

NATIONAL CONTEST ELIGIBILITY

The National Western 4-H Round-up and Horse Classic is the national event, for the year in which the member qualified (i.e., even though the event is held in 2004 it is actually for the 2003 4-H calendar year). The designated State Champion representative of each contest is expected to represent Colorado at that event.

Teams and individuals members of the state champion team, who have competed at a National 4-H Contest, as the official Colorado 4-H entry, are considered to be ineligible to compete again in the same event at any county or state 4-H contest including State 4-H Conference.

Contestants in national 4-H competitive events must not have participated in official post-secondary (university, college, junior college or technical school) competitive events of a similar nature in the same subject matter area to be eligible for participation in national 4-H competitive events. Neither can he or she be a member of a post-secondary team undergoing training in preparation for an event. For example, a contestant who has competed in an official collegiate contest, either on or off campus, is ineligible to compete in a similar national 4-H contest.

A 19-year-old can compete at the 4-H National Western Round-up and Horse Classic if they were on the state winning team for that qualifying year, were of 4-H age at the time they competed and meet all other qualifications.

Youth who qualify in more than one contest area at state conference may decline the opportunity to represent Colorado at the 4-H National Western Round-up and Horse Classic and would then maintain their eligibility to compete in the area for which they qualified in future years. Once a youth either as a member of a team or as an individual represents Colorado at the 4-H National Western Round-up and Horse Classic in an event they are no longer eligible to represent Colorado in the same event in future years. This exemption to previously stated policy is so that individuals who qualify to represent Colorado in more than one event but are only able to compete in one event at the National Western 4-H Round-up and Horse Classic may still compete in upcoming years in the event they have chosen not to enter. If a team or individual declines to represent Colorado during the year of eligibility, the opportunity will then be offered to the Reserve State Champion team or individual from the same years state contest. If the Reserve State Champions decline the opportunity, it may be offered to the third place team or individual. If the third place team or individual declines, then Colorado will not be represented in that event/activity at the National 4-H contest.

Rules for the following contests will be in effect unless counties have been notified in a timely manner of any changes. Contact your local CSU Extension office for changes that may have been made in any of the specific contests.

Objective

Each county or area is invited to enter as many teams and/or individuals as the county deems appropriate in the State 4-H Horse Judging, Bowl or Hippology Contest. Further specifics for each year will be available from the State 4-H Office along with registration materials. The team members shall be selected in a manner as determined by the local county (area) or Colorado State University Cooperative Extension office. The 4-H Agents Handbook (page 4.4) states that "youth may join 4-H Youth Development and enroll in projects in only one county at a time..." The handbook further states (page 6.7) that "Each county or area (an officially designated CSUCE area) may enter a team of up to four qualified members in each of the contests." It is the philosophy of the Colorado 4-H Program to focus on and support county programs.

4-H HORSE BOWL CONTEST

Objectives

The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These contests will provide an educational experience for both participants and spectators.

Rules and Regulations for State 4-H Conference

Contestants and Eligibility

1. **Each county or area is invited to enter as many teams and/or individuals as the county deems appropriate in the State 4-H Horse Judging, Bowl or Hippology Contest.** One team member will be designated as alternate if five (5) are entered. Teams may be selected by any procedure which the county deems appropriate.
2. Contestants must be at least 14 years of age but not yet have reached their 19th birthday on January 1 of the current year.
3. Contestants must be enrolled in 4-H in the county or area they represent.
4. Contest team entry and eligibility must be certified by the county Colorado State University Cooperative Extension 4-H office.

Source Abbreviation

- The Horse — Evans, Borton, Hintz and Van Vleck, (edition 2)
- Feeding and Care of the Horse — Lewis, Lon (edition 2)
- Colorado 4-H Horse Project Member's Manual
- Colorado 4-H Horse Rulebook
- 4-H Veterinary Science Manuals (Units 1, 2 and 3)
- Horse Industry Handbook, American Youth Horse Council, Kentucky
- Youth Leaders Manual, American Youth Horse Council, Kentucky
- Coloring Atlas of Horse Anatomy (Alpine Publishing, Loveland, CO)

There will be four types of questions. The first category of questions will consist of one-on-one questions that will be presented to a specific chair on the two teams. These will be worth 2 points to the player and team to answer it correctly and minus one if answered incorrectly. The second category is toss-up questions that may be answered by any seated player from either team. The toss-up questions are worth one point for the player and team that answers it correctly and minus one if answered incorrectly. The third category is toss-up with a bonus attached. The scoring will be the same as the toss-up questions but the team answering it correctly will receive a bonus question. The fourth category is the bonus question. This will be a multi-part question and the team may have ten seconds to confer prior to answering. All parts of the question must be answered correctly to receive the predetermined points and no parts of the question will be repeated nor will any additional information be given. The bonus will be worth 1 to 3 points, depending on the difficulty.

Procedure of Play

Equipment

1. Game Panels — An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. Time Recorders — A stop watch or other appropriate time device will be required.
3. Signal Device — This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. Score Keeping Devices — Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required to maintain a record of individual contestant scores.

Officials

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 may 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.
2. Referee Judges — At least two referee judges are recommended. The judges must be knowledgeable about horses. 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. 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.
3. Timekeeper — Unless this duty is assumed by the moderator or by a referee judge, the timekeeper will monitor all time intervals and designate when 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 referee judge be used as a timekeeper.
4. Scorekeepers — At least two individuals shall be used to keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and the scores are clearly visible to the moderator and to the contestants. The second scorekeeper shall be used to maintain a record of the individual scores of each contestant. An assistant to the scorekeeper maintaining individual records is suggested.

Teams

1. Each team shall consist of not less than four (4) or more than five (5) members.
 - A. Only four (4) contestants shall be seated at the panel at any one time.
 - B. During any match, only one (1) team member may be replaced at the panel when:
 1. the moderator deems it impossible for one of the seated members of the team to continue in the contest, or,
 2. the captain of a team requests the replacement of a team member.
 - C. 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. The use of a five-member team is strongly recommended.

Procedures of Play

1. Match Procedures
 - A. Each match will be divided into two halves based either on time or number of questions.
 - B. During the one-on-one competition in the first half of the match, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 player on each team, and passing to the number 2, 3 and 4 contestant of each team, respectively, until all the remaining questions have been asked. It is suggested that each team member be given an opportunity to respond to the same number of questions. That is, the number of questions asked during the first half of the game be evenly divisible by 4.

During the second half of the match, all regular and toss-up questions will be worth 1 point and all bonus questions will be worth 1 to 3 points as indicated.

- C. The point value of a correct response to a question during the first half of play will be as follows:
 1. correct response — 2 points (individual and team).

2. an incorrect response — loss of 1 point (individual and team).
3. if both contestants to whom a question is addressed fail to signal an intent to attempt an answer in the 5-second allowed time, neither contestant or team shall lose or gain any points.

2. Starting the Contest

- A. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
- B. A team captain is designated, normally to be seated nearest the moderator.
- C. The question packet is opened by the moderator.
- D. The moderator reads the first question (as with all succeeding questions) until such time as a contestant activates a buzzer.
 1. 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 recognized by the moderator to begin the answer to the question.
 - a. The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - b. 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.
- E. If the answer to any question, whether read to completion or not, is incorrect, the question is turned over to the other team. The moderator will reread the entire question. The players of the second team must signal and be recognized before answering. If the answer is incorrect the second team is NOT assessed the penalty.
- F. 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.
 1. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
- G. If the answer to a question is begun during the 5-second allowable time and the answer is incorrect, that team and individual loses the point associated with that question.
 1. If a member of a team activates a buzzer and an answer has not been started with the 5-second allowable time, there will be an appropriate 1 point penalty imposed against the team of the contestant activating the buzzer and the question is turned over to the other team.
 2. If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.
- H. If the question is correctly answered within the 5 second time limit, that individual scores 1 point.
 1. 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.
 2. Successful completion of the answer will result in that team being awarded the number of points designated for that bonus question.
 3. All parts of the bonus question must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
 4. Failure to answer a bonus question results in no penalty (loss of points) to the team.
 5. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
- I. In order to encourage full team participation, bonus points will be awarded in each match to the teams where each team member correctly respond to a question other than a bonus question. This bonus shall be worth 2 points to

either team to qualify. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points by repeating the process specified for team bonus awards.

1. In order to obtain these bonus points, each member of the team seated at the time must have correctly answered a question. If a team member who, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
2. No contestant will be credited with a second correct response until the first team bonus has been awarded.

J. Either team captain or the moderator may call for a “time-out” for clarification of a rule, to permit replacement of a team member or to allow for unexpected problems. These “time-outs” may be called only after a question has been answered and before the start of the next question.

3. One-on-One Competition

- A. The moderator shall indicate clearly the start of one-on-one play.
- B. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 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.
 1. If any contestants other than the two designated contestants respond, that individual will lose two points and the team of the individual contestant will lose two points.
 2. If any contestant responds more than twice to questions directed to another contestant, 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.
- D. There will be no bonus questions asked during the one-on-one period.

4. Completing the Contest

- A. The moderator will continue reading questions (and bonus questions, if applicable) until all questions have been asked.
- B. 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.
- C. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- D. In the event of a tie after the designated number of questions, five additional toss-up 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.
- E. Once the moderator has declared a winner based on the scores, there shall be no protest.
- F. There shall be no protest of any questions or answers following the declaration of the winner.

5. 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 or the 3-minute time limit is up. 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.
- D. Abuse of protest provisions may result in one or more of the following:
 - 1. dismissal of team coach from the contest area,
 - 2. dismissal (or replacement) of team captain,
 - 3. dismissal of entire team with forfeiture of any points or standing.
- E. 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, complaints or protests 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.
- F. No source of information is infallible. There may at times be answers given to questions which are in agreement 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 question with no loss or gain of points to either team.

6. Recorders and Cameras

- A. Tape recorders may not be used at any time during the conduct of a match.
- B. No recording devices such as videotape cameras, movie cameras or any other type of camera requiring auxiliary lights may be used during the conduct of a match. Photographs will be permitted only before and after a match and then in only such a manner as not to be disruptive of the contest.

Awards

1. Team Awards

- A. Team awards will be based on a predetermined procedure of play.
 - 1. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
 - 2. Insofar as possible, double elimination brackets will be used.
 - 3. Insofar as possible, every team will have an opportunity to participate in a minimum of two matches.
- B. The rank of teams will be determined on the basis of their position within the double elimination brackets. To place teams eliminated in the same round, the losing team which has the most points will be awarded the higher rank.

2. Individual Awards

- A. Scores will be kept for each individual contestant, with the high 10 individual contestants to receive special recognition. However, only the top five will be announced at the awards program; others will be listed.
- B. All contestants who have participated will be considered for the top individual awards.
 - 1. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
 - 2. Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual round scores; and third, total number of points earned in the contest.

Equipment Failure

It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the match.

1. Failure During a Match

- 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.