

2018 NEW JERSEY STATE 4-H HORSE BOWL COMPETITION

- WHEN:** February 24th 2018 (snow date February 25th)
- WHERE:** Burlington County Emergency Services Training Center, 53 Academy Drive, Westampton NJ 08060.
- START TIME:** Registration will begin at 8:30 a.m.
- OPEN TO:** 4-H Members - Grades 4 thru 13
- ENTRIES DUE:** Fax entries by February 10, 2018. Fax: (908-704-1821)
Scanned copies may be sent to: Ward@njaes.rutgers.edu
Hard copies with payment must be received by February 17th
- MAIL ENTRIES TO:** Carol Ward, RCE of Somerset County
310 Milltown Road
Bridgewater NJ 08807
- QUESTIONS:** Carol Ward 908-526-6644
- ENTRY FEES:** \$40.00 per team, \$10.00 per individual
- LATE FEES:** Additional \$10.00 per team or individual after February 10.
- CHECKS:** Made Payable to: **“Somerset County 4-H”**
- AWARDS:** Top (4) Junior & Senior Teams Overall
Top (10) Junior & Senior High Individuals
- FOOD:** ***No outside food is allowed in the facility. Food must be purchased for each team member and coach. Parents may opt to purchase food or eat at area eateries. Cost for breakfast items and lunch (all inclusive) will be \$11 per person.***

Educational Topics Rotation

- A (2018) - Anatomy and Physiology, Gaits- Way of Going, Health, Colors/Markings**
B (2019)- Anatomy and Physiology, Breeds, Nutrition including toxic plants, Equipment
C (2020) -Anatomy and Physiology, Reproduction, Evolution, History and Uses, Management

2018 NEW JERSEY STATE 4-H HORSE BOWL COMPETITION

ENTRY CHECK LIST

The following information is required at the Somerset RCE Office **by February 10th** in order for your county entry to be considered complete and your team entered – We reserve the right to add individual members to 3 member teams to get as many 4 member teams as possible.

A Faxed Copy or Mailed Original of:

- _____ Jr. Team Registration Form with Agent/Program Associate Signature
- _____ Sr. Team Registration Form with Agent/Program Associate Signature
- _____ Finance Sheet
- _____ A check for the appropriate fees made payable to **Somerset County 4-H**

The following must be brought to the event on the day of the State 4-H Horse Bowl:

- _____ A Completed & Signed *“NJ 4-H Event Permission Form for Youth” (4H 104)* for Each Team Member Participating **
- _____ A Completed & Signed *“NJ 4-H Event Release/Agreement Form for Adults” (4H 103)* for each team coach, parent and chaperone attending the event.

**** 4-H'ers WHO DO NOT HAVE A SIGNED FORM WILL NOT BE ALLOWED TO PARTICIPATE THE DAY OF THE CONTEST. THERE WILL NO EXCEPTIONS.**

A list of who your county helpers will be: We need at least 2 adult helpers from each county to run the contest. These folks can be room monitors, bathroom monitors, play room scoreboard writers, etc.

List those folks here: _____

NEW JERSEY STATE 4-H HORSE BOWL

OBJECTIVES

The objective of the 4-H Horse Bowl competition is to provide an opportunity for youth enrolled in 4-H to demonstrate the breadth of their knowledge and understanding of equine science and management.

CONTEST REGULATIONS

Contestants and Eligibility

1. Counties are invited to enter as many teams as they wish. A team consists of a minimum of three (3) and a maximum of four (4) contestants. Individual competitors will be combined by a random drawing with other counties lacking a full team or with other individuals to make a new team where possible, on the day of the event. Each County will be allowed only ONE three member team per age group.
2. Each team must have an adult coach and a team captain. **In addition-each county is also responsible for a minimum of (2) volunteers per team to help during the contest. Coaches may not be chaperons, but other leaders, parents and Extension staff may be.**
3. All NJ 4-H Horse, Horse Science or Model Horse Project members are eligible to compete in the State Horse Bowl (if they meet the outlined eligibility requirements below) regardless of their previous experience in past Horse Bowls, i.e., winning team members can compete again this year. **Contestants must be enrolled in a 4-H Horse, Horse Science or Model Horse project in 4H Online as of January 1 of the current year in the county they are representing, and be a club "Member in Good Standing":**
 - have an updated 4-H record book as of February 1, 2018
 - given a club, county, or state 4-H presentation within the 4-H year
 - attended 70 % of their club meetings
 - participate in a community service project in the past year
4. Senior members are Grade 9-13; Junior members are Grade 4-8. Grade is determined by the grade in which the member is enrolled the September prior to the event. **To be eligible for the State team competing at the Eastern National 4-H Round Up contest, youth must be at least 14, but not have passed their 19th birth date as of Jan 1 of the year of the contest. Contestants must have competed at the senior level of the particular educational event. If an individual is in 8th grade, but meets the age requirement for Nationals, they must declare by January 1 of the current year that they wish to be considered a senior and compete in the senior contests for all of the Round Up events (horse Bowl, equine presentations, hippology and horse judging). Contact your county 4-H office for the form to declare eligibility. This declaration form is also on the State 4-H Website site: nj4h.rutgers.edu/horses.**
5. Members who have competed in any official post secondary (collegiate) Horse Bowl contest are not eligible to compete in this contest.

6. **For the safety and well being of our participants, all competitors must fill out and have signed by their parent/guardian a “NJ 4-H Event Permission Form for Youth.” Completed forms must be brought to the event for a child to participate. Any adult volunteer or parent attending the event must also sign the event permission form for adults and abide by the behavior policy.**
7. **FOOD –Participants will not be permitted to leave the building for lunch. No food can be brought into this facility. All coaches, team members, volunteers and officials must have food ordered for them at a cost of \$11.00 per person.**
8. Entry into the playing rooms may only take place between matches and rounds. Once any spectator (parent, coach, leader, visitor, 4-H'er) has entered a playing room, he/she must remain until the match is completed. If a parent/coach has teams competing in both rooms, he/she must decide which contest they will observe. **THERE WILL BE NO EXCEPTIONS!!!** Upon completion of a match, players will exit to a “Post Round” room to study for the next round.
9. Once competition begins, team members will have no contact with any adults other than the assigned chaperones and contest officials.
10. Cell phones, tape recorders or any other electronic devices including music players and games will not be allowed in the study rooms or in the possession of any participant on the day of the contest. All contestants must turn their cell phones over to their coaches or parents prior to the start of the competition.
11. Adults will not be permitted to enter the playing rooms with recording devices (audio, video, etc.) and cell phones.
12. Copying of the questions via electronic means or writing by hand is not permitted during the competition.
13. All participants, coaches, parents and spectators are expected to abide by the “NJ 4-H Code of Conduct.” Anyone in violation will be asked to leave the event immediately, and further action may be taken if necessary.
14. Failure to abide by the above regulations may result in the forfeiture of any team/individual awards and/or participation in the event.
15. Equipment failure (From Eastern National Round Up rules)
 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 of the teams in play.
 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 added to or subtracted from this total.
5. If both judges or one judge and the moderator deem it advisable, points awarded for the two(2) questions asked immediately prior to determination of the equipment failure, may be recalled and two (2) additional questions used.
6. Under no conditions shall there be a replay of match in which there was an equipment failure.

Contest Questions

1. Questions will be distributed between the categories as noted on the enclosed cover letter and will be derived from the **OFFICIAL SOURCES ONLY**. (*See attached list for official references.*)
2. There will be several types of questions used.
 - A. One on one questions during the first half of play. One member of each team beginning with the number 1 and passing to the number next number until all questions have been answered. These one on one questions are worth 2 points if answered correctly, minus 1 point if answered incorrectly and minus 2 points if a competitor buzzes in, but fails to answer.
 - B. Regular questions, each worth (1) point, to which any member of either team may respond. These questions will count toward individual and team scores.
 - C. Toss-up questions, worth (1) point, and open for response by any member of either team. The only difference between a regular and a toss-up question would be that toss-up questions would have a bonus question attached to each and in general, would be somewhat more difficult than the regular question.
 - D. Bonus questions. A bonus question is worth 3 points. All parts of the bonus question must be answered before any points will be awarded. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the questions.

RULES FOR PROCEDURE OF PLAY

A. Order of Teams

Order of teams will be drawn at random. The same two teams cannot compete against each other in back-to-back rounds. The high scoring losing team in each round will be moved into the next round. After the high scoring loser is advanced, if the next round should yield an uneven number of teams, the second high scoring losing team will move into the next round.

B. Match Procedures.

1. Each match will be divided into two (2) halves based on numbers of questions. The first half will be a one-on-one competition and the second half will consist of regular, toss-up and bonus questions.
2. During the first half of the match, 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 will be given an opportunity to respond to the same number of questions. The number of questions asked during the first half of the game will be evenly divisible by 4.
3. On teams consisting of (3) members only, at the beginning of each round, the Captain will draw a team member's number. That number will respond to the 4th contestant's question. However, those answers will only apply to team score, and will not count towards or against that member's individual score.
4. The point value of a corrected response to a question during the one-on-one half of play will be as follows:
 - a. correct response - 2 points (individual & team)
 - b. an incorrect response - loss of 1 point (individual & team)
 - c. A competitor buzzes in, but fails to answer loss of 2 points.
 - d. If both contestants to whom a question is addressed fail to signal an intention to answer in the 10 second allowed time, neither contestant nor team shall lose or gain points.
5. During the second half of play, all correct responses to regular and toss-up questions will be worth 1 point, incorrect responses will result in the loss of 1 point, and all correct bonus questions will be 3 points with no penalty for an incorrect answer.
6. In order to encourage full team participation, bonus points will be awarded in each match to the teams where each team member has correctly responded to a question other than bonus questions. This bonus shall be worth 2 points to either team who qualifies. After having earned this team bonus once within a match, each team is eligible to earn additional bonuses of 2 points by repeating the process specified for team bonus awards.
 - a. In order to obtain these bonus points, each member of the team must have correctly answered a

question.

- b. No contestant will be credited with a second correct response until the first team bonus has been awarded.
- c. **On teams with three players, the captain will draw a number to determine who will be the 4th person on the team for that round. The same player cannot be that 4th person two rounds in a row. Team bonus points can be achieved if the person designated “4TH person” in each one-on-one round gets their own question correct and the question intended for the 4th player. In the second half of play, the same designated person would have to get two questions correct to qualify for a team bonus.**

C. Starting the Contest-First Half of Play/One-on-One

- 1. Teams are assembled and seated at their respective panels, and each contestant is given the opportunity to check the equipment.
- 2. A team captain is designated, normally to be seated nearest the moderator or timer.
- 3. The question packet is opened by the moderator.
- 4. The moderator shall clearly indicate the start.
- 5. 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.
- 6. The moderator shall indicate, prior to the reading of each question, which two contestants are eligible to respond.
 - a. If any contestants other than the two designated contestants respond, that individual will lose two points and the team of that individual contestant will lose two points.
 - b. If any contestant responds more than twice to questions directed to another contestant, that contestant 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.
- 7. There will be no bonus questions asked during one-on-one period.
- 8. If counties do not have a full (4) person team, the members will be seated in positions 1, 2, and 3.

D. Second Half Play/Regular and Toss-up Questions

1. The moderator shall indicate clearly the start of the regular and toss-up play.
2. The moderator reads the first questions (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates the buzzer.
 - a. 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 shall have **five (5)** seconds after having been recognized by the moderator to begin the answer to the question.
 - 1) The repeating of the questions by the contestant shall not be considered the initiation of the answer.
 - 2) It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 10-second period.
 - 3) The member must complete their answer for individual questions within 20 seconds of starting it.
3. If the answer to any question, whether read to completion or not, is incorrect, the question shall **not** be repeated for the opposing team.
4. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither loss of points nor awarding of points to either team.
 - a. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
5. If the answer to a question is begun during the 10-second allowable time and the answer is incorrect, that team and individual lose the point associated with that question.
 - a. If a member of a team activates a buzzer and an answer has not been started within the 10-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer.
 - b. 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.
6. If the question is correctly answered within the 10-second time limit, the team and individual score (1) point.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second 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 and the team must be complete the answer within 30 seconds of starting.

- b. Successful completion of the answer will result in that team being awarded 3 points for bonus question.
 - c. 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.
 - d. Failure to answer a bonus question results in no penalty (loss of points) to the team.
 - e. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
7. If a contestant should respond to a question before being acknowledged by the moderator, the contestant and team will automatically be penalized one point, and the question will be forfeited.

E. Completing the Contest

1. The moderator will continue reading questions (and bonus questions if applicable) 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 referee judges, it will be replaced by another question so that the total number of questions to be asked remains constant. Once a question has been replaced that new question will remain for the rest of the round.**
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. In the event of a tie after the designated number of questions, (5) additional regular questions will be asked. If a tie still remains after the overtime, 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.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.
7. All decisions of judges, score-keepers, referee-timers and the committee are final.

F. Protests of Questions and/or Answers

1. Only protests that are made in a courteous, respectful manner will be acknowledged.
2. A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team currently at play and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges

will consider the protest, and their decision in all cases is final.

3. When a protest is made, play will be stopped until the protest is resolved. Any protest must show the reference from which the protest comes. A 1-point penalty will be assessed if the protest is not upheld.
4. 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.
5. If the protest is sustained by the officials, 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 questions (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 is protested after an answer is given, it is the responsibility of the team protesting, to show the judges any other verifiable answer in the approved sources. The designated judges' panel will then 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.
6. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.
7. 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.
8. Spectators, parents and visitors may not protest any question, answer or procedure.
9. Any contestant, coach, family member, friends or spectators exhibiting unsportsmanlike conduct, behavior or actions detrimental to the contest, or unethical behavior will be subjected to dismissal from the immediate contest area.
10. 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 question with no loss or gain of points to either team.
11. Protests not covered in this document will be referred to the Eastern States National 4-H Round-Up rules.

Awards

A. Team Awards

1. Each member of the top four (4) teams overall (in both Junior and Senior divisions) will receive ribbons.
2. Awards will be given to the high Junior and high Senior members overall.

B. Individual Awards

1. Scores will be kept for each individual contestant. Ribbons will be presented to the top ten (10) individuals overall in both the Junior and Senior divisions. The High Senior Individual Overall and High Junior Individual Overall will receive an award.
2. Only those contestants who have participated in three (3) or more matches will be considered for the top individual awards.
3. Two teams comprised of 6-8 high scoring Senior individuals from the losing teams of the first two rounds will be formed to compete against each other in the third round only. This will allow outstanding 4-H'ers on the losing Senior teams from the first two rounds, the chance to be eligible for individual awards and a possible spot on the Round-Up team.
4. The high three (3) match scores for each individual will be used in cases where individuals participate in more than three (3) matches.
5. Ties for individual awards will be broken on the basis of: first - high average score for the entire contest (total score divided by the number of rounds that individual played); second - high individual round score; and third - total number of points earned in the contest.

2018 REQUIRED REFERENCE SOURCES FOR HORSE BOWL & HIPPOLOGY

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

***NOTE:** In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail. For example, if there is a conflict between *The Horse* and *Equine Science*, *Equine Science* would be considered correct as it is a newer publication.

1. NEWHOR ILLUSTRATED DICTIONARY OF EQUINE TERMS, by New Horizons Education Center, Inc. Alpine Publications, Inc., 38262 Linman Road, Crawford, CO 81415 www.alpinepub.com Phone: 970-921-5005 Fax: 970-921-5081
2. EVANS 2nd THE HORSE: (2nd edition), by Evans, Borton, Hintz, Van Vleck W. H. Freeman and Company
3. AYHC HIH HORSE INDUSTRY HANDBOOK, by the American Youth Horse Council AYHC, 1 Gainer Rd, McDonald, NM 88262 www.ayhc.com Phone: 817-320-2005
4. LEWIS 2nd FEEDING AND CARE OF THE HORSE (2nd edition), by Lon D. Lewis Wiley-Blackwell, 111 River Street, Hoboken, NJ 07030 www.wiley.com Phone: 201-748-6000
5. GRIFFITHS EQUINE SCIENCE, by Jean T. Griffiths Equine Network /Source Interlink Media
6. Kainer THE COLORING ATLAS OF HORSE ANATOMY, by Robert A. Kainer & Thomas O.

McCracken Alpine Publications, Inc., 38262 Linman Road, Crawford, CO 81415

www.alpinepub.com Phone: 970-921-5005 Fax: 970-921-5081

7. * NEW AYHC HS HORSE SMARTS: AN EQUINE REFERENCE & YOUTH ACTIVITY GUIDE, by the American Youth Horse Council AYHC, 1 Gainer Rd, McDonald, NM 88262 www.ayhc.com Phone: 817-320-2005

8. NJSHSRB – New Jersey State Horse Show Rulebook (Current Years Version)
www.nj4h.rutgers.edu

9. RUFs- Rutgers Cooperative Extension Fact Sheets (All Fact Sheets Found online at www.nj4h.rutgers.edu (E296- Agricultural Management Practices for Commercial Equine Operations, FS714- Analysis of Feeds and Forages for Horses, FS1065 – Antioxidants and Your Horse, FS 656- Are You 'Stressing Out' Your Horse?, FS759- Care for the Older Horse: Diet And Health, FS894- Diagnosis of Nutritional Problems in Horses, FS618, Equine Barnyard Management, FS770- Equine Pasture Management "A Year- Round Approach", FS368- Establishing and Managing Horse Pastures, FS932- Feeding Horses for Competitions: From Racing to Dressage, FS895- Feeding the Rapidly Growing Foal, FS073, Forage Substitutes for Horses, FS537- Horse Manure Management- Species Selection, FS036- Horses and Manure, FS799 Maintenance of the 'Easy Keeper" Horse, FS715- Management of the Old Horses, FS1067- Metabolic Problems in the Horse: Sorting out the Diagnosis, FS349- Mounting, Dismounting, and Riding Horses Safely, FS1086- New Jersey Equine Industry- 2007, FS062 Odd Things that Horses Eat, FS752- Performance Horse Nutrition and Notes on Conditioning, FS938- Poisonous Weeds in Horse Pastures, FS737- Questions Regarding Eastern Equine Encephalitis and Horses, FS348 Saddling and Bridling Horses Safely, FS716- Stress Management for Equine Athletes, FS525- The Basics of Equine Behavior, FS038- The Basics of Equine Nutrition, E305, The Equine Hay Market, FS788- The Horse Industry's Responsibility to Animal Welfare, FS167 Tips on Buying Your First Horse, FS1081- To Blanket or Not to Blanket?, FS370- Trail Riding Etiquette for Horse Enthusiasts, E301- Treatment of Equine Facilities in State Program Designed to Protect Agriculture, FS526- West Nile Virus in Horses: Frequently Asked Questions.

SUPPLEMENTAL REFERENCES

The [Dover Saddlery English Tack Catalog](#) and [Smith Brothers Western Tack Catalog](#) may be used as supplemental references. These catalogs provide visual representations for questions relating to tack.

Dover Saddlery - Apparel, tack and horse care items, for the English rider

To request a free catalog please visit www.DoverSaddlery.com or call toll free 1 888 234 6942

Smith Brothers - Apparel, tack and horse care items, for the Western rider.

To request a free catalog please visit www.SmithBrothers.com or toll free 1- 888 677 0450

2018 New Jersey 4-H Horse Bowl Financial page

County _____

County 4-H Staff Person _____ Phone Number _____

County Coach _____ Phone Number _____

Number of Junior Teams _____ x \$40 = _____

Number of Junior Individuals _____ x \$10 = _____

Number of Senior Teams _____ x \$40 = _____

Number of Senior Individuals _____ x \$10 = _____

Late fee of Per Team (If received after February 10th) _____ x \$ 10 = _____

Total amount of check (Made payable to Somerset County 4-H, please note "Entry fees for Horse Bowl on this check)

We reserve the right to add individuals to 2 or 3 member teams to make as many 4 member teams as possible.

List of adult helpers: _____

Please note- **NO OUTSIDE FOOD IS ALLOWED IN THIS FACILITY.** Food must be ordered for every team member, coach, parent and helper who will be in the facility all day. Parents who are not helping may leave and go to nearby facilities, but they may not eat outside food in the facility.

\$11 per person includes- coffee, tea, hot cocoa, water, donuts or pastries, bagels and cream cheese, and for lunch assorted sandwiches, salads, pickles, soft drinks, water and cookies. **Please order the correct number of food tickets for your group.**

Number of food tickets required _____ X \$11 per person = _____

Make this check payable to the Somerset County 4-H Association and note "food tickets for Horse Bowl" on it.

JUNIOR DIVISION

REGISTRATION FOR 2018 NEW JERSEY STATE 4-H HORSE BOWL CONTEST

The following members will represent _____ County. **Registration is Due No Later Than February 10th**. Please give **COMPLETE** mailing address, phone number, birth date and grade in school as of September of 2017.

	Name	Address	Town/State	Zip	Phone	Grade	Birthdate
Player 1							
Player 2							
Player 3							
Player 4							
Individual							
Individual							
Coach							

I verify that the above 4-H'ers are "Members in Good Standing" and meet all the required criteria.

4-H Agent/Program Associate Signature

Date

SENIOR DIVISION

REGISTRATION FOR 2018 NEW JERSEY STATE 4-H HORSE BOWL CONTEST

The following members will represent _____ County. **Registration is Due No Later Than February 10th**. Please give COMPLETE mailing address, phone number, birth date and grade in school as of September of 2017.

	Name	Address	Town/State	Zip	Phone	Grade	Birthdate
Player 1							
Player 2							
Player 3							
Player 4							
Individual							
Individual							
Coach							

I verify that the above 4-H'ers are "Members in Good Standing" and meet all the required criteria.

4-H Agent/Program Associate Signature

Date

Directions to Burlington County Emergency Training Center
53 Academy Drive, Westampton NJ 08060.

From the Flemington Area:

Take 31 South through Pennington to Rte 95 N/295 S ramp. Take 95N for 5 miles until it becomes 295 S. Stay on 295 S 20 miles to exit 47A. Merge onto Rte 541. Go 3 miles then merge right onto Irick Lane. Take left onto Woodlane, then left onto Pioneer and then left onto Academy Drive.

From Toms River Area:

Take 70 West for 5 miles. Turn right onto Lakehurst Road (Route 530) for 5 miles. Take a left at Juliustown Road (Rte 669) go 2.7 miles. Take a left at Pemberton/Pointville Road (Rte 630) for 3 miles. Go straight from N Pemberton Road to Woodlane Road. Turn Right onto Pioneer Drive and then Left onto Academy Drive to 53 Academy Drive.

Suggested Hotels:

Hampton Inn Burlington/Mt. Holly

Address: 2024 County Rd 541, Westampton, NJ 08060

Phone:(609) 702-9888

Holiday Inn Express & Suites Burlington - Mount Holly

Address: 18 Western Dr, Westampton, NJ 08060

Phone:(609) 702-5800

Courtyard Burlington Mt. Holly/Westampton

Address: 30 Western Dr, Westampton, NJ 08060

Phone:(609) 261-6161

New Jersey 4-H Event Permission Form for Youth



Both sides of this form must be completed by all youth participating in overnight activities, field trips, events requiring group transportation, and any other events sponsored through the 4-H Youth Development Program where it is deemed necessary by the event coordinator(s) (paid 4-H staff and/or registered 4-H volunteer) responsible for the youth participants. The form should be submitted prior to the event. The form has five parts: (1) information about the participant and activity, (2) parental permission and liability release, (3) medical emergency authorization and health information, and (4) code of conduct and (5) media policy. *Be sure to complete all five parts and sign where requested!*

Information about the Youth Participant and Activity

Name of Youth participant: _____

Address: _____ City: _____ State: _____ Zip: _____

Telephone number: (____) _____ Email Address: _____

4-H county: _____ Birthdate: _____ Grade: _____

Name of activity/event: _____

Name of 4-H group sponsoring or participating in this event: _____

Location of event: _____

Date and time of participation of individual named above: _____

Parent Permission and Release of Liability

I hereby give my son/daughter named above permission to participate in the event listed. Although Rutgers Cooperative Extension and its event coordinator(s) will use the utmost precaution in guarding the health of the above participant and preventing accidents, I release them from any liability in case of illness or injury as a result of this activity. Furthermore, I release the owner and driver of the car transporting my child to and from the event, from any liability in case of illness or injury.

Sign Here 

Signature of parent or guardian: _____

Medical Emergency Authorization and Health Information

I authorize the event coordinator(s) to dispense the prescription drugs and/or over the counter medications listed below in accordance with the instructions provided on the label (prescription drugs) or below (over-the-counter medications). In case of sudden illness or an accident to the above named participant requiring immediate treatment or surgery while he/she is a participant in this activity, I authorize the 4-H chaperone(s) to take such action as seems appropriate to protect the health and physical well-being of the above participant. This authority extends to any physician(s) and/or surgeon(s) selected by the event coordinator(s) to perform medical and/or surgical procedures including examinations and tests necessary to preserve the health and physical well-being of the above named participant. All efforts will be made to contact the parent(s) or guardian(s) in case of emergency.

Name of parent/guardian	Phone number	Name of additional emergency contact	Phone number
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The following information is provided as an aid to the event coordinator(s) in dealing with the well-being of the participant. The participant has the following health conditions: (include allergies, handicaps, diabetes, pregnancy, asthma, medications needed, etc.).

Health conditions: _____

Medications/Instructions: _____

Health Insurance: Company Group# _____ ID# _____

Sign Here 

Signature of parent or guardian _____

Continued on other side

New Jersey 4-H Code of Conduct



The primary purpose of the New Jersey 4-H Code of Conduct is to ensure the safety and well-being of all participants at 4-H sponsored events and activities. It applies to all participants, with participants defined as 4-H members, their parents, and volunteers.

As a participant in the 4-H program, I will:

- **Conduct myself in a courteous manner and treat members, parents, 4-H volunteers, Extension staff, judges and others with respect. Appropriate language and behavior are expected at all times.**
- **Respect and adhere to the rules and guidelines of the 4-H program including all those specific to a 4-H event or activity.**
- **Uphold an individual's right to dignity by supporting an environment of inclusion which welcomes involvement of participants from all backgrounds.**
- **Accept supervision and support from county and state 4-H staff while participating in the 4-H program. This includes acceptance of supervision and support from appointed 4-H volunteers coordinating 4-H events and activities.**
- **Obey local, state and federal laws.**

Participants who fail to adhere to the New Jersey 4-H Code of Conduct are subject to a range of disciplinary actions. Such actions will be taken in compliance with the New Jersey 4-H Discipline Policy and Procedure. When appropriate, immediate corrective action will be taken at the 4-H event to ensure the safety and welfare of all participants.

I understand if I fail to adhere to the above Code of Conduct, I will be subject to disciplinary action and potentially prohibited from attending and participating in the New Jersey 4-H Youth Development program.

	_____	_____
	Signature of participant in event	Date
	_____	_____
	Signature of parent or guardian	Date

New Jersey 4-H Media Policy and Release

The 4-H program routinely promotes activities through various media. This includes, but is not limited to newsletters, newspapers, brochures, and displays. In doing so, the names and photos of members may be included to help tell the 4-H story. However, New Jersey 4-H policy is that on web sites, youth in photos will not be identified by name(s).

- No, do not use my individual picture for any purpose.** I will make an effort to avoid opportunities to be in group photos.
- No, do not use my name for any purpose.**

Revised: January 2013