



New Hampshire 4-H Horse Quiz Bowl Rules

- A. 12 teams/48 youth may be entered in each of the divisions. If greater than 12 teams or 48 youth enter, counties will be contacted regarding options.
- B. A team from a County can be made up of 2, 3, or 4 members. Only teams of 3 or 4 can compete in the competition. A two member team will need to be assigned an additional player or two players in order to compete. Teams may compete with fewer than four, recognizing that they will be at a disadvantage. First priority would be that all competitors that come to the competition play. Next priority would be to make every effort to keep two member teams together. In the event that a unique team number arrangement presents itself, all involved coaches, the superintendent, and the program coordinator will meet prior to the contest and decide on the best way to handle the situation. The decision will be presented back to the youth involved and the youth involved will weigh in on the decision. The superintendent and program coordinator make the final decision.
- Teams may be selected by any procedure the county deems appropriate. Only members listed on the county's entry form are eligible to compete. One alternate may be designated on a team entry form, and they may replace a team member for the entire contest date. Alternates will be offered chances to play on other teams if space is available.
- C. Each county is guaranteed one team in each division. The two "extra" team slots per division, plus any spots available from non-participating counties, will be allotted to other counties. Counties may enter extra teams or individuals with the understanding that alternate members and teams will be accommodated only if space is available and will be chosen, county by county at random until all alternate players and alternate teams are used or the 12 team maximum per division is reached.
- D. Requests for disability accommodations should be made in advance as noted on entry documents or via contacting the State 4-H Office at (603)862-2180.

STATE TEAM ELIGIBILITY

- A. Contestants must not have competed in past U.S. Invitational or National Horse Roundup Horse Quiz Bowl, nor in any official, college-level Horse Bowl (or similar) Contest.
- B. Senior contestants are ineligible for the 4-H national contest if they have or will be taking at the time of the contest, any college level course that pertains to this event (equine science or management) with the exception of introductory/freshman or sophomore level courses.

AWARDS

Team

- A. Team awards will be based on procedure of play determined by the number of teams participating and the time allocated for the contest.
1. Double elimination brackets will be used, allowing each team to participate in a minimum of two matches.
 2. At least six (6) teams will be recognized in the junior, intermediate and senior divisions.

B. Team rank 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.

Individual

A. Scores will be kept for each individual contestant, with the top ten individual contestants recognized in each divisions.

1. The high three match scores for each individual will be used in cases where individuals participate in more than three matches.
2. 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.
3. Individual points earned in tie breakers will not count toward total individual score.

SOURCES

Junior & Intermediate:

Pacific Northwest 4-H Horse Project Manual – most recent edition (PNW)
Pacific Northwest 4-H Horse Judging Manual (PNW Judg) **New source 2020**
Washington State University Harness Driving Manual (WSUDrM)
Equine Science: Basic Knowledge for Horse People of All Ages by Jean T. Griffiths, 2008. (Griff)
Illustrated Dictionary of Equine Terms by New Horizons Equine Education Center (NewHor)

Senior:

Pacific Northwest 4-H Horse Project Manual – most recent edition (PNW)
Pacific Northwest 4-H Horse Judging Manual (PNW Judg) **New source 2020**
Washington State University Harness Driving Manual (WSUDrM)
Equine Science: Basic Knowledge for Horse People of All Ages by Jean T. Griffiths, 2008. (Griff)
Illustrated Dictionary of Equine Terms by New Horizons Equine Education Center, 1998. (NewHor)
Feeding and Care of the Horse by Lon D. Lewis 2nd edition, 1996. (Lewis2)
Horse Industry Handbook by American Youth Horse Council (with all current updates). (HIH)
Horse Smarts by American Youth Horse Council, 2016
The Coloring Atlas of Horse Anatomy by Robert Kainer and Thomas McCracken, 1998. (Kainer)

Dover Saddlery Catalog and Smith Brothers Catalog will be used for clarification purposes, questions should not be drawn solely from these sources.

Any additional sources as listed in most recent Eastern National 4-H Horse Round-Up Rules. Sources will be removed from the list when removed from EN Round-Up list (with the exception of PNW 4-H Horse Project Manuals).

UNH Cooperative Extension is an equal opportunity educator and employer.
University of New Hampshire, U.S. Dept. of Agriculture and NH counties cooperating.

EQUIPMENT

- A. Game Panels (Buzzer Boards) – The device used should provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders – A stopwatch, control panel timer, or other appropriate timing device.
- C. Signal Device – A timing device with a distinctively different sound than the response indicator is used to indicate when time is up for answering a question.
- D. Score Keeping – equipment for keeping both team and individual scores: a blackboard, flip chart, or electronic light display visible to the contestants and, if possible to the spectators, is used for team scores and for a separate record of individual scores.

OFFICIALS

It takes many volunteers to serve as contest assistants!

- A. **Moderator** – The moderator directs the matches within that particular room, asks all questions, designates a contestant to answer questions, accepts or rejects all answers unless the questions/answers are challenged, indicates when a contestant has exceeded the allotted time for a question, and declares a match winner. The moderator shall always be in control of the matches. The moderator must be knowledgeable in quiz bowl procedure, horse knowledge, have a clear speaking voice and be able to pronounce terminology used in the questions.
- B. **Judges** – At least one judge is recommended. Judges must be knowledgeable horse persons familiar with contest sources. The judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one 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 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.
- D. **Scorekeepers** – At least two are needed for each room. The team scorekeeper uses a method so that the scores are clearly visible to the moderator and contestants. The second scorekeeper maintains a record of the individual scores of each contestant. An assistant scorekeeper maintaining individual records is suggested. Two additional scorekeepers keep the tally of scores throughout the day in the scoring room and tabulate official placings.
- E. **Activity room volunteers:** Help participants enjoy the activity room, including keeping the room neat and answering questions.
- F. **Runners:** Volunteers who bring teams to and from contest rooms and bringing scoresheets to the scoring room.

PROCEDURES OF PLAY

A: Match Procedures

1. Each match will be divided into two portions; one-on-one and toss-up questions.
2. All regular one-on-one and toss-up questions will be worth one point, and all bonus questions will be worth 2 points.

B: Starting the Match

1. Teams are assembled and seated, and a team captain is designated, normally to be seated nearest the moderator. A team captain may be seated in a different chair.
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, but will not receive individual or team points.

C. One-On-One Play

1. The first portion will be a total of twelve (12) one-on-one questions. Each question is read until completion of the reading of the question or until a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator IMMEDIATELY will cease reading the question. **No part of any question will be repeated unless the moderator or judge feels it was not read clearly, nor will any additional information or clarification be given to the contestants.**
2. Only one designated team member on each side will be eligible to respond to each question in one-on-one play. The team members closest to the moderator are given the first question, the individual seated next for the second question, 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. If both teams are 3-player teams, the one-on-one question for the 4th player is skipped.
3. The contestant activating the buzzer will have five (5) seconds after being recognized by the moderator to begin the answer to the question. Repeating the question in whole or in part does not constitute beginning the answer. A pause of five or more seconds after beginning the answer causes time to run out and the answer, if incomplete, will be considered incorrect.
4. 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.
5. Scoring & Judging (see below) 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 **** especially note 8 & 9 below. Youth should be careful to provide the amount of information requested - not more or less.**

1. There will be a total of twenty (20) toss up questions and 2 bonus questions. Each question is read to completion or until 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. **No part of any question will be repeated unless the moderator or judge feels it was not read clearly, nor will any additional information or clarification be given to the contestants.**
 - a. Any answer initiated prior to being recognized verbally by the moderator will be considered incorrect.

- b. The contestant activating the buzzer will have five (5) seconds after having been recognized by the moderator to begin the answer to the question. Repeating the question in whole or in part does not constitute beginning the answer. A pause of five or more seconds after beginning the answer causes time to run out and the answer, if incomplete, will be considered incorrect.
- 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. An unanswered or incorrectly answered question shall not be repeated for the other team whether read to completion or not.
 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, the individual loses points associated with that question from their score, with the exception of bonus questions, in which case no points will be lost.
 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 a one point penalty imposed against the contestant activating the buzzer & their team.
 6. If the question is correctly answered within the five (5) second time limit, the individual scores one (1) point, which is also credited to the team.
 7. Either the team captain, the moderator or the coach 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 or time for answering has expired 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. If a specific number of responses are requested, that exact number of answers must be given: Example: Name four face markings. Answer: Star, Stripe, Snip, Blaze and Bald Face would be incorrect because too many answers are given.
 10. Parents/guardians/relatives and coaches may not sit in on rounds unless their team is playing or their team has been eliminated.

E: Bonus Questions

1. Two toss up questions will have a bonus question attached; if the toss up question is answered correctly the bonus question will be read to the team whose member correctly answered the toss up question. If the toss up question is not answered correctly, the bonus question will move to the next toss up question. If this second toss up question is not answered correctly, the bonus does not move on to the next toss up 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 unless the moderator or judge feels it was not read clearly, nor will any additional information or clarification be given to the contestants.**

F: Team Bonus & Team Scoring

1. Team participation bonus points (.5 per team member) will be awarded when all team members make correct answers at any point in the match. For 3-member teams, when all answer correctly, 1.5 point bonus; if team of 4 all answer correctly, 2 point bonus. A team may earn this bonus as many times as possible during this match.
2. A team's score is the total of individual team member scores, bonus question points, and team bonus points. Errors in any posted match scores (individual or team) must be protested immediately, at the time the error is made.

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 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. The moderator will ask both coaches and both scorekeepers if they are in agreement with the scorekeeping prior to declaring a winner.
6. Once the moderator has declared a winner, based on the scores, there shall be no protest.
7. 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, conduct of play, room conditions or equipment may be made only by the team captain 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 or his/her designee, may submit their evidence to the judges and moderator verifying that their position is correct. Five minutes are allotted to verify their position. In all cases, the moderator and judge's ruling is final. The coach may help the team by verifying references, but only the captain or designee may speak. The judge(s) or moderator may request assistance from contest superintendent(s) or 4-H Staff to resolve a protest.
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. Only team captains (with input from other team members) may protest any question, answer, or procedure during the course of play. Others may submit suggestions, complaints, or protests in writing at the conclusion of the contest. All participants and spectators are asked to be kind and respectful; disrespectful behavior will result in dismissal from 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.
6. Junior & Intermediate questions may only be drawn from listed junior & intermediate sources. However, juniors & intermediates providing answers that are correct as cited in senior sources will be awarded points provided that the source can be shown as above.
7. In the event of a protest of rules or procedures, the coach or contestant will notify the moderator no later than immediately after the final question is asked and answered (or time elapses). If necessary, additional contest officials such as contest chairperson and/or Cooperative Extension personnel will be involved in resolving the protest. After the teams have left the room, all right to protest is forfeited.

I. Equipment Failure

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 equipment malfunction, the faulty part or parts will be replaced and play resumed.
3. 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. 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. There shall be no replay of a match for any reason including 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.

J. Recorders and Cameras

1. No audio or video recording devices may be used at any time during the conduct of the match, nor is note-taking allowed.
2. 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.