

## Ohio 4-H Horse Bowl Contest Rules (1/1/24)

### GENERAL RULES:

#### 1. Team and Contestant Eligibility

- a. Each county may enter two (2) junior and two (2) senior teams of three (3) or four (4) contestants. The team may be selected by any procedure that the county deems to be appropriate.
- b. Each contestant must be currently enrolled in a 4-H or FFA Horse project and in good standing with the county they represent.
- c. Junior Contestants must be at least 8 years of age and in third grade and under 14 years of age as of January 1<sup>st</sup> of the current year.
  1. Junior Contestants are eligible to compete in this contest in subsequent years.
- d. Senior Contestants must be at least 14 years of age on January 1<sup>st</sup> of the current year, and not be more than 18 years of age on January 1<sup>st</sup> of the current year.
  1. As this contest determines which contestants will represent Ohio at national contests, only senior 4-H members are allowed to compete in the senior division to comply with national eligibility requirements.
  2. Senior contestants may be enrolled in or have completed freshman and sophomore level college equine courses. However, senior contestants may not be enrolled in or completed junior or senior level college equine courses. In addition, senior contestants are ineligible to participate in the state contest if they are or were a member of an intercollegiate horse judging team.
  3. Champion teams are expected to represent Ohio 4-H at the Eastern National 4-H Horse Roundup.
  4. Senior contestants are eligible to compete in this contest in subsequent years. However, if a youth participates in the Eastern National 4-H Horse Roundup, they may not participate in that specific contest at that event in subsequent years.
- e. Each team must submit 30 questions, not previously used in past competitions, via email to cole.436@osu.edu or seitner.2@osu.edu by the current year's registration deadline. If questions are not submitted by the deadline date, the team will not be allowed to participate in the contest. Questions must be from information in the current list of references and in the format designated below. Incorrectly formatted questions will not be accepted.

Q: What is another name for acute laminitis?

A: Founder

S: AYHC HS p. 305-26

1. Questions should be distributed between the following categories: history and evolution; reproduction and genetics, breeds, colors, and markings; management (including hoof care & shoeing, parasites, health, diseases, injuries & lameness, safety, transportation, psychology, training & housing); anatomy and physiology; tack and equipment; horse judging; feeding and nutrition; gaits; and fitting and grooming).



## 2. Special Accommodations

- a. If special accommodations are needed for any youth, the coach, parent, or advisor must submit a written request and copy of the approved Winning 4-H plan to cole.436@osu.edu or seitner.2@osu.edu by the event's registration deadline.

## 3. Teams

- a. Each team will play in a pre-determined position according to a random selection of teams.
- b. A total of two losses are needed to eliminate a team from further competition.
- c. Only four contestants shall be seated at the table at any one time. Seat position must be declared prior to the start of the competition and youth must remain in this seat position for the duration of the entire contest. Changing seat positions during the competition will eliminate the team from the competition.
- d. Members removed from the game table for disciplinary reasons may not participate in any further matches in the competition and will not receive credit for competing in the event.

## 4. Questions

- a. **One-on-One Questions:** One-on-one questions will be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest the control operator) 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. 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. There will be an equal number of one-on-one questions per contestant per match. One-on-one questions count toward individual and team scores. A correct answer to a one-on-one questions is worth two (2) points; however, an incorrect answer to a one-on-one question only receives a 1-point deduction (-1).
- b. **Open Questions:** Any member of either team may respond to open questions. Open questions count toward individual and team scores. A correct answer to an open question is worth one (1) point while an incorrect answer to an open question receives a 1-point deduction (-1).
- c. **Toss-Up Questions:** Any member of either team may respond to toss-up questions. Toss-up questions are only used during the open part of the match, not during one-on-one questions, and are only used when bonus questions are included in a round. If the correct answer to a 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 are required to be correct. A correct answer to a toss-up question is worth one (1) point while an incorrect answer to a toss-up question receives a 1-point deduction.
- d. **Bonus Questions:** Bonus questions are attached to correctly answered toss-up questions. Only members of the team that correctly answered the toss-up question may respond to bonus questions. When multiple answers are required, all answers are required to be considered correct. A correct answer to a bonus question is worth three (3) points; however, an incorrect or incomplete answer to a bonus question

receives no point deduction. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question.

1. 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.
  2. 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/designee during the 30-second answering period.
  3. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
- e. The number of questions used per round will be determined by 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. Scoring

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

Correct Answer – One-on-One Questions	2 points
Correct Answer – Open Questions	1 point
Toss-up Question – All correct answers required	1 point
Bonus Question – All correct answers required	3 points
Bonus Question – All incomplete, incorrect or no answer	0 points
Team Participation – 1 correct answer by each of the 4 chairs	2 points
All Incorrect Answers to One-on-One, Open, & 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 points & Elimination from Contest
“Official” protest not upheld	-1 point

- b. Match Ties

1. In the event of a match tie, it will be broken with five (5) tie breaker 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 one (1) point advantage) will be declared the match winner based on the scores.
2. Tie breaker points do not get added to individual, team or team bonus scores. They are used only to break match ties.

- c. Response Penalty

1. If any contestant, other than the designated contestant, responds to a one-on-one or open question, that team will lose two (2) points.
2. A contestant that responds out of turn for a second time to a one-on-one or open 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 (-2) penalty will continue to apply for the second and third offense.

d. Team Participation Points:

1. In order to encourage full team participation, each team member will have a bonus card at the game table. Teams of three (3) are not eligible for team participation bonus points. When a member gives a correct response to a regular one-on-one or toss-up question, that member will then turn their card around to face the score keeper(s). A bonus worth two (2) points will be awarded to the team when all four bonus cards face the score keeper(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 their individual score and the team will receive both the individual points and the bonus points on the team score.
2. 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.

e. Team Placings

1. 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.
2. Subsequent tie breakers:
  - a. Total average of all games played in double elimination games that include bonus questions.
  - b. Highest match score in double elimination games with bonus questions included.
  - c. Total score of the top two matches in double elimination games including bonus questions.

f. Individual Scores/Placings

1. Scores will be kept for each individual contestant.
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 as follows:
  - a. First tie breaker: High average score for the entire contest.
  - b. Second tie breaker: High individual match scores.
  - c. Third tie breaker: Total number of points earned in the contest.

## 6. Reading & Answering the Questions

- a. 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 an answer is not given or is incorrect, the moderator will give the correct answer, and the next question read. If the answer given is the same or means the same as the expected answer, it will be accepted. If the answer is different than the expected answer, it will be referred to the judge(s) for a decision.

- b. Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have 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 a 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.
- c. An acknowledgement penalty of one (1) point will be deducted from the team score if a contestant answers a question before being acknowledged.
  - 1. The first answer(s) given will be accepted as the official answer, including multiple response questions. Repeating the questions will not be considered the initiation of the answer.
  - 2. If a question was read to completion, the judge(s) may ask the contestant to explain, expand, be more specific or clarify their answer.
- d. 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 their 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.
- e. 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.
- f. The moderator will not repeat (reread) any of the questions. However, when a question is interrupted before it is read to completion, the entire question may be read after the contestant has completed their response.
- g. The times allowed for responses are as follows:

To start response to a question (after question is read to completion)	5 seconds
To start answer after acknowledgement	5 seconds
To complete answer to a one-on-one, open, or toss-up question	20 seconds
For a team to confer on a bonus question	10 seconds
To complete an answer to a bonus question	30 seconds

## 7. Time Outs

- a. 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 “time outs” may be called only after a question has been answered and before the next question starts. “Time out” can last no longer than 2 minutes.

## 8. Contest Procedures

- a. Teams are assembled and seated at their respective tables, with the designated team captain seated in chair #1, nearest to the middle or the timer operator. Each contestant is given the opportunity to check the equipment prior to the start of the match.
- b. 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 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.

- c. Contestants, who respond to a question, will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
- d. 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.
- e. 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.
- f. If the judge(s) elect to not use a game question, it must be replaced by another question so that the total number of questions to be asked will remain equal in each match.
- g. If a question is answered incorrectly, the other team is not given the opportunity to answer the question. The correct answer will be given by the moderator and the contest will continue with the next question.
- h. At the end of each match, the coaches must sign the official score sheet acknowledging the final scores and outcome of the match.

## **9. Holding Rooms**

- a. All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.
- b. After their round match is played, they must go to an appropriate designated area, until the conclusion of the round in progress.
- c. 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.
- d. 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.

## **10. Equipment**

- a. Game Buzzers – 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.
- b. Time Recorders – A stopwatch, control panel timer, or other appropriate time device will be used.
- c. 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 that is responding when their buzzer is activated. Back up units will be available, in the event of malfunction or failure.
- d. Score Keeping Devices – Two devices will be used. A blackboard, flip chart, overhead projector or electronic display, will be used to maintain team scores that are visible to the contestants and score

keepers 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.

## **11. Equipment Failure**

- a. 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.
- b. 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.
- c. If after checking the device it is determined that there is an equipment malfunction/failure the faulty part(s) or unit will be replaced and play resumed.
- d. 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.
- e. If the judges or moderator deem it advisable, points awarded for the two questions asked immediate prior to determination of the equipment failure, maybe recalled and two additional questions used.
- f. Under no conditions shall there be a replay of match in which there was an equipment failure.

## **12. Recording of Matches/Contestants/Questions**

- a. Recording/transcribing contest questions by any means during the competition is prohibited. Affiliated teams will be eliminated from the contest and possibly from subsequent contests.
- b. Cell phones or any other electronic communication devices (laptops, tablets, cameras, etc.) are prohibited in the contest room. Affiliated teams will be eliminated from the contest.
- c. Photographs will only be allowed before or after a match.

## **13. Protest/Verification of Questions and/or Answers**

- a. Verification of a question and answer is permissible.
- b. Only protests that are made in a courteous, respectful manner will be acknowledged.
- c. A protest must be made before the reading of the next question.
- d. 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. The team captain or coach will have a two-minute time limit to locate the answer in the resources.
- e. If an “Official” protest is acknowledged, play will be stopped, and the designated official(s) will consider the protest and make a decision. A one (1) point penalty will be assessed to the team making the protest if the protest is not upheld.
- f. To sustain a protest, the judge and moderator must agree, to keep or replace a question, or to determine the validity of an answer.
- g. If the protest is sustained by the officials, the moderator and score keeper(s) will take one of the following actions:

1. 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).
  2. 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.
  3. 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.
- h. All protest/challenges will be acknowledged by the contest staff.
- i. Abuse of this protest provision by any contestant, or coach, will result in one or more of the following:
1. Dismissal of team coach from the contest area.
  2. Dismissal (or replacement) of any contestant from the competition.
  3. Dismissal of an entire team from the competition, with forfeiture of points or standing.
- j. 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.
- k. Any contestant, coach, family member, friends or spectators, exhibiting un-sportsmanlike conduct, behavior or actions detrimental to the contest, will be subject to dismissal from the immediate contest area.

#### **14. Contest Officials**

- a. 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. The moderator will accept all answers that are the same or mean the same as the expected answer to the question. Any answers different than the expected answer, will be considered by the moderator and the judge(s) to make a decision to accept or reject the given answer.
- b. Judge(s) – The judges (minimum of two; moderator may be one of the two) will consist of knowledgeable horsemen. Judges should give reasons for not accepting an answer to a question. The judges will rule jointly on the acceptability of any question or answers to all questions. 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.

If an answer was not clearly heard, the contestant may be asked to repeat their answer. If a question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct you 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 their answer. 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.

All answers given must be correct for the way the question is 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.

All of the game questions will have a reference and page number. The required reference books will be available to look up information or to verify answers.



- c. Timekeeper(s)/Control Operator – The timekeeper(s) will monitor all the time intervals and designate when the time of 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 time keeper. It will be their responsibility at the beginning of the match to assure each contestant that their equipment is working properly.
- d. Score Keeper(s) –At least two individuals shall be used to keep accurate team scores. There will be a visual score keeper who will record the team scores on a blackboard, overhead projector or flipchart. The table score keeper will keep a written record of the official team and individual scores. The visual scores will be set up so that they are visible to the table score keeper, the contestants, moderator and spectators, if possible. The written record of the scores must match the visual scores and will be the official record of all individual team scores. A special score sheet will be available for the table score keepers.
- e. The Superintendent will have final authority over all procedures and protests.

## **15. Reference Materials**

- a. 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:
  - 1. Accept the answer and give an explanation of the correct or up-dated information for future use of the question.
  - 2. Accept only the correct answer.
  - 3. Replace the question to the appropriate contestants.
- b. All of the information in this contest may be found in one or more of the following sources:

### **AYHC HS**

Horse Smarts: An Equine Reference & Youth Activity Guide- by the American Youth Horse Council  
AYHC, 1 Gainer Rd, McDonald, NM 88262      Phone: 817-320-2005  
[www.ayhc.com](http://www.ayhc.com)

### **NEWHOR**

Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc.  
Alpine Publications, PO Box 7027, Loveland, CO 80537      Phone: 800-777-7257

### **KAINER**

The Coloring Atlas of Horse Anatomy  
Dr. Robert Kainer and Dr. Thomas McCracken  
Alpine Publications, PO Box 7027 Loveland, CO 80537      Phone: 800-777-7257

### **LEWIS**

Feeding and Care of the Horse (2nd Edition)  
Lon D. Lewis, Williams and Wilkins  
PO Box 1496, Baltimore MD 21298-9724      Phone: 800-638-0672

**BHM 174:** Ohio 4-H Horse Publication 174: Beginning Horse Management

**LHS 175:** Ohio 4-H Horse Publication 175: Light Horse Selection