

# HORSE BOWL

**Contact Person:** Jackie Simon, Philadelphia County Extension Office (215) 471-2200

## **Purposes:**

This event is designed:

1. To support the county 4-H horse program.
2. To broaden the 4-H interaction experiences of youth and adults from across the Commonwealth
- 3 To challenge 4-H'ers knowledge and skills in the horse industry.
- 4 To recognize 4-H'ers demonstrated abilities in the horse industry.
5. To better acquaint 4-H'ers with the faculty, services, and facilities of The Pennsylvania State University.

## **Objectives:**

The primary objectives of the Horse Bowl Contest are to:

1. 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.
2. Provide an educational experience for participants, volunteers, and agents.
3. Select teams to represent Pennsylvania in horse bowl contests at Quarter Horse Congress (2 teams) and at the Eastern National 4-H Horse Roundup (1 team).

## **Eligibility:**

1. Contestants must have passed their 13th birthday and must not have passed their 19th birthday as of January 1 of the current year. See NOTE under Opportunities for age requirements for national competitions.
2. Contestants must be enrolled in a 4-H horse project.
3. Each county may send one team composed of four members. Three member teams will not be permitted to compete.
4. One coach and one assistant coach may be listed on the entry form. Only one coach, from the two listed, will be allowed in the competition room. If no coach or assistant is listed on the entry form, no one will be allowed to be in the contest room with that team. No coaches or parents will be permitted in the "clean" room.
5. Contestants must not have participated in any official, post secondary Horse Bowl Contests.
6. Previous Eastern or Western National 4-H Horse Bowl contestants are not eligible to compete in the Pennsylvania 4-H Horse Bowl.

## **Contest Organization and Content:**

1. The contest will be conducted by employing the double elimination system. Each team must designate a team captain. Team captains will draw for positions. The Bye System will be used, and will be explained at the beginning of the contest.
2. Questions will be taken from current 4-H horse materials. However, they will not be limited to these sources. Note complete list of references at end of this section.
3. Each match will consist of TWO Divisions: One-on-One and Open.

## QUESTION TYPES

1. **REGULAR QUESTIONS** are worth two (2) points during one-on-one competition, when only one member of each team may respond. The regular question is worth one (1) point during **OPEN** questions, when any member of either team may respond. These questions count toward individual and team scores. **All incorrect answers receive a minus one (-1) point deduction.**
2. **TOSS-UP QUESTIONS** are worth one (1) point 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 minus one (-1) point deduction.**
3. **BONUS QUESTIONS** will be 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, three (3) points will be awarded if ALL of the required answerers 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. 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 Bonus 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 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. A contestant that responds more than twice to a one-on-one or regular question directed to another contestant will be eliminated for the remainder of that match. 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 at any time during the contest will disqualify them from the competition. The **minus (-2)** point penalty will continue to apply for the 2<sup>nd</sup> and 3<sup>rd</sup> 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 (5) seconds will be allowed for starting a response. If an answer is not given or given incorrectly, the moderator will give the correct answer, and the next question 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 **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 (5) second time limit. Repeating the question will not be considered the initiation of the answer.
3. An acknowledgement penalty of minus one (-1) point will be deducted from contestant's score and their team if they answer a question before being acknowledged.
  - a. The **FIRST ANSWER** given will be accepted as the official answer, including multiple response questions.
  - b. 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 judge's 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

1. Only four (4) contestants shall be seated at the panel at any time. Seat position must be declared prior to competition and youth must remain in this seat for the duration of the entire contest.
2. Any contestant, coach, family member, friends or other attendee exhibiting **UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject dismissal/disqualification from all parts of the contest area and State Days Event. Members removed from the contest area 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.

## INDIVIDUAL SCORES

1. Scores will be kept for each individual contestant with the high ten (10) individual contestants to receive special ribbons.
2. Only those contestants who have participated in three (3) or more matches will be considered for the top individual awards.
  - a. The high three (3) match scores for each individual will be used in cases where individuals participate in more than three (3) 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
Correct Answer – Open question	1
Toss-up Question – All answers required	1
Bonus Question – All required 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	-2
Response Penalty – Contestant not acknowledged	-1
Response Penalty – Answer out of turn	-2
Response Penalty – Answer out of turn – Second time in same match	-2 plus Elimination from match
Response Penalty – Answer out of turn – Third time in the entire contest	-2 plus Elimination from contest
“Official” protest not upheld	-1

### **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 (4) bonus cards face the score keepers. The value of the question (1 or 2 points) will also be added to the score of the **TEAM and INDIVIDUAL** who answered the question, thus making that question worth three (3) or (4) points depending on the value of the question.

**Example** – The score keeper 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.

- a. 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.

### **TIMEOUTS**

1. The team captain, coach or any staff member may call for a “time out” for clarification of a rule, score, 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. Each team shall be allowed no more than two “time outs” in any match except in the case of equipment failure.

### **HOLDING ROOMS**

1. All teams and coaches must remain in the designated holding area until it is their turn to play.
  - a. Only one designated coach or alternate may accompany a team to the designated competition room.
  - b. After their match is played, they must go to an appropriate designated area until the conclusion of the round in progress.

- c. After the round is completed, all teams and coach (not eliminated from the contest) must return to the designated holding area to await their next match.
- d. 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.

### 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 judge's 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 be given, and the next question read.
6. If the buzzer activated and an answer is not started within the five (5) second allowable time, there will be a **minus** two (-2) point 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. The question used as a replacement must remain the same for all teams in that round.

### 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. accept the answer and give an explanation of the correct or up-dated information for future use of the question.\,

- b. accept only the correct answer, or
- c. replace the question to the appropriate contestants.

### **MATCH TIES**

1. In the event of a match tie, it will be broken with five (5) tie breaker questions. If a tie remains after five (5) questions, the first team to earn a point (or because of a loss of a point by the other team, has a one (1) point advantage) will be declared the match winner based on the scores.
2. Tie Breaker points **DO NOT** get added to individual, team, or team participation 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.

### **DOUBLE ELIMINATION – TEAMS TIE BREAKERS**

**FIRST TIE BREAKER** – Total average of all games played in double elimination games

**SECOND TIE BREAKER** – Highest match score in double elimination games

**THIRD 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 (except as listed in #5 below).
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 the match in which there was an equipment failure.

### **TRANSCRIBING QUESTIONS**

1. Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typing, recording, computer use, etc. in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

### **RECORDERS AND CAMERAS**

1. Recording devices such as tape recorders, video cameras, movie cameras, picture cell phone, etc. are not to be used during the competition.

### **CELL PHONES**

1. CELL PHONES MUST BE TURNED OFF WHILE IN A CONTEST ROOM. If you are expecting an important call, please leave your cell phone with someone in the holding room to accept the call.

### **PHOTOGRAPHS**

1. 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 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 coach. 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 **minus** one (-1) point penalty will be assessed if the protest is not upheld.
6. To sustain a protest, at least two members of the designated judge’s panel must 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 question will be replaced.
  - d. Each team shall be allowed no more than two (2) protests in any round.
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 an contestant or coach will result in one or more of the following:
  - a. Dismissal of team coach and/or alternate from the contest area.
  - b. Dismissal of any contestant from the competition.
  - c. Dismissal of an entire team from the competition with forfeiture of points or standing.
3. Any contestant, coach, family member, friends or other attendee exhibiting **UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject dismissal from all parts of the contest area. Members removed from the contest area for disciplinary reasons may not come back to any more matches in the competition.**

#### **GAME OFFICIALS AND EQUIPMENT**

1. **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 judge's panel who will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as the judge.

2. JUDGES PANEL – The judges panel will consist of two people, three if possible. 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 the moderator is also designated as the judge, the judge’s panel may include the Chair and/or Assistant Chair for the contest, and/or the Room Chairman. The judge’s panel will be announced during contest orientation in the Holding Room.

a. If an answer was not clearly heard, the contestant may be asked to repeat their answer. This is at the discretion of the judge/moderator.

b. 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.

d. If the questions 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.

e. 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.

3. TIME KEEPERS – CONTROL OPERATOR – The time keeper will monitor all time intervals and designate when the time of response has been exceeded, and may also handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a judge be used as a timekeeper. 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
For team to start answer after conference time is called	5 seconds

**4. THE CONTEST CO-CHAIRMAN WILL HAVE FINAL AUTHORITY OVER ALL PROCEDURES PROTESTS.**

5. SCORE KEEPERS - At least two (2) or three (3) individuals shall be used to keep accurate team and individual scores. There will be a visual score keeper who will record the team scores on a blackboard or flip chart. A table score keeper will keep a written record of the official team and individual scores. The written record of the scores must match the visual scores and will be the official

records of all individual and team scores. Separate score sheets will be maintained by the Contest Chairman to keep a running total of team and individual scores.

## **EQUIPMENT**

Game Panels – An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.

Time Recorders – A stopwatch, control panel timer, or other appropriate time device will be used.

## **GENERAL INFORMATION**

### **Scoring**

Total team score in each match will vary depending on the total correct and incorrect responses, team bonus points earned, etc. The team with the highest score wins the game. Captains will verify scores and sign the score sheets at the end of each game. No scores may be protested after captains have certified the official results.

### **Awards:**

1. Individual merit ribbons will be given to all contestants (approximately 33% blue, 33% red and 33% white), based on individual scores.
2. Team ribbons will be awarded to a maximum of ten (10) teams.
3. Plaques will be awarded to members of the first place team.
4. The first place team will take possession of the C. Merle Dubs rotating trophy for one (1) year.
5. The high scoring individual will receive a plaque.
6. Individual ribbons will be awarded to the top ten (10) high scoring individuals.
7. The top team and top individuals will be announced at the Recognition Assembly during the Penn State 4-H Achievement Days.

### **Opportunities:**

The winning team (four individuals) will be eligible to compete in the horse bowl contests at the "Eastern National 4-H Horse Roundup", Louisville, Kentucky, and the Congress Youth Horse Event held at the Quarter Horse Congress, Columbus, Ohio, provided all the members meet all the eligibility requirements of the contest. The second place team will also be eligible to compete at the Congress Youth Horse Event held at the Quarter Horse Congress.

NOTE: Contestants must be at least 14 years of age but not yet have achieved their 19th birthday as of January 1 of the current year to participate in national competition. You may want to consider this in selection of team members. A first place team with any members not meeting this eligibility requirement will not be allowed to compete in this opportunity.

## References:

The following 4-H horse project materials and resources will be used as references in developing questions for the 2009 Pennsylvania 4-H Horse Bowl Contest:

**\*NOTE (11-2008):** 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.

### 1. 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 – 970-667-9157

### 2. EVANS 2nd

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

### 3. AYHC 1st

HORSE INDUSTRY HANDBOOK - By the American Youth Horse Council  
HorseBooksEtc., Attn.: AYHC, 103 Pow Wow River Rd, East Kingston, NH 03827  
Phone 1-800-952-5813 FAX 603-642-4576 or online at [www.horsebooksetc.com](http://www.horsebooksetc.com)

### 4. LEWIS 2nd

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

### 5. NEW for 2009

Jean T. Griffiths  
Equine Science: Basic Knowledge for Horse People of All Ages  
[www.HorseBooksEtc.com](http://www.HorseBooksEtc.com) or 1-800-952-5813  
or ISBN # 978-1-929164-42-4 to order from your local bookstore

### 6. Kainer

THE COLORING ATLAS OF HORSE ANATOMY  
By Robert A. Kainer & Thomas O. McCracken.  
Alpine Publications Inc. P.O. Box 7027  
Loveland, Colorado 80537  
(970) 667-2017 or 800-777-7257

### 7. AYHC- YL

AMERICAN YOUTH HORSE COUNCIL YOUTH LEADERS MANUAL. By the American Youth  
Horse Council  
HorseBooksEtc., Attn.: AYHC, 103 Pow Wow River Rd, East Kingston, NH 03827  
Phone 1-800-952-5813 FAX 603-642-4576 or online at [www.horsebooksetc.com](http://www.horsebooksetc.com)

## **SUPPLEMENTAL REFERENCES**

The Dover Saddlery English Tack Catalog and Smith Brothers Western Tack Catalog may be used as supplemental references. These catalogs provide visual representations for questions relating to tack.

Dover Saddlery - Apparel, tack and horse care items, for the English rider

To request a free catalog please visit [www.DoverSaddlery.com](http://www.DoverSaddlery.com) or call toll free 1 888 234 6942

Smith Brothers - Apparel, tack and horse care items, for the Western rider.

To request a free catalog please visit [www.SmithBrothers.com](http://www.SmithBrothers.com) or toll free 1- 888 677 0450

In addition, questions may be taken from any Pennsylvania 4-H horse project materials, including activity guides and project requirements (as listed in record books) and from the current Pennsylvania State 4-H Horse Show Rule Book and supplements.