



New Hampshire 4-H Horse Bowl Rules of Play

EQUIPMENT:

- A. Game Panels - (Buzzer Boards) - An appropriate device should be used to provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders - A stop watch or other appropriate timing device is required.
- C. Signal Device - A timing device is required to indicate when time is up for answering a question. This device should have a distinctively different sound than the game panel (signaling which contestant has responded).
- D. Score Keeping Devices - Two devices will be needed: one, such as a blackboard, flip chart, or electronic light display should be used to maintain team scores visible to the contestants and, if possible, to the spectators. A second device is required to maintain a record of individual contest scores.

OFFICIALS:

It takes many volunteers to serve as contest assistants! As much as possible, 4-H alumni should be used for contest staff. Moderators and judges should be selected based on their recognized experience and knowledge of quiz bowl and the horse project.

- A. Moderator - The moderator assumes the direction of the matches within that particular room, asks all questions, designates a contestant to answer questions and accepts or rejects all answers unless the questions/answers are challenged. The moderator may indicate when a contestant has exceeded the allotted time for a question. The moderator will declare a match winner and shall at all times be in control of the matches.
- B. Referee Judges - At least two referee judges are recommended. The judges must be knowledgeable horse persons. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
- C. Timekeeper - Unless this duty is assumed by the moderator or by a referee judge, the timekeeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.
- D. Scorekeepers - At least two individuals should be used to keep score for each contest. The individual maintaining the team scores will do so in such a manner that the scores are clearly visible to the moderator and to the contestants. The second scorekeeper maintains a record of

the individual scores of each contestant. An assistant to the scorekeeper maintaining individual records is suggested. Errors in any posted match scores (individual or team) must be protested immediately, at the time the error is made.

TEAMS: Each team consists of four members. Teams may play with fewer members, recognizing that they will be at a disadvantage.

PROCEDURES OF PLAY:

A: Match Procedures

1. Each match will be divided into two halves based either on time or numbers of questions.
2. All regular and toss-up questions will be worth one point, and all bonus questions will be worth 2 points as indicated.

B: Starting The Match

1. Teams are assembled and seated one team at a time and a team captain is designated, normally to be seated nearest the moderator.
2. Matches are subject to forfeit if all team members are not seated within three (3) minutes of the scheduled start of the match. Forfeits will be declared by the moderator and judge(s). Teams winning by forfeit will advance to the next round of play.
3. The question packet is opened by the moderator.

C: One-On-One Play

1. The first half of each junior/senior division match will contain between eight and sixteen questions asked in one-on-one play.
2. Only one designated team member on each side will be eligible to respond to each question in one-on-one play. The designated team member will be the one closest to the moderator for the first question, the individual seated next for the second question, thereby rotated in sequence to all four team members. In one-on-one play, the teams with three (3) players do not have a contestant answering during the fourth round, the opposing team's fourth team member will be responding alone using the customary time limits.
3. If an ineligible team member responds to a question in one-on-one play, the question will be thrown out and a new question asked.
4. Scoring in one-on-one play will be exactly the same as for regular questions, with teams and individuals eligible to gain or lose points.

D: Toss-up Questions

1. The moderator reads the first question (as with all succeeding questions) until completion of the reading of the question or until such time as a contestant activates a buzzer. 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 will have five (5) seconds after having been recognized by the moderator to begin the answer to the question.
 - a. Any answer initiated prior to being recognized by the moderator will be considered incorrect.
 - 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 (5) second period.
2. If the answer to any question, whether read to completion or not, is incorrect, the question shall not be repeated for the other team.
3. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points nor awarding of points to either team.
4. If the answer to a question is begun during the five (5) second allowable time and the answer is incorrect, that team and the individual loses the number of points, associated with that question, from their score.
5. If a member of a team activates a buzzer and an answer has not been started within the five (5) second allowable time, there will be an appropriate one point penalty imposed against the team of and the contestant activating the buzzer.
6. If the question is correctly answered within the five (5) second time limit, that team and the individual score one (1) point.
7. Either team captain or the moderator may call for a "time out" for clarification of a rule, 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.
8. When a question is asked for which a range can be given, the contestant must give a specific answer within the range (i.e.: How often should you shoe your horse? and the reference says 4-6 weeks; the contestant should answer with a specific number (4/5/ or 6). If a contestant gives a range and not a specific number, the range must EXACTLY match the range given by the source (i.e.: 4-6 weeks, not 4-5 weeks).
9. If any part of any answer is wrong, the whole answer is wrong. Information given in the answer to the question, that is not requested, regardless of its accuracy, renders the whole answer wrong. Example: Question, How many teeth has a stallion? Answer, The mare has 36 and the stallion has 40. The answer is wrong. The correct answer is, the stallion has 40.

10. Parents and coaches may not sit in on rounds unless their team is playing or their team has been eliminated.

E: Bonus Questions

1. Toss up questions may have a bonus question attached; if the toss up question is answered correctly the bonus question will be read. If toss up question is not answered correctly, the bonus question will not move to the next question.
2. After a bonus question is read, a ten (10) second discussion 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 (5) second period is then permitted for the team captain or the person they designate to begin the answer.
3. Successful completion of the answer will result in that team being awarded the 2 points designated for that bonus question.
4. 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.
5. Failure to answer a bonus question results in no penalty (loss of points) to the team.
6. No part of the bonus question will be repeated nor will any additional information be given to the contestants.

F: Team Bonus:

1. Team participation bonus for all team members making correct answers during toss up; if team of 3 all answer correctly, 3 point bonus; if team of 4 all answer correctly, 4 point bonus; a team may earn this bonus as many times as possible during this match.

G: Completing The Match:

1. The moderator will continue reading questions 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 the total number of questions to be asked remains constant.
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. TIES - In the event of a tie after the designated number of questions, five (5) additional regular questions will be asked. If a tie still exists 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 the winner. These additional questions will not be counted for individual point totals.

5. Once the moderator has declared a winner, based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.

H: Protests:

1. A protest of a question, answer to a question, conduct of play, room conditions or equipment may be made only by one of the team captains and then only prior to the start of a match or at a time that a particular question is read or the answer is given. Any team member can stop play by raising a hand and notifying the captain regarding a protest. The moderator and the referee judges will then consider the protest, and their decision in all cases is final. The captain of the team making the protest may submit their evidence to the judges and moderator verifying that their position is correct. If the protest has not been resolved by the end of the match, the contestant has 5 minutes to verify their position. In all cases, the moderator and referee judges ruling is final. The coach may help the team by verifying references, but only the captain may speak.
2. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate.
 - a. A question is protested before an answer is given and the protest is sustained --- discard the question. No loss or gain of points will result for either team.
 - b. An answer is protested (either correct or incorrect) --- At least one of the judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.

- c. 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 with no loss of points or the question may be allowed with the appropriate gain or loss of points as in (b) above.
3. Abuse of protest provisions may result in one or more of the following:
 - a. dismissal (or replacement) of the team captain
 - b. dismissal of entire team with forfeiture of any points or standing
4. Spectators, parents, coaches, and visitors may not protest any question, answer, or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest. Unseemly 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.
 - a. Coach can protest only an incorrect or ineligible source, not a given answer.
5. No source of information is infallible. There may be answers given to questions which are in agreement with the recommended sources, but are, in fact, erroneous. Every effort will be made to eliminate such questions, but in the event of such an occurrence, the referee judges and moderator may challenge the answer, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the questions with no gain or loss to either team.

I: Recorders and cameras:

1. Tape recorders may not be used at any time during the conduct of the match.
2. No recording devices such as videotape cameras, movie cameras or any other type of camera requiring auxiliary lights may be used during the conduct of a match. Photographs will be permitted only before or after a match and then only in such a manner as not to be disruptive of the match.

RECOGNITION:

A: Team Awards:

1. Team awards will be based on a predetermined procedure of play.
 - a. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
 - b. Insofar as possible, double elimination brackets will be used.

- c. Insofar as possible, every team will have an opportunity to participate in a minimum of two matches.
 - d. Six (6) teams will be recognized in junior and senior divisions only.
2. The rank of teams will be determined on the basis of their position within the double elimination brackets. To place teams eliminated in the same round, the team which lost by the fewest points will be awarded the higher rank. If teams are still tied, the team with the higher average score in all games played will be awarded the higher rank.

B: Individual Awards:

1. Juniors/seniors scores will be kept for each individual contestant, with the higher ten individual contestants to receive special recognition in the junior and senior division.
2. Only those contestants who have participated in two or more matches will be considered for the top 10 individual awards.
 - a. The high three match scores for each individual will be used in cases where individuals participate in more than two matches.
 - b. Ties for individual awards will be broken on the basis of: 1) high average score per game for the entire contest; then 2), high individual round scores; then 3), total number of points earned in the contest; then 4), high individual match score; and finally 5), age of the contestant with older contestants being given preference.
 - c. Individual points earned in tie breakers will not count toward total individual score.

EQUIPMENT FAILURE:

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, 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 added to or subtracted from this total. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to the determination of the equipment failure may be recalled and two additional questions asked.
4. Under no conditions shall there be a replay of a match in which there was an equipment failure.

5. In the case of complete failure of equipment, in the absence of replacement parts, moderator and judges will determine an appropriate method of response.

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