

# Massachusetts 4-H Horse Program

## Horse Bowl Contest Rules

### OBJECTIVES

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.

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### WHAT IS A HORSE BOWL CONTEST

A horse bowl contest is a competition where questions are asked on a variety of horse topics and contestants buzz in using a buzzer box system to answer the question. The first person to buzz in is the only one allowed to answer the question. The method of play is described in more detail under THE CONTEST section.

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### CONTESTANTS AND ELIGIBILITY

Any 4-H member requiring an accommodation at a Massachusetts 4-H horse event must contact the State 4-H Equine Science Coordinator in advance of the event to discuss appropriate accommodations.

#### At the County Level

1. Juniors are youth ages 8 – 13 as of January 1 of the competition year.
2. Seniors must be at least 14 but not have reached their 19<sup>th</sup> birthday as of January 1 of the competition year.
3. A novice division may be offered for 4-H juniors and seniors that are new to competing in the contest. Individuals in the novice division will be judged and placed in the novice division and will not be eligible to compete at the state contest.
4. Juniors and seniors compete individually at the County level.
5. A cloverbud division may also be offered at the county level for youth ages 5 - 7. Cloverbuds should participate in a non competitive learning activity that will introduce them to the contest.
6. All contestants must be members of 4-H in the county they are representing during the year in which this event is held.
7. Counties may choose to hold their county contests at any time during the year, although most counties hold their contests in the late fall or winter months.
8. Teams may be selected by any procedure which a county deems appropriate, however most counties hold a county level contest to determine who will be on the state team.

#### At the State Level

1. Juniors compete as a county team at the state contest. Junior county teams consist of four members plus 1 alternate who have been previously selected by their county. In teams in which there are four members, all will compete. Alternates may also attend and may be substituted for another member of their county team during the contest, or may be teamed with other alternates from other counties to form a blended team. In cases where a county team has fewer than 4 members, all efforts will be made to place an alternate from another county on that team to comprise a team of 4 contestants.
2. Seniors compete individually at the state contest. Seniors who have previously competed in the National 4-H Horse Roundup in horsebowl are ineligible to participate in the state contest, but are encouraged to attend and assist with the state contest.

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## REFERENCE MATERIAL

Reference Material: All of the information covered in this contest may be found in one or more of the following publications (\*indicates sources used for seniors only):

\*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

\*EVANS 2<sup>nd</sup> - The Horse(2nd Edition) by EVANS, BORTON, HINTZ, VAN VLECK  
W.H. Freeman and Company  
660 Market Street, San Francisco, CA 94104.  
(414) 391-5870

\*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

\*KAINER - The Coloring Atlas of Horse Anatomy  
Dr. Robert Kainer and Dr. Thomas McCracken  
Alpine Publications Inc.  
P.O. Box 7027, Loveland, Co 80537  
1-800-777-7257

\*Lewis 2<sup>nd</sup> - Feeding and Care of the Horse(2nd edition)  
Lon D. Lewis, Williams and Wilkins  
P.O. Box 1496, Baltimore, MD 21298-9724  
Phone Number-(800)-638-0672

AYHC 1<sup>st</sup> - Horse Industry Handbook-by the American Youth Horse Council  
The Equine Collection – Dept. AYHC  
P.O. Box 1539 Fort Lee, NJ 07024-1539  
Phone – 800-952-5813      FAX – 201-840-7242

AYHC - Youth Leaders Manual-by the American Youth Horse Council  
The Equine Collection – Dept. AYHC  
P.O. Box 1539 Fort Lee, NJ 07024-1539  
Phone – 800-952-5813      FAX – 201-840-7242

4-H Horse Program Series - Horses and Horsemanship and Horse Science  
Ray J. Antoniewicz  
National 4-H Council  
7100 Connecticut Avenue, Chevy Chase, MD 20815

Massachusetts 4-H Horse Show Rulebook

Dover Tack Catalog [www.doversaddlery.com](http://www.doversaddlery.com)

Smith Brothers Tack Catalog [www.smithbrothers.com](http://www.smithbrothers.com)

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## QUESTIONS USED FOR THE CONTEST

Question should be written using the references listed above. Writers should keep in mind the educational level of the participants in the contest and write questions that are appropriate to the age of the contestants.

All questions should be numbered and have the question, all possible answers, the source and the page number. References must be listed for all questions.

1. Q: Which teeth are used to determine the age of the horse?  
A: Front teeth or incisors  
Ref: HS 14
2. Q: Name 2 grains that must be processed before feeding.  
A: Rye, milo, barley & wheat  
Ref: AYHC 760-6&7

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## THE CONTEST

1. Contestants should be seated in a way that they are facing the moderator with their backs to the audience.
2. All questions worth one (1) point and are open for anyone to answer that is participating in the round.
3. All questions answered correctly will be worth +1 point. All questions answered incorrectly will be worth -1 point.
4. The moderator will read all. Five seconds will be allowed for starting a response. If an answer is not given or wrong, 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.
5. 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.
6. An acknowledgement penalty of one (-1) point will be deducted from contestant's score if they answer a question before being acknowledged. Contestants will receive 1 warning during the contest. All subsequent times will result in the penalty.
7. The first answer given will be considered the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer.
8. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.
9. 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.
10. 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.

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## **INDIVIDUAL SCORES**

Scores will be kept for each individual contestant. For Juniors in the state competition, scores will be kept for each team.

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## **TIES**

1. In the event of a tie, it will be broken with five (5) tie breaker questions. If a tie remains, the first contestant to earn a point (or because of a loss of a point by the other contestant has a (1) point advantage) will be declared the winner based on the scores.
  2. Tie breaker points do not get added to individual scores. They are used to break ties only.
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## **HOLDING ROOMS**

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
  2. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress.
  3. 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.
  4. 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.
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## **CONTEST PROCEDURES**

1. Contestants are assembled and seated at their respective buzzers. Each contestant is given the opportunity to check the equipment.
  2. 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. 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.
  3. Contestants who respond to a question will receive the appropriate points.
  4. 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.
  5. If the buzzer is activated and an answer is not started within the 5 second allowable time, there will be a minus one (-1) pt. penalty imposed against the contestant who activated the buzzer.
  6. If the judges elect to not use a question it must be replaced by another question so that the total number of questions to be asked will remain equal in each match.
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## **TIME OUTS**

The contestant, 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.

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## **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:

1. To accept the answer and give an explanation of the correct or up-dated information, for future use of the question.
  2. To accept only the correct answer.
  3. Replace the question to the appropriate contestants.
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## **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.
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## **RECORDERS AND CAMERAS**

Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not to 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.

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## **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 contestant or 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.
6. 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.

- b) If the answer to the question received a call for verification, the 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 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.
7. All protests/challenges will be acknowledged by the contest staff.
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## **SPECTATORS, PARENTS AND VISITORS**

1. Spectators, parents and visitors may not protest any question, answer or procedure during the contest. They may, however, submit in writing to the contest officials any suggestion, complaints or protests at the conclusion of 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.
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## **GAME OFFICIALS**

**MODERATOR-** The moderator shall assume the responsibility for reading questions and will acknowledge the contestants. 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 a judge.

**JUDGES PANEL-** The judges panel will consist of two people, three if possible. All judges should be knowledgeable horse people. 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. 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 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 KEEPER/BUZZER BOX 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 verifies 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 -**

To start response to a question - 5 seconds

To start answer after acknowledgement - 5 seconds

**SCORE KEEPERS-** At least two individuals shall be used to keep accurate scores. There will be a visual score keeper who will record the scores on a blackboard, overhead projector or flip chart. A table score keeper will keep a written record of the individual scores as well. The visual scores will be set up so that they are visible to the table score keepers, the contestants, 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 scores.

**ADDITIONAL OFFICIALS**

- Contest coordinator to answer questions & etc as contest is running
- Registration desk helpers (ideally 2)
- Monitor for isolation room

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**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 (buzzer boxes) - 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.

5. Copy of rules for horse bowl for judges table

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## **RUNNING THE CONTEST**

Each contest is broken into rounds. Each round is then further broken down into matches to accommodate all contestants. Number of rounds varies depending on number of participants/teams.

### **Senior Competition**

Each match for seniors should consist of 8 – 12 participants. Seniors should be randomly selected for matches in each round.

Seniors will compete in 3 different rounds consisting of 25 – 30 questions. It is recommended that the top 10 contestants with the highest total score in all 3 rounds then compete in a 4<sup>th</sup> and final round to determine the contest winner. Only contestants who have competed in all 3 rounds will be considered for the final round.

Ties for advancement to the final round will be broken on the basis of the highest individual round score. If still tied, a tie breaker consisting of 5 questions will be held.

### **Junior Competition**

At the county level, each match for juniors should consist of 6 – 10 participants. Juniors should be randomly selected for matches in each round.

Juniors will compete in 3 different rounds consisting of 20 – 30 questions. It is recommended that the top 10 contestants with the highest total score in all 3 rounds then compete in a 4<sup>th</sup> and final round to determine the contest winner. Only contestants who have competed in all 3 rounds will be considered for the final round.

The Junior competition at the state level will be a double elimination style contest. Up to 8 juniors (4 from each team) will compete during each match. Teams must lose twice to be eliminated from the contest. Before the contest begins teams will draw numbers for their slot in the double elimination ladder.

Each round will consist of 20 – 30 questions.

Ties between individual or teams will be broken using a tie breaker consisting of 5 questions.

Junior teams may consist of 3 to 4 players plus 1 alternate. Alternates may replace a team member at any point during a round. The team member that is replaced is not eligible to compete in the remainder of that round, but may compete as a regular team member in future rounds.

## **BEFORE THE CONTEST**

1. Print and copy questions - One set for moderator & one for judges (each division).
2. Print registration sign in sheets
3. Print score sheets
4. Determine contest format needed - round robin or double elimination

## **DAY OF CONTEST**

### **Set up registration area**

1. 3 – 4 tables (one table for each division plus one for scorekeeping/question area)
2. 2 chairs at each table
3. pencils and/or pens at each table
4. Name tags or number tags for each contestant
5. Set of brackets for round robin or double elimination play

6. Registration sheets (one for each county/team plus extras)
7. Master score sheets
8. 1 – 2 Markers at each table for writing on name tags
9. Calculator for tallying individual high point scores (if needed)

### **Set up each contest room**

1. 3-4 tables
2. Chairs (for contestants, judges, scorekeeper, moderator, audience)
3. Buzzers (should have a set with at least 10 buzzers)
4. Chalk board (or easel & large tablet board)
5. Chalk (or marker if using tablet)
6. Reference books
7. Set of questions for moderator & judges (do not leave unattended)
8. Extension cords for adding length to buzzer cords
9. Podium for moderator (if available)
10. Score sheets and pencils
11. Copy of brackets for judges & moderator (filled out after drawing for positions)

### **Set up isolation room**

The isolation room will have to have enough tables and chairs for each individual or team registered plus 3 or 4 extras. A Large bracket should be hung on the wall to keep contestants updated as contest progresses