HORSE BOWL CONTEST

1. OBJECTIVES: The primary objective of horse bowl contests is to provide 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. We hope that this competition will provide an educational experience for both participants and spectators.

2. CONTESTANTS AND ELIGIBILITY:
   a) Each county may enter teams of four (4) or five (5) contestants. One team member will be designated as an alternate if five (5) are entered.
   b) The team may be selected by any procedure that the county deems to be appropriate. Team members must be enrolled in 4-H in the county they represent. Their eligibility must be certified by a county extension agent or 4-H leader.
   c) There will be a Junior division and a Senior division.
   d) The highest-scoring Senior team will be eligible to represent Arkansas at the Southern Regional Championship.

3. REFERENCE SOURCES to be used:
   - New Horizons
     DICTIONARY OF EQUINE TERMS, by New Horizons
     Equine Education Center, Alpine Publications, Inc.
     P.O. Box 7027, Loveland, CO 80537
   - THE HORSE (2nd edition), by Evans, Borton, Hintz and Van Vleck, W.H.
     Freeman & Company – 660 Market St., San Francisco, CA, 94104. A special price may be available and ordered from the publisher. Phone: 415-391-5870.
   - AYHC LEAD
     AMERICAN YOUTH HORSE COUNCIL LEADER MANUAL
4. QUESTIONS:
The questions will come from the preceding reference sources.

QUESTION TYPES:

a) REGULAR QUESTIONS are worth two (2) points during one-on-one competition.
b) TOSS-UP QUESTIONS are worth one (1) point and are open to 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 (-1) deduction.
c) BONUS QUESTIONS are worth three (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.
   1) 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.
   2) 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.
   3) If the match ends with an unanswered bonus question, the bonus question will not be utilized.
d) ONE-ON-ONE QUESTIONS are regular questions that shall be addressed to only one member of each team, beginning with the contestants in the No. 1 chairs (nearest to control operator) on either team and progressing with subsequent questions going to the contestants in the No. 2 chairs, No. 3 chairs and No. 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.
   1) 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.
   2) Toss-up/bonus questions will not be used during one-on-one competition.
e) RESPONSE PENALTY refers to the situation when any contestant, other than the designated contestants, responds to a one-on-one question, that contestant/team will lose two (2) points.

5. READING AND ANSWERING THE QUESTIONS:

   a) The moderator will read all questions—identify the type and number of questions and designate the chairs eligible to respond when necessary. Five (5) seconds will be allowed for starting a response. If an answer is wrong, the moderator will give the correct answer and read the next question. 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 from the expected answer, it will be referred to the judges’ panel for decision.

   b) 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 five-second time limit.

   c) An acknowledgement penalty of one (-1) point will be deducted from contestant’s score and their team if they answer a question before being acknowledged.

      i. 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.

      ii. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.

   d) 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.

   e) The judges’ panel will be allowed to verify an answer, or the validity of a question. If verification cannot me made, the question will be replaced.

6. PLAYING TEAMS AND ALTERNATIVES:

   a) Only four (4) contestants shall be seated at the panel at any one time.

   b) During any match, only one (1) alternate may be replaced at the panel at any one time.

      i. The moderator, team captain, team coach deems it impossible for one of the seated members to continue.

      ii. The captain/coach of a team requests the replacement of a team member.
iii. 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.

iv. Members removed from the game table for disciplinary reasons may not come back to any more matches in the competition.

7. DOUBLE ELIMINATION:

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

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

8. INDIVIDUAL SCORES:

a) Scores will be kept from each individual contestant, with the high 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.

c) Ties for individual awards will be broken on the basis of:
   First tiebreaker: high average score for the entire contest.
   Second tiebreaker: high individual match scores.
   Third tiebreaker: total number of points earned in the contest.

9. SCOREKEEPING:

a) The point value of correct/incorrect responses, bonuses, 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 required answers, 3
   - Bonus question – all incomplete answers or no answers, 0; all incorrect answers, 0
   - Team participation – four correct answers, 2
   - All incorrect answers – -1
   - Response penalty – no answer started in five seconds, -2
   - Response penalty – contestant not acknowledged, -1
   - Response penalty – out of turn, -2
   - Response penalty – out of turn second time in same match, -2, eliminate from match
   - Response penalty – out of turn third time in same contest, -2, eliminate from match
   - “Official” protest not upheld – -1
b) 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) points if the number of required answers are correct.

c) 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.

d) Contestants who respond to a question will receive points applied to a particular question. Appropriate penalties will be deducted as warranted.

e) 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 be given, and the next question read.

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

g) If the judges elect not to 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.

10. INFORMATION SOURCES:

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:

i. Accept the answer and give an explanation of the correct or updated information for future use of the question.

ii. Accept only the correct answer.

iii. Replace the question to the appropriate contestants.

11. MATCH TIES:

In the event of a match tie it will be broken with five (5) tiebreaker questions. If a tie remains, 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 a match winner based on the scores.

12. TEAM PLACINGS:

a) Team awards will be based on predetermined procedure of play.

b) Every team will participate in a minimum of two matches.
c) 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 places on the basis of the higher scores. Fifth (5th) place to the highest score, sixth (6th) to the next highest score and so on.

13. DOUBLE ELIMINATION – TEAM TIEBREAKERS:

1st TIEBREAKER
Total average of all games played in double-elimination games.

2nd TIEBREAKER
Highest match score in double-elimination games.

3rd TIEBREAKER
Total score of the top two matches in double-elimination games.

14. 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 scorekeepers. A bonus worth two (2) points will be awarded to the team; the score of the individual who answered the question (1 or 2 points) will also be added to points depended on the value of the question.

b) EXAMPLE: The scorekeeper will add four (4) points to the team score [two (2) points for correct answer to a one-on-one question and two (2) points 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.

1) When an alternate comes to the game table and a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.

2) 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.

15. TIMEOUTS BONUS:

a) A team captain, coach or any staff member may call for a “timeout” for clarification of a rule, to seat an alternate, or to allow for any unexpected problem. “Timeouts” may be called only after a question has been answered and before the next question starts.

16. HOLDING ROOMS:

a) All teams, alternates and coaches must remain in the designated holding area until it is their turn to play.
1) After their round match is played, they must go to an appropriate designated area until the conclusion of the round in progress.

2) 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.

3) 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.

17. CONTEST PROCEDURES:

a) Teams are assembled and seated at their respective panels, with the designated team captain seated in the No. 1 chair, nearest to the moderator. Each contestant is given the opportunity to check the equipment.

b) All team members will have a participation bonus card facing the contestant. 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) The procedure of play will be one-on-one questions followed by toss-up questions with an equal number of question types in each round.

18. EQUIPMENT FAILURE:

a) It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of the match. Backup units will also be available.

b) If the device being used ceases to function during a match or is believed to be malfunctioning, a “timeout” may be called by any contestant, the staff or by either coach.

c) If, after checking, it is determined that there is equipment malfunction/failure, the faulty part(s) or unit will be replaced and play resumed.

d) Scores accumulated up to that point of the “timeout” shall stand and all further points awarded during the remainder of the match added to or subtracted from the total.

e) 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 equipment failure may be recalled and two (2) additional questions used.

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

19. PROTESTS/VERIFICATION OF QUESTIONS AND/OR ANSWERS:

a) Verification of a question and answer is permissible.
b) **ONLY PROTESTS THAT ARE MADE IN A COURTEOUS, RESPECTFUL MANNER WILL BE ACKNOWLEDGED.**

c) Protests must be made before the reading of the next question.

d) An “official” protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld.

e) To sustain a protest, at least two members of the designated judges’ panel must agree to keep or replace a question, or to determine the validity of an answer.

f) If the protest is sustained by the officials, the moderator and/or the scorekeepers will take one of the following actions:

1) 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).

2) If the answer to the question received a call for verification, the designated judge’s panel will determine the validity of the protested question. Points will then be awarded or subtracted as appropriate.

3) 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 question will be replaced.

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

20. **ABUSE OF THE PROTEST PROVISIONS:**

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

b) Abuse of this protest provision by any contestant or coach will result in one or more of the following:

1) Dismissal of team coach from the contest area.

2) Dismissal (or replacement) of any contestant from the competition.

3) Dismissal of an entire team from competition, with forfeiture of points for standing.

21. **SPECTATORS, PARENTS AND VISITORS:**

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

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

c) Spectators, parents and visitors may not leave until the current round is completed.
22. RECORDERS AND CAMERS:
   
a) Recording devices such as tape recorders, video cameras, cell phones, movie cameras, etc., may not be used during the competition. Copies of the questions will be supplied to each county.

23. PHOTOGRAPHS:
   
a) PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER EACH MATCH.