Entries are due to Lena Cottle, University of Nebraska, C204g Animal Science Building, Lincoln, NE, 68583-0908.

Objective:
The primary objective of Horse Bowl contests is to provide 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.

Contestants & Eligibility:
See General Rules to determine how many teams each county may send. Each team consists of three to five contestants. One team member will be designated as the alternate if five are entered.

Horse Bowl Questions:

Format & Categories:
At the discretion of each county, questions may be submitted for the State Contest. Please use the following format. Send questions to Lena Luck at lena.luck@unl.edu.
Each team may submit 100 questions (10 questions per category) using the following format:

1. Q. What color is an albino horse?
   A. White - Source: (name of book, page #)

2. Q. How many feet are there between the poles in a 4-H pole bending pattern?
   A. 21' - Source: 4-H Rule Book, page 48

Categories:
   a. Nutrition & Feeds
   b. Breeding, Genetics & Reproduction
   c. Anatomy
   d. Physiology & Endocrinology
   e. Breed, Breed Associations, Colors & Markings
   f. Showing & Show Procedures
   g. Diseases & Unsoundnesses
   h. Parasites
   i. Horse Judging, Conformation & Gaits
   j. Tack, Equipment & Housing

Questions and the correct answers should be typed in the above format and submitted electronically to Lena Luck at lena.luck@unl.edu (Microsoft Word preferred). Questions should be organized according to the categories outlined above. Questions should come from the official sources only and must include the reference source and page number.

The only sources for questions will be:

- 4-H Rules Nebraska 4-H Horse Show & Judging Guide
- 4-H Horses & Horsemanship - National 4-H Council
- Horse Industry Handbook
- 4-H Horse Manual

Sample questions are available through:

Round 1
Round 2
Question Type & Point Values:

All questions have a 5 second time limited except Bonus questions (10 seconds)

A. **One-on-One Questions** are those to which specific individual contestants may respond. These points will count toward individual and team scores, correct: 2 points; incorrect: Incorrect responses during the one-on-one round will not be penalized. However, if the 4-H'er buzzes in and fails to respond in the form of an answer, a 1 point penalty will be assessed. **If no answer is given or incorrect answer, the moderator will finish reading the question and the other team has the opportunity to answer. Incorrect response will not be penalized.**

B. **Regular Questions** are those to which any individual contestants may respond. These points will count toward individual and team scores, correct: 1 point; incorrect: -1 point. **If no answer is given or incorrect answer, the moderator will finish reading the question and the other team has the opportunity to answer. Incorrect: -1.**

C. **Toss-up Questions** are also open to response by any individual contestants. The only difference between a regular and toss-up will be that toss-up questions will have a bonus question attached and in general will be somewhat more difficult than the regular questions. These points will count toward individual and team scores, correct: 1 point; incorrect: – 1 point. **If no answer is given or incorrect answer, the moderator will finish reading the question and the other team has the opportunity to answer. Incorrect: -1.**

D. **Bonus Questions** are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question which may have more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward the team score, **correct: 1 − 3 points; incorrect: No Penalty.**

E. **Team Bonus** - In order to encourage full team participation, bonus points will be awarded in each match to the teams to have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team to qualify. After having earned this team bonus once within a match, both teams are eligible to earn additional team bonuses by repeating the process specified for team bonus awards.

1. In order to obtain these bonus points, each member of the team seated at the time **must have correctly answered a question**. If a team member who, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.

2. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may then again begin accumulating credits for Team Bonus Points.

3. **Teams participating with only 3 members WILL NOT be eligible for the team bonus.**
**Equipment:**

A. **Game Panels** - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.

B. **Time Recorders** - A stop watch or other appropriate time device will be required.

C. **Signal Device** - This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.

D. **Score Keeping Devices** - Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

E. **Equipment Failure** - It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the 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, the moderator, or by either coach.

   2. If after checking it is determined that there is an equipment malfunction, the faulty part(s) 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.

      a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two questions asked immediately prior to determination of equipment failure may be recalled and two additional questions used.

   4. Under no conditions shall there be a replay of a match in which there was equipment failure.

F. **Recorders, Cameras, Cell Phones, & Beepers**

   1. Tape recorders may not be used at any time during the conduct of a match.

   2. No recording devices such as videotape, movie cameras, or any other type of camera may be used during the conduct of a match.

   3. 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.

   4. Please **turn off** cell phones and beepers when in the contest room.

**Officials:**

A. **Moderator (Quiz Person)** - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the 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. One referee judge (or the moderator) should, if possible, be a veterinarian. 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. Time Keeper** - Unless this duty is assumed by the moderator or by a referee judge, the time keeper 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 time keeper.

**D. Score Keepers** - At least two individuals shall be used to keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and the scores are clearly visible to the moderator and to the contestants. The second score keeper shall be used to maintain a record of the individual scores of each contestant. An assistant to the score keeper maintaining individual records is suggested.

**TEAMS**

A. Each team shall consist of not less than three (3) or more than five (5) members.

1. Teams with only three members will not be eligible to represent Nebraska at the national event.

2. Members may compete on a Junior or Senior team. To compete on a Junior Team contestants must fall under the age group of 10-14 years of age; Senior Division is 15-19 years of age.

   (NOTE: Senior Teams may have Juniors on their team but they must compete at a Senior Level and the team will not be eligible for the National Contest.)

B. Only four (or three in the case of teams with only three members) contestants shall be seated at the panel at any one time.

C. Each team will submit a seating order to the moderator at the orientation meeting. The seating order will not be changed throughout the contest.

1. In the case of a three member team, the vacant position in the team seating arrangement will be the fourth seat position. (The designated team captain will always be seated in chair one nearest the moderator.)

2. During any match, one team member only may be replaced at the panel when:

   a. The moderator deems it impossible for one of the seated 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.

   c. 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.

D. Alternates may be substituted during the regular and toss up question segment of a match. They may NOT be substituted during the one-on-one segment.
Procedures of Play:

Match Procedures:

A. The Horse Bowl Contest will be a double elimination contest.

B. Bracketing of teams will be done by random draw.

C. Each match will be divided into two halves based on number of questions.

1. One-on-One Competition - In the first half of the match, during the one-on-one competition, only one 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 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions.

   a. The moderator shall clearly indicate the start of the one-on-one play.

   b. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3, and 4 contestants, respectively.

   c. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.

      - If any contestant other than the two designated contestants responds, that individual and the team will lose two points.

      - If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate, if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.

      - In the case of teams playing with only 3 members, the seat position that is vacant will forfeit answering the questions given to team members in that position. The question will be asked unopposed to the team member in the corresponding seating position on the opposite team.

   d. There will be no bonus questions asked during the one-on-one period.

   e. The point value of a response to a one-on-one question will be as follows:

      - Correct response = +2 points (individual and team)
      - Incorrect response = no point loss if incorrect response is given, loss of 1 point if no response.
      - Opposing team may answer, no point loss if incorrect answer
      - If both contestants, to whom a question is addressed, fail to signal an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points.

D. During the second half of the match, regular and toss-up questions are open for response by any member of either team.

1. Regular and Toss-up Questions
a. The moderator shall clearly indicate the start of regular questions and of a toss-up question.

b. The point value of a response to a regular or toss-up question shall be as follows:

- Correct response = +1 point (individual and team)
- Incorrect response = -1 point (individual and team)
- Opposing team may answer, incorrect response = -1
- If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain points

2. Bonus Questions

a. The moderator shall clearly indicate the start of a bonus question.

b. A bonus question is attached to a toss-up question and is given to the team whose member has just correctly answered a toss-up question.

- If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.

- If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.

c. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second time period is signaled by the timer. At the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer.

d. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.

e. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.

f. The point value of a response to a bonus question will be as follows:

- Correct response = predetermined 1 - 3 points (team only)
- Does not count towards team bonus points.
- Incorrect response = No points lost
- Question not given to opposing team.
- No answer = No points lost

E. 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.
F. The team captain, the coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, 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.

G. Failure to answer after signaling intent is an incorrect answer.

Conduct of the Match:

A. An isolation room will be provided for contestants prior to their competition in each round.

B. Teams are assembled and seated in their respective panels and each contestant given the opportunity to check their equipment.

C. A team captain is designated and will be seated nearest the moderator in position number 1.

D. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the questions or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question.

E. The contestant activating the buzzer shall have five seconds after having been recognized by the moderator to begin the answer to the question.

   1. The repeating of the question by the contestant shall not be considered the initiation of an answer.

   2. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 5-second period.

F. If the answer to a question is begun during the 5-second allowable time and the answer is incorrect, that team and individual loses the point(s) associated with that question.

G. If the answer to any question, whether read to completion or not, is incorrect, the moderator will move on to the next question.

H. Answers to questions answered incorrectly will only be read the last match of each round.

Completing the Contest:

A. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked. If match ends on an unanswered toss-up question, the match ends and no bonus question is asked.

B. Following the final question, the team with the highest number of points shall be declared the winner of that match.

C. In the event of a tie after the designated number of questions, five additional regular questions will be asked. If a tie still remains after the overtime, additional regular 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.

D. Once the moderator has declared a winner based on the scores, there shall be no protest.

F. There shall be no protest of any questions or answers following the declaration of the winner.
Protesting:

A. The protest of question or answer to a question may be made only by the team captain or the coach and then
only at the time a particular question is read or the answer is given. The moderator and the referee judges will
consider the protest, and their decision in all cases is final.

B. When a protest is made, play will be suspended until the protest is resolved.

   1. The protesting team and coach will be given 3 minutes to support their protest.

   2. Reference source material will be available in the contest room for their use.

C. If a protest is sustained, the moderator will take on of the following actions as is deemed appropriate:

   1. A question is protested before an answer is given and the protest sustained -- discard the question. No loss or gain
      of points will result for either team.

   2. An answer is protested (either correct or incorrect) - at least one of the referee judges and the moderator or
      both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.

   3. 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 at no
      loss of points or the question may be allowed with the appropriate gain or loss of points as in (b) above.

D. If a question is discarded, it will be replaced by another question so that the total number of questions to be
asked remains constant.

E. Abuse of protest provisions may result in one or more of the following:

   1. Dismissal of team coach from the contest area.

   2. Dismissal (or replacement) of team captain.

   3. Dismissal of entire team with forfeiture of any points or standing.

F. Spectators, parents 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. No
writing of questions references.

G. No source of information is infallible. There may at times be answers given to questions which are in
agreement with the recommended sources which are in fact erroneous. Every effort shall be made to eliminate
such questions, but in the event of such 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 loss or gain of points to either team.

Awards:

Team Awards - (Depending on participation) :
A. The winning team in the final match shall be Champion and the other final team Reserve Champion.

B. The Nebraska Champion 4-H Horse Bowl Team is expected to represent Nebraska in Regional or National Competition. If the Champion Team is unable to represent Nebraska, then our state will be represented by the Reserve Champion Team, third place team or fourth place respectively (only). The Champion Team or the team that represents Nebraska in the Regional or National Competition becomes ineligible for further Nebraska 4-H Horse Bowl Contests.

C. The rank of teams will be determined on the basis of their position within the elimination brackets. To place teams eliminated in the same round, the losing team with the smallest margin of defeat for the round will be awarded the higher rank.

D. Each team competing will receive either a Purple, Blue, Red or White ribbon. Ribbon awards will be determined at the discretion of the contest superintendent.