

HORSE BOWL CONTEST

The primary objective of the 4-H Horse Bowl is to 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. It is also hoped that these contests will provide an educational experience for both participants and spectators.

GRADE DIVISIONS:

Beginner 3-5

Junior 6-8

Senior 9-13

Note: If a county does not have sufficient project members for a beginner, junior, or senior team, combined grades will be permissible. The team of combined grade members will have to compete in the older grade division. (Combined Senior Teams will not be eligible for Regional or National competitions.)

WISCONSIN CONTEST RULES:

1. There will be four types of questions used.
 - **One-on-one questions** will be used in both senior and junior divisions. One-on-one questions are addressed to each individual chair position (i.e. chair 1, chair 2, chair 3, and chair 4) giving those members of a team a chance to buzz in to answer a question. There will be an equal number of questions for each team member. One-on-one questions score 2 points for a correct answer for the team and individual. An incorrect answer to one-on-one questions will deduct 1 point for the team and individual.
 - **Regular open questions**, each one worth one point, to which members of either team may respond regardless of chair. These questions will count toward individual and team scores.
 - **Toss-up questions**, also open for response by members of either team. The only difference between regular and toss-up will be that the toss-up questions will have a bonus question attached to each and, in general, will be somewhat more difficult than the regular questions. If nobody buzzes in to answer a toss up question or if it is answered incorrectly, the next question on the list becomes a toss up question.
 - **A bonus question** is awarded after a Toss-up question has been answered correctly. It will be worth a pre-determined 2 points, and all parts of the bonus question must be answered before any points will be awarded. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question. No points are deducted for incorrect or incomplete Bonus question answer. The team awarded the bonus question will be allowed to discuss together how to answer this question.

Beginners will NOT have one-on-one questions; they will have open, toss up and bonus questions. One-on-one, Regular Open, and Toss up questions are not open for discussion among the seated team.

2. Only 4 contestants shall be seated on the panel at any one time. Alternates may be seated at the request of the team captain and must then remain for completion of the current game. *Only a team of 4 contestants is considered a full team.* Teams may compete with less than 4 but 4 is considered a full team for the purposes of full team participation.

3. Either the team captain or the team coach 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.
4. If a buzzer is activated during the reading of a question the moderator immediately stops reading and the contestant has 5 seconds after being acknowledged to begin the answer. The judge may NOT ask the contestant to be more specific, expand, or in any way explain their answer if the question was interrupted.
5. An incorrect response or failure to begin answering a question within 5 seconds of being acknowledged will cause a deduction of 1 point from individual and team score.
6. If the answer to any question, whether read to completion or not, is incorrect (or not completed correctly within 30 seconds) the question is not repeated for the opposing team as they do not have the opportunity to answer. *A deduction of 1 point is given for any contestant answering a question before acknowledgement by the moderator.*
7. If the time in which to answer a question elapses (5 seconds) without a contestant activating a buzzer there will no loss of points.
8. The team that correctly answers a Toss-up question is eligible to answer a Bonus question. The team will have 10 seconds to discuss the question and 30 seconds for the captain to complete the answer. All parts of the Bonus question must be answered correctly to receive the 2 points. No points are deducted for an incorrect or incomplete answer. If the Toss-up question is unanswered the next open question becomes a toss-up question. The person sitting in chair 1 is the captain. Other team members can feed answers to the captain during the 30 second period.
9. When a correct answer is given for any question except a bonus question, the contestant in that chair is to flip the number card in that seat up to signify a correct answer has been given. Once each member of that team has successfully answered a question correctly, a bonus of two points is given for *Full team participation*.
 - A full team is a seated team of four contestants and this bonus can be earned regardless of the number of contestants in the opposing team.
 - Teams of less than four are not able to receive full team participation bonus points regardless of opposing team size.
 - After earning the team bonus once in a match, a team is eligible to earn an additional 2 points by repeating the process.
10. A protest of a question or answer *may only be made by the team captain or the coach*. The protest may only be lodged after the particular question is read or answered and before the following question is read. The decision of the judge will be final. Once the judge declares the decision final, the question can no longer be contested.
11. All score cards will be checked before the scores are erased from the board. Once both teams have agreed that the score is correct, the judge will sign off on the score. Once the score card leaves the room, all scores are final. Scores cannot be contested once the score card leaves the room.
12. Scores will be kept for each individual contestant during regular rounds of play. An individual high point award will be given in the Senior and Junior divisions.
13. Any ties involved in placings will be broken with three additional questions. If the tie is not broken after 3 additional questions, the contest will go to sudden death. During sudden death, a correct answer will win the contest for the team and an incorrect answer will lose the contest for the team.

14. A grand, reserve and 8 top ten ribbons in each division will be awarded. Disqualified entries are NOT eligible for awards but will be critiqued by judge with reason for disqualification listed on judges form.
15. In order for a youth to be eligible for Regionals or Nationals, they MUST have competed at that specific contest in the current year and be reenrolled in Wisconsin 4-H the following year.
16. The Grand and Reserve Senior teams may be eligible to represent Wisconsin at Regional or National contests. (One additional team may be eligible to participate at the Regional Contest.) Some funding from the Wisconsin 4-H Horse Association may be provided for each contest per year. After competing in this contest at QH Congress or Eastern Nationals 4-H Horse Round Up, they are ineligible to compete in the same contest at the same location in future years.
17. Regional and National Contest eligibility: see WI Regional & National Selection Process.

POINT SYSTEM:

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| 1. Correct answer (Regular or Toss-Up) | 1 point | per question |
| 2. Incorrect answer (Regular or Toss-Up) | -1 point | per question |
| 3. Acknowledgement Penalty | -1 point | per question |
| 4. Bonus Question | 2 points | per question |
| 5. Incorrect Bonus Question | 0 points | per question |
| 6. Bonus points for full team participation | 2 points | per question |
| 7. One-on-One Question – Correct Answer | 2 points | per question |
| 8. One-on-One Question – Incorrect Answer | -1 point | per question |
| 9. One-on-One Question – No Answer or Incomplete Answer | -1 point | per question |
| 10. Acknowledgement Penalty (One-on-One) | -1 point | per question |

TOPICS AND RESOURCES:

There will be a series of six topics to be focused on over a period of six years for the Senior and Junior divisions. Topics will be used in the following order:

- 2020 Nutrition & feeds
- 2021 Health - disease & prevention, parasites, first aid, housing (management)
- 2022 History, evolution, breeds & color
- 2023 Reproduction & Genetics
- 2024 Anatomy
- 2025 Showing - Equestrian guidelines, gaits, tack, equipment

Questions will be used from all topics but will focus on that year's area.

ALL GRADE DIVISION SOURCES

Wisconsin 4-H Equestrian Guidelines (posted)

Equine Science by Jean T Griffiths

CCS - Horse Project Handbooks (5) Revised 2005

Horse 1 – Giddy Up & Go

Horse 2 – Head, Heart & Hooves

Horse 3 – Stable Relationships

Horse 4 – Riding the Range

Horse 5 – Horse Pattern Jumping to New Heights

Draft Horse - Ohio Circular 181

National 4-H Council 4-H Program Series:

Horses & Horsemanship

Horse Science

COLOR - Color Atlas of Horse Anatomy, McCracken

**Horse Smarts (American Youth Horse Council)

ADDITIONAL JUNIOR LEARNING RESOURCES:

HIH - Horse Industry Handbook

ADDITIONAL SENIOR DIVISION SOURCES

Horse Industry Handbook

Illustrated Dictionary of Equine Terms

New Horizons Education Center Inc.

Alpine Publications, PO Box 7027, Loveland, CO 80537

Phone: 1-800-777-7257

Fax: 1-970-667-9157

Feeding and Care of the Horse (2nd Edition) by Lon D Lewis

Williams and Wilkens, PO Box 1496, Baltimore, MD 21298-9724

Phone: 1-800-638-0672

*Supplemental References for the National Contests

See National Lists for specific resources. These can change yearly.

*E Nationals: <http://4hroundup.com/rules-horsebowl.htm>

*QH Congress: <http://4hansci.osu.edu/rules/CongressHorseBowl.pdf>