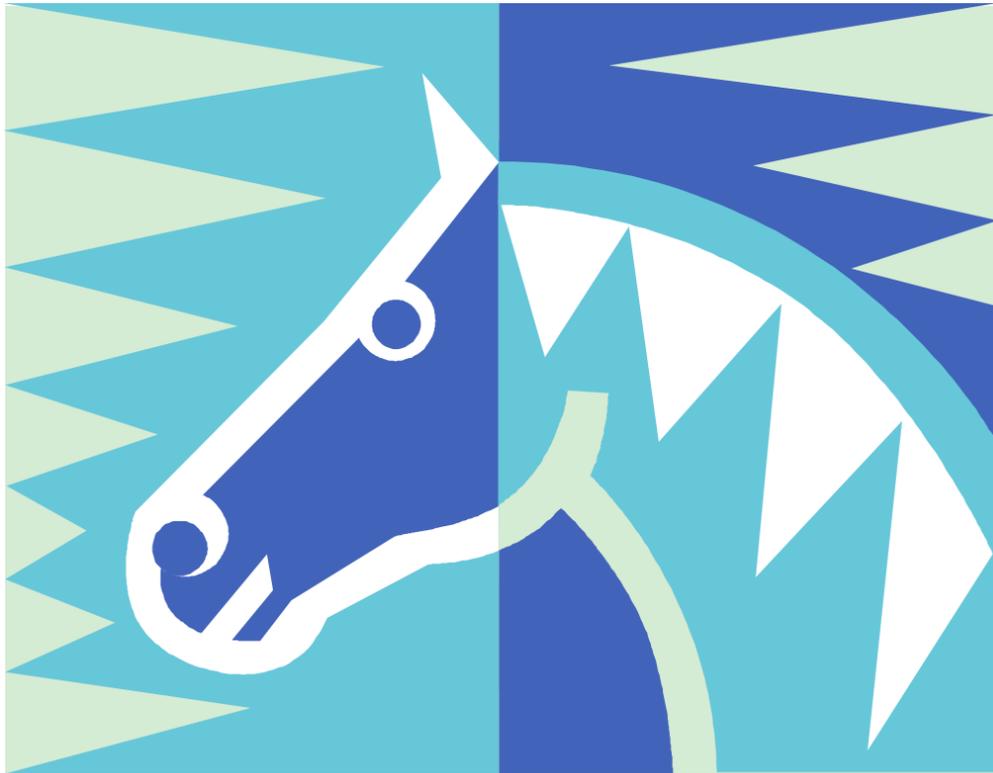
If you are a person with a disability and desire any assistive devices, services or other accommodations to participate in this activity, please contact Darla Marks (434) 542-5884 during business hours of 8 a.m. and 4:30 p.m. to discuss accommodations at least 5 days prior to the event.

Virginia Cooperative Extension programs and employment are open to all, regardless of race, color, national origin, sex, religion, age, disability, political beliefs, sexual orientation, or marital or family status. An equal opportunity/affirmative action employer. Issued in furtherance of Cooperative Extension work, Virginia Polytechnic Institute and State University, Virginia State University, and the U.S. Department of Agriculture cooperating. Mark A. McCann, Interim Director, Virginia Cooperative Extension, Virginia Tech, Blacksburg; Alma C. Hobbs, Administrator, 1890 Extension Program, Virginia State, Petersburg.

Cloverbud Event Rules

- A. This Event is just for experience, this activity will NOT be a competition.
1. No score will be kept.
- B. Cloverbuds will compete loosely in teams of a minimum of two (2) players to a maximum of four (4) players.
- C. Play will consist of:
1. Equipment:
 - a. Game Panels – An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question
 - b. Time Recorders – A stop watch or other appropriate time device will be required
 - c. Signal Device – The signal device will be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel
 2. Officials:
 - a. Moderator (Quiz Person) - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator will also indicate when a contestant has exceeded the allocated time for a question. They may also be asked to serve as a third judge.
 - b. Referee Judges - At least two referee judges are recommended. The judges should be knowledgeable horse persons and will be selected by Extension personnel. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
 - c. 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.
- *Depending on available personnel – the moderator may act as all officials.
3. Questions
 - a. There will be three rounds of 18 total questions.
 1. There will be eight one-on-one questions.
 2. There will be ten open questions.
 3. There will be NO Toss-Up questions or Bonus questions.
 4. Correct answers will receive an award (candy).
 4. Time
 - a. After the question is read players will receive eight (8) seconds to buzz in.
 - b. Once a player is recognized by the moderator, that individual will have eight (8) seconds to begin an answer.
- D. Awards -
- All participants will receive an appropriate acknowledgement of participation.

*Central District
4-H Horse Council*



4-H Horse Bowl

Procedure for Play

EQUIPMENT:

- A. Game Panels – An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question
- B. Time Recorders – A stopwatch or other appropriate time device will be required
- C. Signal Device – The signal device will be used by the timekeepers and shall have a very distinctly different sound from that associated with the game panel
- D. Score Keeping Device – Two score sheets will be kept by separate scorekeepers.

OFFICIALS:

- A. Moderator (Quiz Person) - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator will also 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. He may also be asked to serve as a third judge.
- B. Referee Judges - At least two referee judges are recommended. The judges must be knowledgeable horse persons and will be selected by Extension personnel. 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 that is challenged. 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.
- C. 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.
- D. Score Keepers - At least two individuals shall be used to keep score for each contest.

TEAMS

- A. Each team must consist of not less than four (4) nor more than five (5) members. *The Central District Horse Bowl may allow a team of three to compete; however a team of three will not be eligible to move on to the state level competition. Teams of three will not be permitted to answer the fourth seat question in Round One nor be eligible for a team participation bonus. **Competing as a team of three should be avoided if possible.***
 - 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 competition.
 - 2. 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 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 are both eligible to participate in further matches.
4. Members removed from the game table for disciplinary reasons, may not come back to any more matches in the competition.

DOUBLE ELIMINATION

- A. TEAMS – each team will play in a pre-numbered position according to a random designation by contest managers.
- B. A total of two losses will automatically eliminate a team from the competition

INDIVIDUAL SCORES

- 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. The high three match scores for each individual will be used in cases where individuals participate in more than three matches
 1. Ties for individual awards will be broken on the basis of: 1st – high average score for the entire contest, 2nd – high individual match scores, 3rd – total number of points earned in the contest.

PROCEDURES OF PLAY

A. Match Procedures

1. Each match will be divided into two parts based either on time or number of questions.
 - a) Match question instructions will be read in round 1 only, unless otherwise requested.
2. There will be four types of questions used. These will consist of:
 - a. One-on-one questions, to which a designated member of either team may respond.
 - b. Regular questions, to which any member of either team may respond.
 - c. Toss-up questions, also open for response by any member of either team. The only difference between a regular and a toss-up question will be that a toss-up question will have a bonus question attached to each and in general will be somewhat more difficult than the regular questions.
 - d. Bonus questions will be worth 3 points. All parts of the bonus question must be answered before any points will be awarded. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
3. Team Participation Bonus
 - a. 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.*
 - b. 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.

- c. 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.

B. Starting the Contest

1. The question packet is opened by the moderator and verified by the judges to be the correct set.
2. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
3. A team captain is designated and sits in assigned spot (closest seat to the control panel).
4. A coach is identified by each team. There may only be **one designated coach** per team and the team coaches are the only two people in the audience who may speak during the match.
5. All team members will have a participation bonus card facing the contestants. They will be blank to the scorekeepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeepers

C. Part 1: One-on-One Competition

1. The moderator shall indicate clearly the start of one-on-one play.
 2. Each question shall be addressed to only one member of each team, beginning with the number 1 contestants of each team and progressing with subsequent questions to the numbers 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. 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. Part 1 questions are awarded two (2) points for a correct answer and minus one (-1) point for an incorrect answer.
- a. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have five (5) seconds **after having been acknowledged by the moderator** to begin the answer to the question.
 - b. The repeating of the question by the contestant **shall not** be considered the initiation of an answer.
 - c. 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.
 - d. If any contestants other than the two designated contestants respond, that team will lose one (-1) points.
 - e. An acknowledgement penalty of one (-1) point will be deducted from the contestant's score and their team if they answer a question before being acknowledged.
 - f. If any contestant responds more than twice to questions directed to other contestants, 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.
4. If the answer to any question, whether read to completion or not, is incorrect, the question **shall not** be repeated for the opposing team. If an answer is not given or is wrong, the moderator will not give the correct answer due to the fact that same questions could be used for each round.

5. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points nor awarding of points to either team.
6. There will be no bonus questions asked during the one-on-one period.

D. Part 2: Open Competition

1. The open portion of the competition will contain regular questions as well as toss up questions with a bonus attached.
2. Regular questions may be answered by any chair number on either team. Response to a question follows the same guidelines as listed in Part 1. A correct answer to a regular question is one (1) point, incorrect answer -1 point.
3. Part 2 of competition will also include toss up questions. Toss up questions are similar to regular questions, except a three (3) point bonus question is attached.
 - a. 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 timer, a 5-second period is then permitted for the team captain or designee to begin the answer.
 - b. Successful completion of the answer will result in that team being awarded three (3) bonus points
 - c. All parts of the bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
 - d. Failure to answer a bonus question results in no penalty (loss of points) to the team.
 - e. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
4. **If a bonus question was attached to an unanswered toss-up question, the bonus question is not transferred to the next question, and left unread for the match.** (At the state level, bonus questions can be moved to the next question until a toss up question is answered correctly)

E. Completing the Contest

1. The moderator will continue reading questions until all questions have been asked.
2. 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 constant. (25)
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. In the event of a tie after the designated number of questions, 5 additional regular questions will be asked. If a tie still remains after the overtime, 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.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.

SCORE KEEPING

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

| | |
|--|----|
| Correct answer - One-on-one question | 2 |
| Correct answer - Open question | 1 |
| Toss-up question - All answers required | 1 |
| Bonus question - All answers required | 3 |
| Bonus question - All incomplete answers or no answers, all incorrect answers | 0 |
| Team Participation- 4 correct answers | 2 |
| All incorrect answers | -1 |
| Response penalty - No answer started in 5 seconds | -1 |
| Response penalty- Contestant not acknowledged | -1 |
| Response penalty- Out of turn | -1 |
| “Official” protest not upheld | -1 |

TIME OUTS

A. 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.

PROTESTS OF QUESTIONS AND/OR ANSWERS

- A. A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
- B. When a protest is made, play will be stopped until the protest is resolved. A 1 point penalty will be assessed if the protest is not upheld.
- C. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
1. A question is protested before an answer is given and the protest sustained -- discard the question. No loss or gain of points will result for either team.
 2. 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.
 3. 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 or the question may be allowed with the appropriate gain or loss of points as in (b) above.
 4. An interruption of play for rule clarifications or comments will be considered a protest. In such a case, the moderator will say: “Your comment or question will be considered a protest, do you wish to

proceed or withdraw it?" If the question is withdrawn, play proceeds. If not, the protest procedure is followed. A reminder to reset the buzzers will not be considered a protest.

5. 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.
6. 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 and/or complaints 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. An interruption of play by a person other than the team captain or coach may result in a one point penalty. The moderator imposes the penalty.
7. No source of information is infallible. There may at times be answers given to questions which agree with the recommended sources which are in fact erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer and if there is unanimous agreement, may elect to accept only the correct answer or to discard the questions with no loss or gain of points to either team.

RECORDERS AND CAMERAS

- A. Tape recorders may not be used at any time during the conduct of the match. No recording devices such as video tape cameras, movie cameras or any other type of camera requiring auxiliary lights may be used during conduct of a match. 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.

EQUIPMENT FAILURE

- A. 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.
- B. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
- C. 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.
 1. 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.
- D. Under no conditions shall there be a replay of a match in which there was equipment failure.