

# What is the State 4-H Horse Bowl?

The State 4-H Horse Bowl is a quiz contest made up of questions pertaining to horse topics. Pairs of four-person teams compete against each other responding to questions asked by a contest moderator. Each team is given credit for correct answers, and in some cases a penalty for incorrect answers. The team with the highest score at the end of the contest is declared the winner.

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## Contest Mechanics

### County

Each county may enter one team of 4-5 members. Counties are strongly encouraged to hold qualifying and/or practice contests. 4-H Horse Quiz Bowl teams must be registered in the State 4-H Office and questions mailed to the State Horse Specialist at least **two weeks** in advance of the state event in order to participate. Visit <http://www.animal.ufl.edu/youth/> for current contest registration details and deadlines.

### State

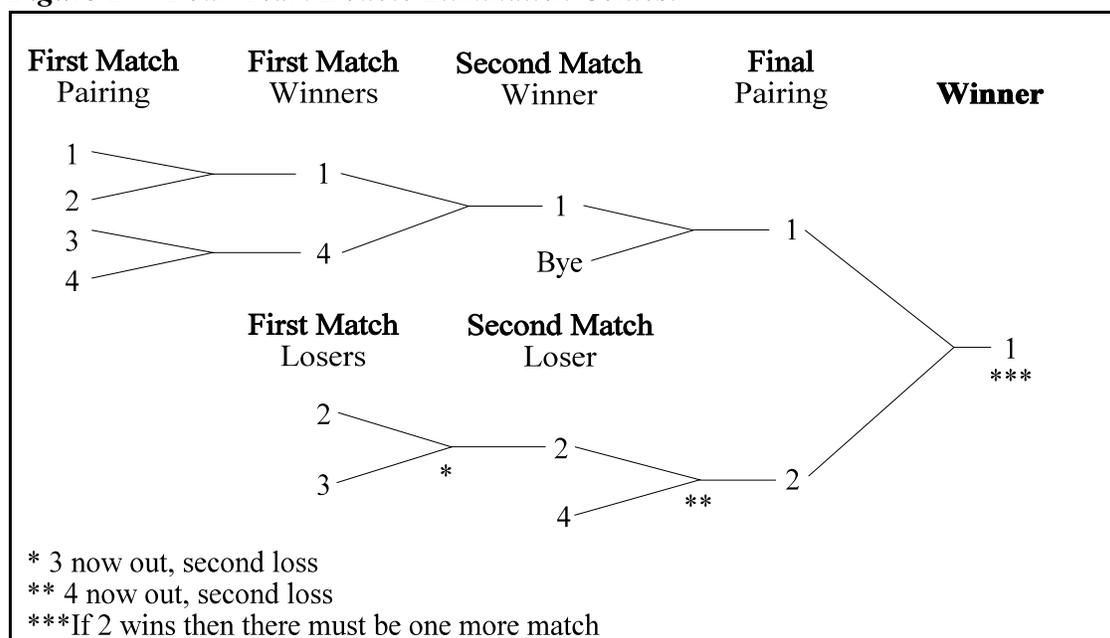
The State 4-H Horse Bowl will be held during the State 4-H Horse Events day in Gainesville. This event will be organized as a double elimination contest. That is, losers from the first match of play will be able to compete in a second elimination match. Figure 1 is an example of a four team double elimination contest.

The winning team of this double elimination competition will be eligible to attend the Eastern National 4-H Horse Bowl held in conjunction with the Eastern National 4-H Horse Round-Up in Louisville, Kentucky. Both the first and second place teams will be eligible to attend the Southern Regional 4-H Horse Championships which is hosted in a different southern state each year.

### State Awards

A team trophy will be awarded to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams. Each member of the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams will be given individual team member trophies.

**Figure 1 — Four-Team Double Elimination Contest**



## Procedures and Rules for the Florida 4-H Horse Bowl

- I. Equipment
  - A. Responders (buzzers, etc.) - 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 stopwatch or other appropriate timing device shall be used to measure time in seconds and fractions of seconds.
  - C. Score Keeping Device - This device may be a blackboard, flip chart or an electronic light display system. It should display the team score and number of team members who have correctly answered a toss-up question
  - D. Questions - Questions will only be taken from the Horse Bowl references listed in these rules. A match will consist of at least 30 but no more than 50 questions, with the number of questions being determined by the number of teams competing, the amount of time available for the contest and the final procedures adopted. There will be no maximum time per round and the contest will be over when the designated number of questions have been read. Questions, the acceptable answer, and reference book with page number shall be submitted with the registration form (two weeks in advance of the state event).

Forty questions, four from each of the following areas, must be submitted to the State Youth Livestock Specialist: 1)Nutrition & Feeding, 2)Reproduction & Genetics, 3)Conformation/Unsoundnesses/Action, 4)Internal Anatomy/Physiology, 5)History & Evolution, 6)Breeds/Colors/Markings, 7)Tack & Equipment, 8)Showing & Competitions, 9)Health, and 10)Psychology/Training/Safety

Horse Bowl References - (These references may vary as the National rules change.)

1. Feeding and Care of Horses, 2<sup>nd</sup> Ed., by Lon Lewis. ISBN# 0-6830-4967-4. May be ordered through publisher, Lea & Febiger (a.k.a. Williams & Wilkins), 600 Washington Square, Philadelphia, PA 19106. 1-800-638-0672.
2. The Horse, 2<sup>nd</sup> Edition by Evans, Borton, Hintz, Vanvleck. ISBN# 0-7167-1811-1. May be ordered through publisher, W.H. Freeman, New York. 1-800-877-5351.
3. Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc. Alpine Publications, Inc., 38262 Linman Road, Crawford, CO 81415. (800) 777-7257. [www.alpinepub.com](http://www.alpinepub.com).
4. The Coloring Atlas of Horse Anatomy, Kainer and McCracken. Alpine Blue Ribbon Books, P.O. Box 7027, Loveland, CO 80537-0027. (800) 777-7257.
5. Horse Industry Handbook, American Youth Horse Council, 4093-A Iron Works Pike, Lexington, KY 40511-8434. (800) 879-2942.
6. Youth Leader's Manual, American Youth Horse Council, 4093-A Iron Works Pike, Lexington, KY 40511-8434. (800) 879-2942.
7. Florida State 4-H Horse Show Official Rules, revised to current year.

II. Equipment Failure - it shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of each match.

A. Failure during a match

1. 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.
2. If, after checking, it is determined that there is an equipment malfunction, the faulty part or parts will be replaced and play resumed.

3. Scores accumulated up to the point of the time out shall stand and all further points awarded during the remainder of the match will be added to or subtracted from this total. Exceptions:

If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions immediately prior to determination of equipment failure may be recalled and two (2) additional questions may be asked.

4. Under no conditions shall there be a replay of a match in which there was equipment failure.

### III. Officials

- A. Moderator (Quiz Master) - The moderator will assume the direction of the contest, ask all questions, and accept or reject all answers unless the question and/or answers are challenged. The moderator shall announce the start of each section of play, the start and stop of time-outs, the winner of each match, and at all times be in control of the game.
- B. Referee Judges - At least two referee judges shall be used. One should be a veterinarian, preferably an equine practitioner and the other a knowledgeable horseman. The referee judges may rule individually or jointly on the acceptability of any question or any 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. Where a reference gives an incorrect answer, the judges may insist on only accepting a correct answer.
- C. Time Keeper - At least one individual shall be used to indicate to the moderator the expiration of the time allowed to respond to a question.
- D. Score Keepers - At least one individual shall keep team scores for each contest in such a manner that all points awarded to or taken from each team may be checked. If facilities and personnel allow, scores may be kept so they are clearly visible to the moderator, the contestants, and the viewing audience. A second person should keep a record to determine when each member of a team seated at the time has correctly answered a toss-up question.

### IV. Teams and Contestant Eligibility

- A. Each team shall consist of four (4) contestants and an alternate.
  1. The alternate will not be seated at the panel nor may the alternate participate in the questions or answers unless:

- a. The moderator deems it impossible for one of the regular members of the team to continue in the contest, or
  - b. The captain of a team requests a time-out and the replacement of a team member with the alternate.
2. If an alternate is seated following the removal of a regular contestant, the team member removed becomes the alternate but becomes ineligible to return to that particular match. The team member removed and the alternate remain eligible to participate in further matches.
- B. Each contestant must be 14 years old as of September 1 (or current 4-H age determination policy date) of the current 4-H year and not have passed his/her 19th birthday on September 1 of the current 4-H year. Each contestant must be a bona fide 4-H member enrolled in the 4-H horse project. A self-determined project or a vet science project with horse emphasis will be considered a horse project. Contestants must not have participated in official post secondary (University, college, junior college, or technical school) competitive horse bowl contests. Individuals who were members of the state winning 4-H team in previous years are ineligible.

#### V. Procedure of Play

- A. Each match will be divided into three rounds: individual questions, one-on-one, and team play.
1. The **first round** will consist of one question asked to each contestant without competition or help from anyone else. An answer must be started within five seconds after reading of the question is completed and the contestant will have ten seconds to complete the answer. Correct answers will receive **one point** and incorrect answers **will not be penalized**.
  2. The **second round** will be one-on-one. The moderator shall clearly indicate the start of this phase and state prior to the reading of the question which two contestants are eligible to respond. Each question shall be addressed to only one member of each team beginning with the number 1 contestants and rotating to members 2, 3, and 4. This individual competitive play will consist of two questions per each competing pair of players. An answer must be started within five seconds of activating the buzzer and gaining recognition from the moderator and the contestant will have ten seconds to complete the answer. Scoring for the one-on-one questions will be **2 points** for a correct answer, **minus 1 point** for an incorrect answer, and no points if a buzzer is not activated within 5 seconds after the question is read. If any contestant other than the two designated contestants responds, his/her team will lose 2 points.

3. The **third round** will consist of team play. Any seated member of the team is eligible to answer the question and the member that activates the buzzer first will have the opportunity to answer the question. An answer must be started within five seconds of activating the buzzer and gaining recognition from the moderator and the contestant will have ten seconds to complete the answer. A correct answer is worth **1 point** and an incorrect answer is a **1 point penalty**. In addition to toss-up questions in this section, bonus questions worth two points each may be attached to some toss-up questions.

B. Conducting the Contest

1. Teams are assembled and seated at their respective panels and each contestant is given an opportunity to check the equipment.
2. A team captain is designated and shall be seated nearest the moderator.
3. The moderator reads the first question (as with all succeeding questions) until the completion of the question, or until a contestant activates a buzzer.
  - a. 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 seconds after having been recognized by the moderator to begin answering the question.
  - b. The repeating of the question by the contestant **shall not** be considered the initiation of an answer.
  - c. 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.
  - d. If the answer given, whether the question was read to completion or not, 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. For educational purposes every question should be completely read and the correct answer given by the moderator if the question was not correctly answered by a contestant.
4. If the time in which to answer a question (5 seconds) elapses without a contestant activating a buzzer, the question is discarded.
  - a. There shall be no loss of points if neither team activates the buzzer.

- b. If a bonus question is attached to an unanswered or incorrectly answered toss-up question, the bonus question is then transferred to the next toss-up question to which no bonus is attached.
5. If a team member activates a buzzer and an answer has not been started within the five-second allowable time or completed within the ten-second allowable time, there will be a one point penalty to the team activating the buzzer.
6. If the toss-up question is answered within the five-second time limit, that team scores the appropriate points.
  - a. If a bonus question is attached to the correctly answered toss-up question the moderator then reads the bonus question and then a ten-second period is permitted for team consultation to determine the answer. The end of the ten-second period is signaled by the timer. At the signal from the timer, a five-second period is then permitted for the team captain or his/her designee to begin the answer. Once started, the team will have ten seconds to complete the answer.
  - b. Successful completion of the answer will result in that team being awarded two points.
  - c. 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.
  - d. Failure to answer a bonus question results in no penalty (loss of points) to the team.
7. In order to encourage a balanced team, team bonus points will be awarded to any team to have each member of the team correctly answer a toss-up question. This bonus is worth two points and can be earned multiple times. After a team bonus is awarded, correct responses by each member will again be counted toward a subsequent bonus.
  - a. In order to obtain these bonus points, each member of the team seated at the time must have correctly answered a toss-up question. If a team member who, already having answered a question correctly, is replaced by an alternate, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
  - b. The team bonus applies only to rounds two and three of each match.

8. Either team captain or the moderator may call for a time out for clarification of a rule, to permit the alternate to participate, 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.
9. Answering a toss-up question without being recognized is a two point penalty.

C. Completing a Contest

1. The moderator will continue reading toss-up questions and bonus questions if applicable until all questions have been asked.
2. 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 a constant total number of questions will be asked.
3. Following the final question, the team with the highest number of points shall be declared the winner.
4. In the event of a tie at the end of a packet 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 one point advantage) will be declared a winner.
5. There shall be no protest of any question or answer following the declaration of the winner.
6. If an unused bonus question is left at the end of the toss-up questions, it will be changed and used as a toss-up question.

VI. Protests of Questions and/or Answers

- A. Any protest of questions or answers to questions may be made either by one of the team captains or the coach of either team **only at the time a particular question is read or answer is 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. If a protest is sustained the moderator will take one of the following actions as he/she deems appropriate:
  1. A question is protested before an answer is given and protest sustained - discard the question. No loss or gain of points 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 (2) above.
- C. Abuse of protest provisions may result in one or more of the following:
1. Dismissal of the team coach from the contest area.
  2. Dismissal (or replacement) of the team captain.
  3. Dismissal of entire team with forfeiture of any points or standing.
- D. Spectators, parents, and visitors may not protest any question, answer, or procedure during the course of play. However, they may submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest. Unseemingly 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.

## VII. Audio and Video Recorders

Tape recorders and camcorders may not be used at any time during the conduct of the state contest.

## VIII. Holding Area For Competing Teams

Due to the recycling of questions from one match to the next, at no time will contestants from a team that has not been eliminated from competition or drawn a bye be permitted to remain in the audience. A designated holding area for competing teams will be established prior to the contest.

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A copy of the score sheet used at the state contest is on the following page. You may use this or develop your own version to suit your county or area contests.

## **Conducting a Club Quiz Bowl**

### **Importance of the Activity**

Have you ever wondered if your 4-H'ers are really learning anything about their projects? One fun way to help both you and your members find out how the learning is progressing is through a project bowl. You will discover that both adults and youth will enjoy demonstrating their project knowledge in a thought stimulating setting as a project bowl where attitudes of friendliness and fairness prevail.

A project bowl is simply an activity where one team challenges a second team to see which can respond to the most questions or situations correctly. The question is presented by a moderator and the first team to give the correct response receives credit. Your 4-H'ers and their parents will be able to associate this activity with several of the quiz programs they have viewed on television.

Often a 4-H project group or club will end the meeting with a project bowl as a way of summarizing the meeting's activities. Just the minutes devoted to this activity will often help the members understand just what they did learn during the meeting.

### **What Your 4-H'ers Will Accomplish**

By being a part of the project bowl experience your 4-H'ers will:

- \*Recognize what they know or do not know.
- \*Verbalize answers in a competitive situation.
- \*Participate as part of a team.
- \*Have an incentive to review 4-H project materials.

### **Prepare For The Meeting**

Preparation for the meeting may be minimal or elaborate. Some project groups conduct bowls on the spur of the moment while others do a lot of research outlining questions or answers, making sounding devices for use by teams, and building score boards. The following is a list of equipment, supplies, and participant jobs your group will probably end up using in one form or another:

Equipment & Supplies -- questions & answers (30-50 per match), paper to write questions & answers, signal devices (hands in air, bells or other sounds), clock or watch to time response time, score board or pad of paper.

Form two teams of 4-H'ers (2-4 members per team), moderator to ask questions, someone to acknowledge who should answer the question, judge to indicate correctness of response, scorekeeper, and timekeeper.

### **Facilitate The Activity**

Members of all ages can satisfactorily set up and conduct a 4-H project bowl with very little guidance. As a facilitator your job is to see that each member is involved in planning and

conducting the activity. Approach this activity as the fun occasion it is. Keep the atmosphere light and non-threatening to the members. Here are some hints:

Explain briefly to the group what a project bowl is. Give them just enough detail to get them interested. Sometimes giving them a situation and a task to do will provide incentive and a challenge, i.e.:

**SITUATION:** Our project group has been asked by the organization leader of our 4-H club to conduct a club bowl for everyone in the club at our monthly meeting.

**TASK:** In order to be prepared, our task is to set up and conduct a project bowl at this meeting.

### **Outline the Task**

After giving the members the big picture of what a project bowl is and providing a realistic situation and a task to do, you are ready to let them figure out for themselves what they need to organize and conduct one. Help them along by having one of the members list what they came up with. Usually the members list is similar to what has already been outlined above.

### **Form Teams**

With this activity you will want to have everyone involved. If your project group is small, members, leaders and parents may have to make up the teams. Let the members decide who is going to do what and who will be on each team. The list of jobs will help give everyone something to do.

### **Generating Questions**

If you have not made up 20-50 questions ahead of time you will want to ask each member and others present to write down 2-3 questions and give these questions plus answers to the moderator. This is often a good take home assignment. The area the question will focus on should be determined ahead of time. Perhaps they deal with something learned at the present meeting, at past meetings, from the project manual, or from slide show/film your group just viewed. Each question should be slightly reworded so members won't recognize their own before it's fully read. Include one or two challenging questions to raise their sights. By having the members make up their own questions, you will also have a better idea of what your 4-H'ers remember. You will want to keep questions from one bowl to another in order to build a library of questions to use again to reinforce their learning.

### **Other Types of Questions**

In addition to written questions you may want to use charts (identifying parts of an animal), ask for a short demonstration of a skill (giving an injection), or provide a piece of equipment to identify and tell its use. Another method is to present a realistic situation and then ask a series of questions related to that situation. For example: You find your newborn colt lying in the stall almost motionless. From this situation 20-30 question could be generated. Almost any previous situation or even a new one will fit into the project bowl format. Minimize the type of questions that will generate unclear answers.

**Positioning the Teams**

Teams should sometimes decide to simply raise their hands or ring a bell. Others add a little more fun by making distinctive sounds of a particular item or animal. A team member rising, crowing like a rooster and flapping his wings (that is arms) will add a lot of excitement and fun particularly for younger members 9-19.

**Checking the Clock**

The time keeper will have the job of checking to see if an answer is started within, say, five seconds. If a bonus question is attached the team is usually given ten seconds to confer before having to answer.

**Scoring the Bowl**

The value given to a question may be as simple as one point for a right answer and one point off for a wrong answer. Your group may want two and one or whatever. Some groups award up to five extra points if all team members have answered at least one question. Following the final question of a 15 question round, the team with the most points is declared the winner. You should have some tie breaker questions in reserve just in case.

**Moderating the Bowl**

The moderator keeps the bowl moving. This person will continue reading questions until all have been read or until time runs out.

**Pat on the Back**

By letting your members plan and conduct a project bowl, you may have provided them an excellent opportunity to develop important life skills such as working as a team, expressing themselves, making decisions, and feeling good about themselves. This is what participating in 4-H is all about.