

## **SOUTHWEST DISTRICT CONTEST** **HORSE BOWL**

The main objective of the Horse Bowl contest provides 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. These contests will provide an educational experience for both participants and spectators.

### I. Eligibility

- a. Any 4-H member who has an interest in learning more about horses.  
Each county can send up to eight individuals.

### II. Equipment

- a. A team responder available from the State 4-H Office will be used to determine the first person to respond to each question and to measure the allotted time for answering.
- b. Questions used in the contest will be taken from:
  - The Horse -Evans, Borton, Hintz, and Van Vleck. Second Edition.
  - Horse Industry Handbooks -American Youth Horse Council
  - Horse Smarts- American Youth Horse Council
  - Youth Leaders Manual -American Youth Horse Council
  - NM 4-H Horse Project book

Answers to questions may vary depending on contestants' home county.

### III. Officials

- a. Superintendent
  - The Superintendent will direct the contest, ask all questions, designate contestant to answer question, and accept or reject all answers.
- b. Timekeeper
  - The timekeeper shall monitor total elapsed time of each round and inform superintendent of total elapsed time.
- c. Scorekeeper
  - The scorekeeper shall record the scores for each round in a manner that may be checked, and the scores are to be clearly visible to the moderator and contestants.

### V. Contest

- a. This will be an individual only contest.
- b. Each round will consist of eight youth. Contestants will draw for the round they will be on.
- c. The superintendent opens the question packet at the signal from the timekeeper and begins to read the first question.
- d. If a buzzer is activated before the question is finished, the superintendent stops reading and the contestant shall have five (5) seconds to answer the portion of the question read.

- e. If the answer is wrong, the question will not be repeated.
- f. If the time to begin to answer a question (5 seconds) elapses without a contestant pushing the buzzer, the question is discarded with no points being deducted from either team.
- g. The timekeeper shall determine if a contestant has begun an answer within the allotted time and shall determine when that round of the contest is over.
- h. The scorekeeper shall add five (5) points for each correctly answered question and subtract three (3) points for each incorrectly answered question.
- i. Each round shall be 20 questions.
- j. The individual with the most points at the end of the round will advance to the final round.