

2022 State 4-H Horse Quiz Bowl Guidelines

General Information

1. The Horse Bowl contest provides an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These contests will provide an educational experience for both participants and spectators.
2. The State 4-H Horse Quiz Bowl will be conducted on February 5, 2022 as part of the Horse Topic Communication Contest Day. Check in will be at 12:30 to 1:00 p.m. at the OSU Animal Science Building, Stillwater.
3. **PRE-REGISTRATION IS REQUIRED. Entries** are to be made through local Cooperative Extension Offices and must be RECEIVED from Cooperative Extension Offices to Dr. Kris Hiney's office, 201 Animal Science Building, Oklahoma State University by **noon, Monday January 24**. Use the registration form provided at the end of this material.
4. Members must be enrolled in 4-H a minimum of 30 days prior to the contest, so membership must have been established on or before January 5, 2022. Contests are open to all 4-H'ers meeting membership requirements of county program. It is open to any age member enrolled in the 3rd through 12th grade, as long as they meet the membership requirements of the County 4-H program 30 days prior to contest.
5. Each county may enter up to two teams. Teams must be a made of a minimum of 4, a maximum of 5, 4-H members meeting membership requirements of the County 4-H program.
6. The top ranking teams will be eligible to represent Oklahoma at any regional or national qualifying contests as long as the members meet age participation requirements of the specific out of state contest. If a qualified team elects not to participate, the next higher placing team would be eligible.
7. Counties which do not have a full 4 member team may still submit names to compete in the quiz bowl. Composite teams will be formed by random draw. Such teams may compete for team awards but will not be eligible to advance to national competitions.

Teams

1. Each team shall consist of four contestants or five contestants if an alternate is appointed. The alternate shall not be seated at the panel nor may the alternate participate in the questions and answers unless: a. The moderator deems it impossible for one of the regular members of the team to continue in the contest or b. The captain or coach of a team requests the replacement of a team member with the alternate.
2. If an alternate is seated following the removal of a regular contestant, the team member removed becomes the alternate and becomes ineligible to return to that particular game. The team member removed and the alternate remain eligible to participate in further games. The use of an alternate is strongly recommended.
3. The alternate, if not used as a competing member of the contest, shall be considered eligible for future contests.
4. Upon completion of a match, team members, and coaches must remain in the match room until the completion of the round or go directly to a designated, supervised holding area. After completion of a round, team members and coaches must remain in the designated holding area until their match.

Sources of Information

The following sources will be used to develop questions for the State 4-H Horse Quiz Bowl. Questions may be formatted as multiple choice, fill in the blank, true/false, or open ended. Teams participating at the State 4-H Horse Quiz Bowl are encouraged to submit 10 to 20 questions for consideration of use for the contest. Questions should be forwarded to the contest supervisor a minimum of 14 days prior to competition. Question topics should be varied so that a variety of subjects, nutrition, reproduction, horsemanship, tack, etc., are included. Answers must include source and page number of reference. Questions must be answered from reference material listed below.

Questions for the State Contest will concentrate on the first four other sources. One and two are specific to the state contest. Others on the list are included as additional sources because of use in regional and national 4-H quiz bowl competitions.

1. **Oklahoma 4-H Quiz Bowl Guide #599 available from Oklahoma Cooperative Extension Offices (State 4-H literature; also on line at www.osuhorse.okstate.edu)**
2. **Equine Science, 2nd or 3rd Edition by Rick Parker (Feb, 2008 publishing date, 2nd edition is a 2003 release). Delmar Learning, a division of Thomson Learning, Inc. , 5 Maxwell Drive, PO Box 8007, Clifton Park, NY 12065**

3. **Illustrated Dictionary of Equine Terms – Compiled by New Horizons Equine Education Center, Alpine Publications, Inc. 38262 Linman Rd. Crawford, CO 81415**
4. **The Coloring Atlas of Horse Anatomy by Robert A. Kainer & Thomas O. McCracken. Alpine Publications Inc. 38262 Linman Road, Crawford, CO 81415**
5. Feeding and Care of the Horse (2nd edition), by Lon D. Lewis. 456 pgs. Williams and Wilkens, P.O. Box 1496, Baltimore, MD 21298-9724.
6. Horse Industry Handbooks -- American Youth Horse Council, The Equine Collection-Dept. AYHC, PO Box 1539, Fort Lee, NJ 07024-1539
7. Youth Leaders Manual -- American Youth Horse Council, The Equine Collection-Dept. AYHC, PO Box 1539, Fort Lee, NJ 07024-1539
8. The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W. H. Freeman and Company, 41 Madison Avenue New York, NY 10010.

Procedures of Play for both Halves

1. Each match will be divided into halves, with the division based on providing equal number of questions per half. The first half of play will be one on one, and the second half will be all play.
2. The moderator reads the questions. If neither team initiates an answer by activating a buzzer within five (5) seconds after the moderator finishes reading a question, there shall be no loss of points or awarding of points to either team. The moderator provides the correct answer and moves to the next question.
3. If a buzzer is activated while the moderator is reading the question, the moderator will immediately stop reading, and the contestant who activated the buzzer will have five (5) seconds, *after having been recognized by the moderator*, to begin answering the question.
4. Repetition of the question by the contestant *shall not* be considered the initiation of an answer. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer has been started within the 5-second period.
5. If an answer is incorrect, a penalty is assessed and the moderator provides the correct answer and moves to the next question.
6. If a buzzer is activated and no answer is given within the 5-second period, a penalty is assessed; the moderator provides the correct answer and moves to the next question.
7. If an answer was not clearly heard, the contestant may be asked to repeat their answer.
8. If the question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct, the judges may accept the answer. The judges may request the contestant to be more specific or clarify their answer.
9. If the question was interrupted, the judges cannot 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 was written. An answer may be correct for a portion heard of a question that was interrupted, but wrong for the way the question was written. The judges may not ask for clarification of answers, 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.
10. There should be no conferring between contestants except in the allotted time period of a bonus question. Any conferring (talking) during the time a question is read or answer is being given may be ruled as a response from an ineligible person.
11. Time Allowed:
 - To start a response to a question: 5 seconds
 - To start answer after acknowledgement: 5 seconds
 - For team to confer on a bonus question: 10 seconds
12. The team captain may call for a time out to seat an alternate, to clarify a rule or check the score. Time outs may be called only after a question has been answered and before the next question starts.

Procedure for First Half: One-on-One Competition

1. The moderator shall indicate clearly the start of one-on-one play.
2. During the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question, beginning with the number 1 player on each team, and passing to the

number 2, 3 and 4 contestants of each team, respectively, until all the remaining questions have been asked. Each team member should have the opportunity to respond to the same number of questions; that is, the number of questions asked during one-on-one play should be evenly divisible by four.

3. To start the contest, teams are assembled and seated at their respective panels, and each contestant is given time to check the equipment. A team captain is designated, normally to be seated nearest the moderator.
4. The moderator should indicate, prior to the reading of each question, which two contestants are eligible to respond.
5. There will be no bonus questions asked during the one-on-one period.
6. If both contestants to whom a question is addressed fail to signal intent to answer within the 5-second time limit, neither contestant nor team shall lose or gain any points. The moderator shall move to the next question, addressing it to the next eligible players.
7. A correct response awards two (2) points to the individual and team.
8. An incorrect response takes 1 point (-1) from the individual and team.
9. If any contestant other than the two designated contestants responds that individual and his/her team will lose two (-2) points.
10. If any contestant responds more than twice to questions directed to other contestants, the team's alternate shall replace them at the panel. If no alternate is available, the team will play the remainder of the match with less than a full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
11. If a question is not answered or answered incorrectly, the moderator provides the correct answer, and moves to the next eligible players for the next question.

Procedures for Second Half: All Play Competition

1. During the second half of the match, all seated contestants are eligible to respond to all play questions. Some all play questions will have a bonus attached to them. The moderator should announce before the reading of the all play question as to whether or not a bonus question is attached. The bonus question is offered to the team who answers the all play question correctly.
2. All play questions are worth one (1) point.
3. Incorrect answers results in a one-point deduction (-1) for the contestant and team.
4. If an all play question is not answered or answered incorrectly, the moderator provides the correct answer, and moves on to the next question.
5. If a member of a team activates a buzzer and an answer has not been started within the 5-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer.
6. If an all play question with an attached bonus is answered correctly, the team is given an opportunity to answer a bonus question. Bonus Questions are worth three (3) points. Incomplete or incorrect answers to bonus questions result in no points or penalty (0). No partial credit will be given. Other team is not allowed a chance at that bonus question.
7. When given a bonus question, the team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The moderator will call time at the end of the ten seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds.

Scoring

1. One-on-One Questions (First half of play)

Correct.....	+ 2
Incorrect.....	- 1
A contestant other than the two designated contestants responds.....	- 2
2. All Play Questions (Second half of play)

Correct.....	+ 1
Incorrect	- 1
3. Bonus Questions in All Play Half

Correct.....	+ 3
Incorrect.....	No points lost

4. Failing to answer after signaling intent to answer is an incorrect answer.

5. Team Participation Bonus Points

Every time each seated member of a team has correctly answered at least one question, that team gets +2 points. No answers will accumulate toward a second team bonus for that team until the first team bonus has been awarded.

6. Protesting

Not upheld..... - 1 team point

Upheld..... No penalty points lost

Abused..... Dismissal of team and loss of all points

Match Ties

Following the final question, the team with the highest number of points shall be declared the winner of that match. In the event of a tie after the designated number of questions, five (5) additional questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner. Once the moderator has declared a winner based on the scores, there shall be no protest. There shall be no protest of any questions or answers following the declaration of the winner.

Equipment

1. Game Panels: An appropriate device will be used that will provide a clear indication of the first contestant to respond to a question.
2. Time Recorders: A stopwatch or other appropriate timing device will be required.
3. Scorekeeping Devices: Two devices should be used. One, such as a chalkboard, flip chart, or electronic light display for contestants to observe, and a second device such as a score book for a back-up.

Officials

1. Moderator (Quiz Person): The moderator shall assume complete direction of the game, ask all questions, designate contestants to answer questions, and accept or reject all answers unless the questions or the answers are challenged. The moderator shall indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the game winner and shall be in control of the games at all times.
2. Referee Judges: At least two referee judges should be used. The referee judges must be knowledgeable horsemen with a strong background in management, training, nutrition, physiology, showing, or veterinary medicine. The referee judges may rule individually or jointly on the acceptability of any question or answer. In cases of challenges to questions or answers, either both the referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question or answer.
3. Timekeeper: When using a quiz bowl board, it may be easiest for the moderator may keep time. If not, at least one individual shall be used to indicate to the moderator the expiration of the time allowed to respond to a question. A referee judge may serve as timekeeper.
4. Scorekeeper: At least two individuals should be used to keep score for each contest.

Equipment Failure

1. It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the match.
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 moderator, or by either coach.
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) 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 added to or subtracted from this total.
 - a. 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 determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

Protesting

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. An "official" protest of a question or the answer to a question may be called for by a team captain or the official team coaches. The judges 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. If the protest is sustained by the official, the moderator and/or the 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 judge 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 judge 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 questions will be replaced.
7. All protests/challenges will be acknowledged by the contest staff.

Abuse of Protesting Procedure

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.

Spectators, parents and visitors

1. Spectators, parents and visitors may not protest any question, answer or procedure during the contest.
2. Spectators, parents, visitors and members of teams must remain in contest room until completion of the round of questions for all competitors, or be moved to a specific holding area if available and monitored.
2. 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.

Recorders, Cameras, Cell Phones and Beepers

1. Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc. are not be used during the competition.
2. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.
3. Cell phones must be turned off while in a contest room.
4. Transcribing contest questions by any means is prohibited. There will be NO handwriting, texting or computer use in the contest rooms. Affiliated teams will be eliminated from the competition.