

2018 Ohio 4-H Dog Bowl Contest Rules

Contest Date: June 16

Nationwide & Ohio Farm Bureau 4-H Center

Registration Time: TBD

OBJECTIVES:

The primary objective of the Dog Bowl Contest is to provide an opportunity for youth involved in 4-H to demonstrate their knowledge of canine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. The Dog Bowl Contest should provide an educational experience for both participants and spectators.

GENERAL RULES:

1. Team and contestant eligibility
 - a. Each county may enter two (2) junior and two (2) senior teams of four (4) or five (5) contestants. One team member will be designated as the alternate if five contestants are entered. The team may be selected by any procedure the county deems appropriate.
 - b. A junior individual may compete on a senior team; however, once a junior does compete as a senior, he/she may never move back to competing as a junior on a junior team.
 - c. Teams of three (3) will be permitted the day of the contest if a 4th team member is unable to participate. Teams of three are not eligible for team bonuses.
 - d. Senior contestants must be at least 14 years of age on January 1, 2018, and not older than 18 years of age as of January 1, 2018.
 - e. Junior contestants must be at least 8 years old and in the third grade, or 9 years old regardless of grade, and younger than 14 years of age as of January 1, 2018.
 - f. **Team members must be 4-H members, but are not required to enroll in a 4-H Dog Project to participate.**
 - g. If one county does not have enough members to complete a team, cross-county teams are allowed to participate. For cross-county teams:
 1. Members must represent their county of 4-H enrollment.
 2. Members from one or more additional counties can make up a cross-county team.
 3. Cross-county team members do not need to be from neighboring counties with adjacent borders.
 4. One Extension professional from the county or counties where the cross-county team member(s) is enrolled must provide enrollment documentation in the form of a letter(s) written on county Extension letterhead. This letter must be sent to Dr. Lucinda Miller, Nationwide & Ohio Farm Bureau 4-H Center, 2201 Fred Taylor Dr., Columbus, OH 43210 postmarked by Wednesday, May 16, and attached to the team's entry form. Documentation may also be emailed to miller.78@osu.edu by the deadline, and will be attached to the team's registration form.
 5. One Extension professional from the county in which the team is registered must sign the registration form.
 6. Documentation will be confirmed upon receipt of entries.
 7. Intra-state team(s) may also compete following the same rules as cross-county teams. Refer to the flyer posted with the rules or contact Kristina Morgan by March 1, 2018 if interested in this opportunity: demondog_1990@yahoo.com.

2. Questions

Each team must send 30 questions not submitted the previous year by a returning team, directly to Lucinda B. Miller, Extension Specialist, 4-H Youth Development, Nationwide & Ohio Farm Bureau 4-H Center, 2201 Fred Taylor Dr., Columbus, OH 43210, miller.78@osu.edu, so they are **postmarked by Wednesday, May 16** (team entry deadline). Team questions **postmarked** after May 16th will not be included in the contest. Questions MUST be from information provided in current references.

Questions should be distributed between the following categories:

1. Characteristics and History
2. Breeds and Conformation
3. Selection
4. Management – to include grooming, health, diseases, first aid, care and training, handling
5. Equipment, Products, and Facility Management
6. Showing – to include Obedience, Rally, Showmanship, Performance Events, Working Dogs
7. Anatomy and Physiology
8. Nutrition and Exercise
9. Reproduction

Questions must come from the official sources only, and must include the reference and page number(s) where found. Questions and the correct answers MUST be typed in Microsoft Word (.doc or .docx) using the following sample format:

Q. What is another name for a leash?

A. Lead

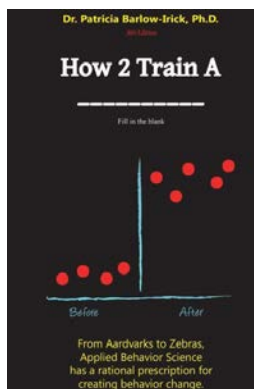
Reference: DRH

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Please try to make your questions innovative and interesting, and your answers accurate and complete. Please do not write questions word-for-word directly from the references. Try to put the “key word” of the question towards the end. Do not submit true and false questions.

REFERENCE MATERIALS – SENIOR CONTEST

1. Ohio 4-H *Dog Resource Handbook*, 4-H 201R, ©2016 OR 2018 editions. (Reference code: DRH)
 - When citing page numbers, make sure you are using the 2016 or 2018 DRH editions.
 - If you have a ©2016 *Dog Resource Handbook* you can download the changes made in the ©2018 edition at <https://ohio4h.org/booksresources>. Scroll to the bottom of the page under Publication Updates.
2. *Dog Learning Laboratory Kit and Educator’s Resource Materials Set* (spiral bound book in dog kit) (Reference code: LLK)
3. *K-9 Structure & Terminology*, Gilbert & Brown, ©2001; ISBN: 978-1-929242-70-2; Dogwise Publishing (Reference code: K9ST)
4. **NEW SENIOR REFERENCE to replace the *Dog Bible!* *How 2 Train A* _____.** Dr. Patricia Barlow-Irick, Ph.D., August 2015 Edition. Mustang Camp, Largo Canyon, NM. ISBN-13: 978-1475192940 (Reference code: H2T)



REFERENCE MATERIALS – JUNIOR CONTEST

1. Ohio 4-H *Dog Resource Handbook*, 4-H 201R, 2016 OR 2018 editions. (Reference code: DRH)
 - When citing page numbers, make sure you are using the 2016 or 2018 DRH editions.
 - If you have a ©2016 *Dog Resource Handbook* you can download the changes made in the ©2018 edition at <https://ohio4h.org/booksresources>. Scroll to the bottom of the page under Publication Updates.

QUESTION TYPES:

1. **Regular Questions** are worth two (2) points during one-on-one competition when only one member of each team may respond. Regular questions during one-on-one competition will be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest the middle or timekeeper) on either team, and progressing with subsequent questions going to the contestants in #2, #3, and #4 chairs, respectively, until the one-on-one competition is completed. There will be an equal number of one-on-one questions per contestant per match.
 - a. The moderator will clearly indicate the start of one-on-one play by announcing the chair number of the contestants eligible to respond prior to reading the question.
 - b. If an incorrect answer is given by the contestant eligible to respond, either before or after a question is completely read, the corresponding contestant on the other team will NOT have the opportunity to answer during one-on-one competition.
 - c. Toss-up and bonus questions will not be used during one-on-one competition.

Regular questions are worth one (1) point during **Open** play, when any member of either team may respond. These questions count toward individual and team scores. *All incorrect answers during the one-on-one and open play receive a minus 1 (-1) point deduction.*

2. **Toss-up Questions** are worth one (1) point and are open for response to any member of either team. Toss-up questions are only used in the OPEN part of the match. If the correct answer to the toss-up question is given, a bonus question will be attached. Toss-up questions are generally a little more difficult than a regular question, and may have two or three required answers. All answers to the question must be correct. *All incorrect answers receive a minus one (-1) point deduction. Toss-up questions will only be used when bonus questions are included in a round.*
3. **Bonus Questions** will be worth three (3) points. They are attached to a correctly answered toss-up question. When multiple answers are required, 3 points will be awarded only if **ALL** of the required answers are correct. No points will be awarded or taken away if there are less than the required number of answers, or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question.
 - a. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss-up question) until a correct answer is given.
 - b. The team should allow the moderator to read the complete bonus question. The team will be given 10 seconds to confer. The moderator will call 'time' at the end of 10 seconds. The team captain or designee must then start giving the required number of answers within 5 seconds. Team members may feed answers to the captain or designee during the 30-second answering period.
 - c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.

4. **The Number of Questions** used per round will be up to the contest management, but must include at least four (4) one-on-one questions and sixteen (16) open questions. The number of questions may be increased in later matches.
5. **Response Penalty** – If any contestant other than the designated contestant responds to a one-on-one or regular question, that team will lose two (2) points. **A contestant who responds out of turn for a second time to a one-on-one or regular question directed to another contestant will be replaced at the panel by their team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. The dismissed contestant may return to further matches in the contest unless it was their third offense. A third such penalty will disqualify them from the competition. The minus 2 (-2) point penalty will continue to apply for the second and third offense. Note: Alternates can replace team members in Chairs #2, #3, or #4. Alternates cannot replace the captain, who sits in Chair #1.

READING AND ANSWERING QUESTIONS:

1. The moderator will read all questions, identify the type and number of questions, and designate the chairs eligible to respond when necessary. Five (5) seconds will be allowed for starting a response. If the answer given is the same or means the same as the expected answer, it will be accepted. If the answer is different from the expected answer, it will be referred to the judge(s) for a decision.
2. For Regular questions during Open play and for Toss-up questions: If an incorrect answer is given after a question is completely read, the moderator will not repeat the question, and the other team will have the opportunity to buzz in within five (5) seconds. The Timer will be reset to five (5) seconds once the other team member has been acknowledged.
3. Once a contestant activates a buzzer, s/he must be ACKNOWLEDGED before s/he can answer the question. After s/he has been acknowledged, the contestant has five (5) seconds to start an official answer. First answers given will be considered valid answers. It is the responsibility of the moderator to determine if an official answer was started within the 5-second time limit. The answer must be completed within 20 seconds after initiating the response.
4. An acknowledgement penalty of minus one point (-1) will be deducted from the team score if a contestant answers a question before being acknowledged.
 - a. The first answer(s) given will be accepted as the official answer, including answers to multiple response questions. Repeating the questions will not be considered the initiation of the answer.
 - b. If a question was read to completion, the judge(s) may ask the contestant to explain, expand, be more specific, or clarify their answer.
5. If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has five (5) seconds after being acknowledged to begin his/her answer. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
 - a. If an INTERRUPTED question is answered incorrectly, the question shall be completely reread and the other team will have the opportunity to answer.

6. If neither team can offer an answer to a question within the five (5) seconds allotted to start an answer, the moderator will give the answer, the question will be dropped, and neither team will forfeit points.
7. The judge(s) will be allowed to verify an answer or the validity of a question. If verification cannot be made, the question will be replaced.
8. The moderator will not repeat (reread) any of the questions, except for interrupted questions in Rule 5 and 5a above.

PLAYING TEAMS AND ALTERNATES:

1. Only four contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition, and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player (Chairs #2, #3, or #4) during a match or the competition.
2. At any time during any match only one alternate may be replaced at the panel when:
 - a. The moderator, team captain, or team coach deems it impossible for one of the seated members to continue.
 - b. The captain or coach of a team requests the replacement of a team member.
3. The alternate may replace any team member except the team captain, who sits in Chair #1.
4. Teams may have only one alternate.
5. 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. (A five-member team is strongly encouraged.)
6. Members removed from the game table for disciplinary reasons may not come back to any more matches in the competition.

DOUBLE ELIMINATION:

1. Each team will play in a pre-determined position according to a random drawing of team numbers.
2. A total of two losses are needed to eliminate a team from further competition.

INDIVIDUAL SCORES:

1. Scores will be kept for each individual contestant, with the high 10 individual contestants receiving special recognition.
2. Only those contestants who have participated in three or more matches will be considered for individual awards.
 - a. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
3. Ties for individual awards will be broken on the basis of:
 - a. First tiebreaker: High average score for the entire contest

- b. Second tiebreaker: High individual match scores
- c. Third tiebreaker: Total number of points earned in the contest

SCOREKEEPING:

1. The point value of correct responses, bonuses, and penalties are as follows:

Correct Answer – One-on-One Regular Questions	2 points
Correct Answer – Open Regular Questions	1 point
Toss-up Question – All answers required	1 point
Bonus Question – All answers required	3 points
Bonus Question – All incomplete, incorrect or no answer	0 points
Team Participation Bonus – 4 correct answers (1 from each team member)	2 points
All Incorrect Answers to Regular and Toss-up Questions	-1 point
Response Penalty – No answer started in 5 seconds	-2 points
Response Penalty – Contestant not acknowledged	-1 point
Response Penalty – Out of Turn	-2 points
Response Penalty – Out of Turn, second time in same match	-2 points & Elimination from Match
Response Penalty – Out of Turn, third time in contest	-2 point & Elimination from Contest
“Official” protest not upheld	-1 point

2. During the second portion of the match, all open regular questions will be worth one (1) point, open to all members seated at the game table. All toss-up questions will be worth one (1) point and all bonus questions will be worth three (3) points if the number of required answers given is correct.

TEAM PARTICIPATION POINTS:

1. To encourage full team participation, each team member will have a bonus card at the game table. When a member gives a correct response to a regular or toss-up question, that member will then turn his/her card around to face the scorekeeper(s). A bonus worth two (2) points will be awarded to the team when all four (4) bonus cards face the scorekeeper(s). The value of the question (1 or 2 points) will be added to the score of the team, and the 2-point bonus will also be added to the score, thus making that question worth 3 or 4 points to the team depending on the value of the question. The contestant will receive the value of the question on his/her individual score. The team will receive both the individual points and the bonus points on the team score. (Teams of three (3) are not eligible for team bonus points.)
2. When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
3. When a team bonus has been earned once, the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.

TIME OUTS:

1. The team captain, coach, or any staff member may call for a “time out” for clarification of a rule, score, to seat an alternate, or to allow for any unexpected problem. The “timeouts” may be called only after a question has been answered and before the next question starts.

HOLDING ROOMS:

1. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
2. After their round match is played, teams, alternates, and coaches must go to an appropriate designated area until the conclusion of the round in progress.
3. After the round is completed, all teams, alternates, and coaches (not eliminated from the contest) must return to the designated holding area to await their next match.
4. All coaches in the holding area are responsible for the supervision of their teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

CONTEST PROCEDURES:

1. Teams are assembled and seated at their respective panels with the designated team captain seated in the #1 chair nearest to the middle or the timekeeper. Each contestant is given the opportunity to check the equipment.
2. Each team member will have a participation bonus card facing the contestant. They will be blank to the scorekeeper(s) until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeeper.
3. The designated set of questions for each round is opened by the moderator and verified with the judge's panel before starting the game. Prior to reading a question, the moderator will announce the number, type of question (regular, toss-up, bonus), and the contestants eligible to respond. Each succeeding question will be read in this manner until all of the questions for that match are read. The correct answer will be given for all unanswered questions or wrong answers.
4. Contestants who respond to a question will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
5. If the time (5 seconds) in which a member may buzz in to answer a question elapses without a contestant activating a buzzer, there will be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given and the next question read.
6. If the buzzer is activated and an answer is not started within the 5-second allowable time, there will be a 2-point penalty imposed against the contestant who activates the buzzer and their team.
7. If the judge(s) elect to not use a game question, it must be replaced by another question so the total number of questions to be asked will remain equal in each match.
8. If an incorrect answer is given after a question is completely read, the moderator will not repeat the question, and the other team will have the opportunity to buzz in within five (5) seconds. The member on the other team activating the buzzer must be acknowledged before answering the question.
9. If an interrupted question is answered incorrectly, the question shall be completely reread and the other team will have the opportunity to answer.

10. If neither team can offer an answer to a question within the five (5) seconds allotted to start an answer, the moderator will give the answer the question will be dropped, and neither team will forfeit points.

RESOURCES INFORMATION:

1. No source of information is infallible. At times there may be answers given that are in agreement with the recommended reference books which in fact are erroneous or out-of-date. Every effort is made to eliminate such questions; however, in the event one slips in, the judge may agree to:
 - a. Accept the answer and give an explanation of the correct or updated information for future use of the question.
 - b. Accept only the correct answer.
 - c. Replace the question to the appropriate contestants.

MATCH TIES:

1. In the event of a match tie, it will be broken with five (5) tiebreaker questions. If a tie remains, the first team to earn a point (or, because of a loss of a point by the other team, has a one (1) point advantage) will be declared the match winner based on the scores.
2. Tiebreaker points do not get added to individual, team, or team bonus scores. They are used only to break match ties.

TEAM PLACINGS:

1. Team awards will be given to ten (10) places and based on the predetermined procedure of play.
2. Every team will participate in a minimum of two matches.
3. The rank of teams will be determined on the basis of their position within the double elimination bracket. After two losses, the teams eliminated in the same round will be placed on the basis of the higher scores in the eliminating round...third place to the highest score, fourth place to the next high score and so on.
4. Subsequent tiebreakers: (1) Total average of all games played in double elimination games that include bonus questions; (2) Highest match score in double elimination games with bonus questions included, and (3) Total score of the top two matches in double elimination games including bonus questions.

EQUIPMENT FAILURE:

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match. Back-up units will also be available.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" will be called by any contestant, the staff, or by either coach.
3. If after checking the device it is determined there is an equipment malfunction or failure, the fault part(s) or unit will be replaced and play resumed.
4. Scores accumulated 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.

5. If the judges or moderator deem it advisable, points awarded for the two questions asked immediately prior to determination of the equipment failure may be recalled and two additional questions used.
6. Under no circumstances shall there be a replay of a match in which there was an equipment failure.

TRANSCRIBING QUESTIONS:

1. Transcribing contest questions by any means during the competition is prohibited. There will be no handwriting, typing, recording, computer or phone use, etc., in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS, CAMERAS, PHONES:

1. Recording devices such as tape recorders, video cameras, cell phones, etc., may not be used during the competition. *Electronic communication devices (laptops, tablets, etc.) ARE NOT ALLOWED in a contest room during the match.* **Cell phones MUST be turned off and not visible if brought into the room during a match.**
2. Photographs will only be allowed before or after a match.

PROTESTS AND VERIFICATION OF QUESTIONS AND/OR ANSWERS:

1. Verification of a question and answer is permissible.
2. Only protests made in a courteous, respectful manner will be acknowledged.
3. A protest must be made before the reading of the next question.
4. An "official" protest of a question or the answer to a question may be called for by a team captain or the official team coach(es). The judge and moderator will consider the protest. Their decision in all cases will be final.
5. If an "official" protest is acknowledged, play will be stopped, and the designated official(s) will consider the protest and make a decision. A 1-point penalty will be assessed to the team making the protest if the protest is not upheld.
6. To sustain a protest, the judge and moderator must agree to keep or replace a question, or to determine the validity of an answer.
7. If the protest is sustained by the officials, the moderator and scorekeeper(s) will take one of the following actions:
 - a. If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair on each team or to all contestants seated at the game table, depending on the type of play (one-on-one or open).
 - b. If the answer to the question received a call for verification, the designated judge(s) will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
 - c. If a question was protested after an answer is given, the designated judge(s) will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.

8. All protests/challenges will be acknowledged by the contest staff.

ABUSE OF THE PROTEST PROVISIONS:

1. In this competition, every effort will be made to be fair, courteous, and understanding to the contestants and coaches.
2. Abuse of this protest provision by any contestant or coach will result in one of more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of any contestant from the competition.
 - c. Dismissal of an entire team from the competition, with forfeiture of points or standing.
3. Spectators, parents, and visitors may not protest any question, answer, or procedure during the contest. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest.
4. Any contestant, coach, family member, friends or spectators exhibiting unsportsmanlike conduct, behavior or actions detrimental to the contest, will be subject to dismissal from the immediate contest area.

GAME OFFICIALS AND EQUIPMENT:

1. **Moderator** – The moderator shall assume the responsibility for reading questions and will inform the contestants who is eligible to respond to a question before the question is read.
 - a. The moderator will accept all answers that are the same or mean the same as the expected answer to the question.
 - b. Any answers different from the expected answer will be considered by the moderator and the judge(s) to make a decision to accept or reject the given answer.
2. **Judges** – The judges (minimum of two – moderator may be one of the two) will consist of knowledgeable dog people.
 - a. Judges should give reasons for not accepting an answer to a question.
 - b. The judges will rule jointly on the acceptability of any question or answers to all questions.
 - c. In case of a challenge of a question or answer, the judges must agree on accepting or rejecting the question or answer, and agree on the actions to be taken.
 - d. If an answer was not clearly heard, the contestant may be asked to repeat their answer.
 - e. If a question was read to completion and the answer given is different from the one expected, if it is technically or logically correct, the judges may accept the answer. If the answer given is “in the ball park,” the judges may request the contestant to be more specific, expand, explain or clarify the answer.
 - f. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.
 - g. All answers must be correct for the way the question was written. Any answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judge may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted.
 - h. All game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers.

3. **Timekeeper(s)/Control Operator** – The timekeeper(s) will monitor all the time intervals and designate when the time of a response has been exceeded, and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor the judge be used as a timekeeper. It will be their responsibility at the beginning of the match to assure each contestant that their equipment is working properly.

Time allowed:

- a. To start response to a question (after question is read to completion) – 5 seconds
 - b. To start answer after acknowledgement – 5 seconds
 - c. To complete an answer to a one-on-one, open or toss up question – 5 seconds
 - d. For a team to confer on a bonus question – 10 seconds
 - e. To complete an answer to a bonus question – 30 seconds
4. **Scorekeepers** – At least two individuals shall be used to keep accurate team scores.
 - a. There will be a visual scorekeeper who will record the team scores on a blackboard, whiteboard, overhead projector, flipchart, or other visual object. The visual scores will be set up so they are visible to the table scorekeeper, the contestants, moderator and spectators, if possible.
 - b. The table scorekeeper (who may also act as a judge) will keep a written record of the official team and individual scores.
 - c. The written record of the scores must match the visual scores and will be the official record of all individual scores. A special score sheet will be available for the table scorekeepers. Upon completion of the match, coaches will sign the score sheet verifying their respective team's score is correct.
 5. The Ohio 4-H Dog Bowl Contest superintendent(s) will have final authority over all procedures and protests.

EQUIPMENT:

1. **Game Panels** – An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question. A means of keeping the times indicated in these rules must be provided.
2. **Time Recorders** – A stopwatch, control panel timer, or other appropriate time device will be used.
3. **Signal Device** – This signal device shall be used by the timekeepers and shall have a distinctly different sound for each side, or a device that has a distinct sound and lights that indicate the contestant who is responding when their buzzer is activated. Backup units will be available in the event of malfunction or failure.
4. **Scoring Devices** – Two devices will be used. A whiteboard, flip chart, overhead projector, or electronic display, etc., will be used to maintain team scores that are visible to the contestants, scorekeepers, and if possible, to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

AWARDS:

1. The ten highest scoring county junior teams and ten highest scoring county senior teams will receive awards.
2. The ten highest scoring overall juniors and ten highest scoring overall seniors will receive awards.
3. All participants will receive a participation pin.