

# HORSE BOWL

## I. Eligibility

- A. Two four-member novice teams and two four-member junior teams per county.

## II. Teams

- A. Each team shall consist of four (4) contestants.

## III. Questions

- A. The contest questions will come from the National 4-H Council Horse Science Publication revised and expanded by Ray J. Antoniewicz Copyright 2001 and the New Mexico 4-H Horse Project Book 100.B (N-2012). All questions used will reference the book and page number in which they derived.
- B. The contest will consist of a Contestant test bank of 300 questions taken from the project books listed above in which 2/3 of the questions will come from and be provided to the contestants.
- C. A Superintendent test bank of 200 question or more will make up the remainder of the questions in which 1/3 of the question for the contest will come from. Superintendent questions are for their purpose only and cannot be made available to any contestant prior to the contest.
- D. The contest superintendent has the right to discard poorly worded questions and to substitute additional questions if needed to complete a round which must come from the superintendent test bank.
- E. Games shall consist of rounds of 30 questions each.
- F. 12 one-on-one questions will be asked then 18 toss-up questions.
- G. One-on-one questions will have 8 questions randomly chosen from the Contestants test bank and 4 questions chosen from the superintendent questions.
- H. Toss-up questions will also have 12 question randomly chosen from the Contestants test bank and 6 questions chosen from the superintendent questions.
- I. Spectators are welcomed, but must remain quiet during the course of play.

## VI. Procedure of Play

- A. Starting the Contest
  1. Teams are assembled and seated at their respective panels.
  2. A team captain is designated and shall be seated nearest the moderator.
  3. The question packet is opened by the moderator.

4. The moderator reads the first one-on-one question.

One-on-One Questions

- 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.
  - D. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
  - E. There will be no bonus questions asked during the one-on-one period.
  - F. The point value of a response to one-on-one questions will be as follows:
  - G. Correct response = +2 points
  - H. Incorrect response = loss of 1 point
  - I. Contestants are allotted 5 seconds to answer questions.
  - J. If both contestants to whom a question is addressed fail to signal or attempt to answer in the 5-second allowed time, neither contestant shall lose or gain any points. The answer will be given and the next question read.
5. The moderator reads the first Toss-up question (as with all succeeding questions) until the completion of the reading of the question, or until a contestant activates a buzzer.

Toss-Up Questions

- A. The moderator shall indicate clearly the start of toss-up questions.
- B. The point value of a response to a toss-up question will be as follows:
  - a. Correct response = +1 point (individual and team)
  - b. Incorrect response = loss of 1 point (individual; and team)
  - c. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.
  - d. Bonus Questions
    - i. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
    - ii. Only two bonus questions will be asked during the toss-up questions.
    - iii. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.

- iv. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
- v. 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.
- vi. 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 time, a 5-second period is then permitted for the team captain or designee to begin the answer.
- vii. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
- viii. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
- ix. The point value of a response to a bonus question will be as follows:
  - 1. Correct response = 3 points
  - 2. Incorrect response = no points lost
  - 3. No answer = no points lost

C. 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 to begin the answer based on that portion of the question asked.

D. If the answer given is incorrect, the question will not be repeated for the other team, but will be discarded as if it had been read completely and then answered incorrectly.

E. At the completion of the reading of a question or when a buzzer is activated, five (5) seconds are permitted in which to begin answer.

- 6. The repeating of the question by the contestant shall not be considered the initiation of the answer.
- 7. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the five-second period.
- 8. If the time in which to answer a question elapses without a contestant activating a buzzer, the question is discarded.
- 9. There shall be no loss of points if neither team activates the buzzer.
- 10. If the answer to a question has begun during the five-second allowable time, but the answer is incorrect, that team loses the point associated with that question.
- 11. If a team activates a buzzer and an answer has not been started within the five-second allowable time, there will be one point penalty to the team activating the buzzer.

12. If the question is answered within the five-second time limit, that team scores the allotted points.
13. Either team captain or the moderator may call for a timeout for clarification of a rule or to allow for unexpected problems. Time-outs may be called only after a question has been answered and before the start of the next question.

#### Completing the Contest

- A. Following the final question, the team with the highest number of points shall be declared the winner.
- B. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and 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. Tie breaker points do NOT get added to individual scores.
- C. Once the moderator has declared a winner based on the scores, there shall be no protest. There shall be no protest of any questions or answers following the declaration of the winner.

#### **V. Equipment**

- A. Game Panels - An appropriate device shall be used which will provide a clear indication of the first contestant to respond to a question.
- B. Time Recorder – a device must be available to measure response time in seconds.
- C. Score Keeping Device - This device may be a blackboard, flip chart, or an electronic light display system.

#### **VI. Officials**

- A. Moderator (quiz master) - The moderator will assume direction of the contest, ask all questions, designate contestants to answer questions, accept or reject all answers unless the question and/or answers are challenged.
- B. Referee Judges - At least two referee judges shall be used. The referee judges may rule individually or jointly on the acceptability of any question or answer. In case of challenges to questions or answers, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer.
- C. Score Keepers - At least one individual shall keep scores for each contest in such a manner that all points awarded to or taken from each team may be checked and that the scores are clearly visible to the moderator, the contestants and, insofar as possible, to the viewing audience.

#### **VII. Pairing of teams**

- A. Team order will be randomly drawn out of a hat for each division.
- B. Odd numbered teams in a particular division, the first team drawn will receive the bye.

## **VIII. Protests of Questions and/or Answers**

- A. Any protest of questions or answers may be made by the team coach only at the time a particular question is read or answers given. There will be only one coach recognized for each team. When a question or protest is raised, time shall be called. The moderator and the referee judges will consider the protest. Their decision in all cases is final.
- B. Spectators, parents, and visitors may not protest any question, answer or procedure during the course of play. 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.