New Hampshire 4-H Horse Quiz Bowl
Rules of Play

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 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 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.

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 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
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.
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 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. There will be a total of twenty (20) toss up questions and 2 bonus questions. Each question is read to completion 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 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. 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, 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 an appropriate one point penalty imposed against the contestant activating the buzzer.

6. If the question is correctly answered within the five (5) second time limit, the individual scores one (1) point.

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 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. Also, 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 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 toss up question is not answered correctly, the bonus question will not move to the next question only.

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 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.

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.

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.
6. Junior questions may only be drawn from listed junior sources. However, juniors 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. 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.

J. Recorders and Cameras

1. No audio or video recording devices may be used at any time during the conduct of the match.

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.