

Northeast Regional 4-H Horse Quiz Bowl Contest



October 27, 2019, 8:30 a.m.

Location:

Superintendent: Norma Katz (normakatz@yahoo.com)

Educational Objectives:

To provide a place for youth to compete regionally while encouraging teamwork and self-confidence and focusing on the 4-H Mission of Mandates of Science, Healthy Living and Citizenship.

To hold an event that is a capstone experience in itself; to provide a pathway to a future national experience. The event will provide a realistic warm up event for those planning to attend the Eastern National 4-H Horse Roundup.

To develop leadership by encouraging decision-making, teamwork, critical thinking and independence.

Rules and Regulations:

1. Each state is invited to enter a team of four and an alternate plus a second team of four and an alternate. Teams may be selected by state approved procedure. Teams may compete with fewer than four, recognizing that the team (but not the individuals) will be at a disadvantage.
2. Teams may be selected by any procedure which a state deems appropriate.
3. Contestants must be at least 13 years of age, but not yet have achieved their 19th birthday on January 1st of the current year. 13 year old members are allowed as the second representative of a state or as the sole representative(s) if no members age 14 and older have been selected to participate.
4. All contestants must be members of 4-H in the state they are representing during the year in which this event is held and eligibility must be certified by the State 4-H Extension Office.
5. Contestants must not have competed in horse quiz bowl contests at past National 4-H contests. Contestants are ineligible to participate if they are currently enrolled in college courses that provide specific training for horse quiz bowl, serve on a collegiate horse quiz bowl team or have participated in intercollegiate horse quiz bowl events.
6. Contestants (and alternates) may participate in only one contest per year at the Northeast Regional Contest. Contestants may participate in a specific contest for no more than three times.

7. Each state must provide 1 additional adult to assist the contest for each team or partial team entered.

Reference Materials:

All of the information covered in this contest may be found in one or more of the following publications:

- I. AYHC HIH
American Youth Horse Council. *Horse Industry Handbook: A Guide to Equine Care and Management*. Lexington, KY: American Youth Horse Council, 1993.
- II. AYHC HS
American Youth Horse Council. *Horse Smarts: An Equine Reference & Youth Activity Guide*. Lexington, KY: American Youth Horse Council, 2017.
- III. GRIFFITHS
Griffiths, Jean T., and Susan Harris. *Equine Science: Basic Knowledge for Horse People of All Ages*. Gaithersburg, MD: Equine Network, Source Interlink Media, 2008. ISBN: 978-1-929164-42-4
- IV. KAINER
Kainer, Robert A., and Thomas O. McCracken. *Horse Anatomy: A Coloring Atlas*. Loveland, CO: Alpine Blue Ribbon Books, 1998. ISBN: 978-1-57779-021-1
- V. LEWIS
Lewis, Lon D. *Feeding and Care of the Horse*. Baltimore: Williams & Wilkins, 1995. ISBN: 978-0-683-04967-1
- VI. NEWHOR
Illustrated Dictionary of Equine Terms. Livermore, CO: New Horizons Equine Education Center, 1998. ISBN: 0-931866-88-X

Information sources:

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 will be made to eliminate such questions, however, in the event one slips in, the judges may agree to

- a. accept the answer and give an explanation of the correct or up-dated information, for future use of the question.
- b. accept only the correct answer.
- c. replace the question to the appropriate contestants.

At times the recommended reference books may list conflicting answers to a question. Every effort will be made to eliminate such questions, however, in the event one slips in, the answer that appears in the most recently published (copyright date) reference book will be accepted as the correct answer.

The Contest:

1. There will be three types of questions used.
 - A. Regular questions – worth 2 points during the one-on-one competition, when only one member of each team may respond, and worth 1 point during the open questions, when any member of either team may respond. These questions count toward individual and team scores. All incorrect answers receive a 1 point deduction (-1).
 - B. Toss-up questions – worth 1 point and are open for response to any member of either team. The toss-up question is used in the open part of the match. If there is a correct answer to the toss-up question, 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 must be correct. The points will count toward both individual and team scores. All incorrect answers receive a 1 point deduction (-1).
 - C. Bonus questions – worth 3 points will be attached to a correctly answered toss-up question, in the open part of the match. When multiple answers are required, 3 points will be awarded if ALL of the required answers are correct. No points will be awarded or deducted if there is 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. These points will count toward the team scores only.
 - a. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which then becomes a toss-up question), until a correct answer is given.
 - b. The team should allow the moderator to read the complete 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 give answers to the captain/designee during the 30 second answering period.
 - c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
 - D. One-on-one questions are regular questions that shall 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 the #2 chairs, the #3 chairs, the #4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of on-on-one questions per contestant per match.
 - a. The moderator shall 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. Toss-up/Bonus questions will not be used during one-on-one competition.
 - E. Response Penalty – if any contestant, other than the designated contestants, responds to a one-on-one or regular question, that contestant/team will lose 2 points.

- a. A contestant that responds out of turn for a second time to a one-on-one or regular question directed to another contestant will be replaced 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. This contestant may return to further matches in the contest.
- b. A third such penalty will disqualify them from the competition. The (-2) point penalty will continue for the 2nd and 3rd offense.

Reading and answering the questions:

1. The moderator will read all questions – identify the type of question and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is not given or wrong, the moderator will give the correct answer, and read the next question. If the answer given is the same as 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 judges' panel for decision.
2. Once a contestant activates a buzzer, they must be ACKNOWLEDGED by name or seat number before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer. First answers will be considered valid answers. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit. The answer must be completed within 20 seconds after initiating the response.
3. An acknowledgement penalty of one (-1) point will be deducted from contestant's score and their team if they answer a question before being acknowledged. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.
4. 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 in its entirety, 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.
5. The judges' panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.
6. 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.

Playing teams and alternates:

1. Only four (4) contestants shall be seated at the panel at any one time. Seat position must be declared prior to the 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 during a match or the competition. See #2 below.
2. During any match, only one (1) alternate may be replaced at the panel when:
 - a. The moderator, team captain, team coach deems it impossible for one of the seated members to continue.
 - b. The captain/coach of a team requests the replacement of a team member.
3. 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 recommended.
4. Members removed from play for disciplinary reasons may not come back to any more matches in the competition.

Style of play:

Play will be round robin style unless there at least 8 teams participating, at which point it will go to double elimination.

Individual scores:

1. Scores will be kept for each individual contestant, with the top 8 contestants receiving recognition.
2. Only those contestants who have participated in two or more matches will be considered for the top individual awards.
 - a. The high two 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: first – high average score per game for the entire contest; second – single high individual match scores; third – total number of points earned in the contest; and fourth – age of contestant with the older contestants given preference.

Team scores:

1. If using round robin play, all scores from all matches will be tallied and the team with the most points will win. The rest of the team placings will be determined by the next highest points.

2. If using double elimination play, the rank of teams will be determined on the basis of their position within the double elimination bracket. In the champion round, the winning team must have defeated the second place team twice (champion round and a previous round) to be declared champion. If necessary, a second championship round will be played.
3. If using double elimination play, after two losses the teams eliminated in the same round will be placed with the team which lost by the fewest average points per match played. If teams are still tied, the team with the higher average score in all games played will be awarded the higher rank.

Score keeping:

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

a. correct answer in the one-on-one questions	2
b. correct answer in the open questions	1
c. toss up question – all answers required	1
d. bonus question – all required answers required	3
e. bonus question – all incomplete, incorrect or no answers	0
f. team participation – 4 correct answers	2
g. all incorrect answers	-1
h. response penalty – no answer started in 5 seconds	-2
i. response penalty – contestant not acknowledged	-1
j. response penalty – out of turn	-2
k. response penalty – out of turn 2 nd time in same match	-2 & eliminated from match
l. response penalty – out of turn 3 rd time in contest	-2 & eliminated from contest
2. During the second half of the match, all regular/open questions will be worth one (1) point, open to all members seated at the table. All toss-up questions will be worth (1) point and all bonus questions will be worth three (3) points if the number of required answers are correct.

Team participation bonus:

In order to encourage full team participation, each team member will have a bonus card at the table. When a team member gives a correct response to a one-on-one, regular, or toss-up question, that member will turn their card around to face the score keepers. A bonus worth two (2) points will be awarded to the team when all four bonus cards face the score keepers. The value of the question (1 or 2 points) will also be added to the score of the individual who answered the question, thus making that question worth 3 or 4 points, depending on the value of the question.

- a. 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.
- b. 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. "Time outs" may be called only after a question has been answered and before the next question starts.
2. A "time out" for an unexpected problem may not exceed a 5 minute delay in the round of play. At that time, the team member would be excused from the remainder of that round. If the team has an alternate (who has not already participated in the current round), they may replace the excused player. If there is no alternate, the remainder of the round will be played as a team of three.

Holding rooms:

1. All teams, alternates, and the coach must remain in the designated holding area until it is their turn to play.
2. After their round match is played, they 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 the coach (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 supervision of the 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 moderator. Each contestant is given the opportunity to check the equipment.
2. All team members will have a participation bonus card facing the contestant. They will be blank to the score keepers until that contestant gives a correct response to a question. At that time, the card will be turned around to face the score keepers.
3. The designated set of questions for each round is opened by the moderator and verified with the judges' panel and referee 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.
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 to answer a question elapses without a contestant activating a buzzer, there shall 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 minus two (-2) penalty imposed against the contestant who activated the buzzer and their team.
7. If the judges 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.
8. 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.
9. 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.

Match tie breakers:

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 the loss of a point by the other team, has a 1 point advantage will be declared a match winner based on the scores.
2. Ties breaker points do not get added to individual, team, or team bonus scores. They are used to break match ties only.

Team tie breakers:

1st tie breaker – total average of all games played

2nd tie breaker – highest match score

3rd tie breaker – total score of the top two matches

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" may be called by any contestant, the staff, or by either coach.
3. If after checking it and it is determined that there is an equipment malfunction/failure, the faulty part(s) or unit will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match shall be added to or subtracted from this total.

5. If both judges (if we have two) or one judge and the 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 conditions 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 hand-written, typed or in any way recorded documentation of questions. Use of electronic devices including cell phones, computers, I pads, tablets, etc. is not permitted in the contest or holding rooms. Affiliated teams will be immediately eliminated from the competition.
2. Cell phones must be turned off while in a contest room and photographs may only be permitted before or after a match.

Protest/verification of questions and/or answers:

1. Verification of a question and answer is permissible.
2. Only protests that are made in a courteous, respectful manner will be acknowledged.
3. Protests must be made before the reading of the next question.
4. Only the team captain or team coach may call for an official protest of a question or the answer to a question. They must be able to immediately indicate in the current references where the information in question is located. The judge(s) 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 officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld.
6. To sustain a protest, at least two members of the designated judges' panel 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/or score keepers 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 question (one-on-one or open).
 - b. If the answer to the question received a call for verification, the designated judges' panel 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 judges' panel 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 protest provisions:

1. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.
2. Abuse of this protest provision by any contestant or coach will result in one or 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.

Game officials and equipment:

1. Moderator – the moderator shall assume the responsibility for reading questions and will acknowledge the chairs that are eligible to respond to one-on-one and open questions, 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 referred to the judges' panel, who will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as a judge.
2. Judges Panel – one or two judges who are knowledgeable horse people. If possible, one could be a veterinarian. It is important for the judge(s) to be able to give reasons for not accepting an answer. The judge's responsibility will be to rule jointly (with another judge and/or the moderator) on the acceptability of any question or answers to all questions. In the event of a challenge to a question/answer, judge(s) and/or moderator must agree on actions to be taken.
3. 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 ballpark", the judge(s) may request the contestant to be more specific, expand, explain or clarify their answer. The answer is either correct or incorrect according to the way the question was written.
4. All answers given must be correct for the way the question is written. An answer may be correct for a portion heard for a question that was interrupted, but wrong for the way the question was written. The judge(s) may not ask 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.
5. All of the game questions will have the reference source noted. The required reference books will be available to look up information or to verify answers.

Time keepers/control operator:

The time keeper will monitor all time intervals and designate when the time of response has been exceeded, and will handle all controls of the game equipment. In the event that a time keeper is unavailable, the moderator will assume these duties.

- | | |
|---------------------------------------|------------|
| a. Start a response to a question | 5 seconds |
| b. Start answer after acknowledgement | 5 seconds |
| c. Complete an answer | 20 seconds |
| d. Team conference for bonus | 10 seconds |
| e. Complete bonus | 30 seconds |

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.
2. Time recorders – stopwatch, control panel time, or other appropriate time device will be used.
3. Signal device – this signal device shall be used by the time keepers (or moderator) 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.
4. Score keeping devices – two devices will be used. A blackboard, flip chart, overhead projector or electronic light display will be used to maintain team scores that are visible to the contestants and score keepers and if possible, the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

Awards:

Individuals will receive awards through 8th place.

Teams will receive awards through 8th place.