

# NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS



## 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 wherever possible, on the day of the event. Each county will be allowed only ONE (1) three (3) member team per age group.
2. Each team must have an adult coach and team captain.
3. Each county is responsible for a minimum of two (2) volunteers per team to help during the contest. Coaches may NOT be chaperones, but other leaders, parents, or Extension staff may volunteer their time.
4. All NJ 4-H Horse, Horse Science, or Model Horse Project members are eligible to participate in the State 4-H Horse Bowl contest (if they meet the outlined eligibility requirements below) regardless of their previous experience in past Horse Bowl, i/e: winning team members can compete again this year.
  - a. Contestants MUST be enrolled in a 4-H Horse, Horse Science, or Model Horse Project in 4-H Online as of January 1, 2021 in the county they are representing at the contest.
  - b. Team members must also be "Members in Good Standing:"
    - i. Have an updated 4-H record book as of February 1, 2022
    - ii. Given a club, county, or state 4-H presentation within the current 4-H year
    - iii. Attend 70% of their club meetings
    - iv. Participate in a community service project within the past year
5. Senior members are grade 9-13; Junior members are grades 4-8 as of September 2021.
  - a. **To be eligible for the State NJ Team competing at the Eastern National 4-H Round-Up contest, youth must be at least fourteen (14), but have not passed their nineteenth (19) birthday as of January 1 of the year of the contest. Contestants must have competed at the Senior level of the Horse Bowl event.**
  - b. **If an individual is in 8<sup>th</sup> grade, but meets the age requirement for Nationals, they must declare by January 1 of the contest year that they wish to be considered a Senior and compete in the Senior**



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

contests for all the State Horse events (Equine Presentations, Horse Bowl, Horse Judging, and Hippology.) Contact your 4-H Office for the declaration form to declare eligibility. The form is also available on the State 4-H Website: [nj4h.rutgers.edu/horses](http://nj4h.rutgers.edu/horses).

6. Members who have competed in any official post-secondary (collegiate) Horse Bowl contests are NOT eligible to compete in this contest.
7. **For the safety and well-being of our participants, ALL competitors must have a completely filled out and signed (by a parent/guardian) “NJ 4-H Event Permission Form for Youth,” and a “NJ 4-H Media Release Form,” brought to the event.**
  - a. **Any adult volunteer or parent attending the event must also sign the event permission form for adults and abide by the NJ 4-H Code of Conduct**
8. **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 \$12.00 per person.
9. Entry into the playing rooms may only take place between matches and rounds. Once a spectator (parent, coach, leader, visitor, 4-Her) has entered a playing room, they must remain until the **ROUND** is completed. If a parent/coach has teams competing in both rooms, they 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.
10. Cell Phones, Tape Recorders, or any other electronic devices such as Smart Watches, 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 and electronic devices over to their coaches or parents prior to the start of the competition.
  - a. Adults will **NOT** be permitted to enter the playing rooms with recording devices (audio, video, etc.) Cell phones are **NOT** permitted.
11. The copying of questions via electronic means or writing by hand is **NOT PERMITTED** during the competition.
12. 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, a formal report will be filed, and further action may be taken if necessary.
13. **FAILURE** to abide by the above regulations may result in the forfeiture of any team/individual awards and/or participation in the event.

### **EQUIPMENT FAILURE (From Eastern National Round-Up Rules):**



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

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.
  - a. 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.
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.
4. 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.
5. Under NO conditions shall there be a replay of a 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.
    - i. One member from each team (beginning with seat 1 and moving onto the next seat) answering questions, until all one-on-one questions have been answered.
    - ii. One-on-one questions are worth two (2) points if answered correctly, minus one (1) if answered incorrectly, and minus two (2) if the competitor buzzes in, but fails to answer.
  - b. Regular questions
    - i. Regular questions will be worth one (1) point, and can be answered by any member of either team.
    - ii. These questions will count towards individual and team scores.
  - c. Toss-Up questions
    - i. Toss-Up questions are worth one (1) point, and can be answered by any member of either team.
    - ii. Toss-Up questions may have a bonus question attached, and toss-up questions may be more difficult than regular questions.
  - d. Bonus questions
    - i. A bonus question is worth three (3) points.
    - ii. All parts of the bonus questions must be answered before any points will be awarded.



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

- iii. 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:**

#### **Order of Teams:**

Order of teams will be drawn at random. The same two (2) teams cannot compete against each other in back-to-back rounds. The high scoring losing team in each round will be moved to 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.

#### **Match Procedures:**

1. Each match will be divided into two (2) halves based on numbers of questions.
  - a. The first half will be a one-on-one competition
  - b. 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.
  - a. This will rotate with each question beginning with seat one (1) on each team and moving through seats two to four (2-4) this will continue to repeat until all the questions have been asked.
  - b. Each team member will be given an opportunity to respond to the same number of questions.
    - i. The number of questions asked during the first half of the game will be evenly divisible by four (4.)
3. On teams consisting of three (3) members only, at the beginning of each round, the team captain will draw a team member's number. That number will respond to the 4<sup>th</sup> seat's questions.
  - a. In this case, these points will ONLY appear on the team score, and will NOT count towards or against the member's individual score.
4. The points value of a correct response to a question during the one-on-one half of play will be as follows:
  - a. Correct response—two (2) points (individual and team)
  - b. Incorrect response—loss of one (1) point (individual and team)
  - c. A competitor buzzes in but fails to answer—loss of two (2) points
  - d. If a question is directed at two contestants and both fail to answer in the ten (10) second allowed time, neither contestant or teams shall lose or gain points.
5. **During the second half of the match,** all correct responses to regular and toss-up questions will be worth one (1) point, incorrect responses will result in a loss of one (1) point and all correct bonus questions will be worth three (3) points with no penalty for incorrect answers.



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

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 a bonus question.
  - a. This bonus is worth two (2) points to either team that qualifies.
  - b. After earning the two (2) bonus points the teams may also earn an additional two (2) points by repeating the process specified for team bonus awards.
    - i. In order to obtain these bonus points, each member of the team must have correctly answered one (1) question.
    - ii. NO contestants will be credited with a second correct response until the first team bonus has been awarded.
    - iii. On teams with three (3) players, the team captain will draw a number to determine who will be the 4<sup>th</sup> player on the team for that round.
    - iv. **The same player cannot be the 4<sup>th</sup> player two (2) rounds in a row.**
    - v. Team bonus points can be achieved if the person designated the 4<sup>th</sup> player in each one-on-one round gets their own answer correct and the question intended for the 4<sup>th</sup> player.
    - vi. In the second half of play, the same designated person would have to get two (2) questions correct to qualify for the team bonus.

### **Starting the Contest—First Half of Match/ One-on-One:**

1. Teams assembled and seated at their respective seats, and each contestant is given the opportunity to check the equipment.
2. A team captain is designated, normally seated closest to the moderator or timer (seat 1.)
3. The question packet is opened by the moderator.
4. The moderator shall clearly indicate the start of the match.
5. Each question shall be addressed to only one member of each team, beginning with the first (1) seat and progress with questions through seats two to four (2-4.)
6. The moderator shall indicate, prior to the reading of each question, which two (2) contestants are eligible to respond.
  - a. If any contestants other than the two (2) designated to respond, that individual will lose two (2) points and the team will lose two (2) points.
  - b. If any contestant responds more than two (2) times to questions directed towards other contestants, that contestant shall be replaced at the panel by an alternate if available.
    - i. If there is not an alternate available, the remainder of the match will be played with the eliminated questions will only be addressed to the opposing team's corresponding contestant.
  - c. There will be NO bonus questions asked during the one-on-one period.



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

- d. If counties do NOT have a four (4) person team, the members will be seated in positions one, two, and three (1,2 & 3.)

### Second Half of Match—Regular and Toss-Up Questions:

1. The moderator shall indicate clearly the start of the regular and toss-up questions.
2. The moderator reads the first questions (all with succeeding questions) until the completion of the reading or until such time as a contestant buzzes in.
  - 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 will have **five (5) seconds** after having been recognized by the moderator to being the answer to the question.
    - i. The repeating of the questions by the contestant **shall not** be considered the initiation of the answer.
    - ii. It shall be the responsibility of the moderator and the referee judge to determine if an actual is started within the ten (10) second period.
    - iii. The member must complete their answer for individual questions within twenty (20) seconds of starting the response.
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 point 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 ten (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 ten (10) second allowable time, there will be an appropriate one (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 ten (10) second time limit, the team and the individual score one (1) point.
  - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and ten (10) second discussion period is permitted for team consultation to determine the answer. The end of the ten (10) second period is signaled by the timer. At



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

the signal from the timer, a five (5) second period is permitted for the team captain or designated speaker to begin the answer and the team must complete the answer within thirty (30) seconds of starting the answer.

- i. Successful completion of the answer will result in that team being awarded three (3) points for bonus questions.
  - ii. 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.
  - iii. Failure to answer a bonus question results in no penalty (loss of points) to the team.
  - iv. No parts 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 (1) point, and the question will be forfeited.

### **Completing the Contest:**

1. The moderator will continue reading questions (and bonus questions if applicable) until all the 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.
  - a. 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 the match.
4. In the event of a tie after the number of designated questions have been asked, five (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 point by the other team,) will be declared the winner.
5. Once the moderator has declared the contest winner based on scores, there shall be NO protest.
  - a. There shall be NO protest of any questions or answers following the declaration of the winner.
- 6. ALL DECISIONS OF THE JUDGES, SCORE-KEEPERS, REFEREE-TIMERS, AND THE COMMITTEE ARE FINAL.**

### **Protests of Questions and/or Answers:**

1. Only protests that are made in a courteous, respectful manner will be acknowledged.
2. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and coaches.

## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS

3. 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.
  - a. Protests may **ONLY** occur at the time the particular question is read or the answer is given.
  - b. There will be **ONLY** one (1) coach recognized for each time.
  - c. The moderator and referee judges will consider the protest, and their decision in all cases is **FINAL!**
4. Spectators, parents, and visitors may **NOT** protest any question, answer, or procedure.
5. When a protest is made, play will be stopped until the protest is resolved.
  - a. Any protest must show the reference from which the protest comes.
    - i. **A one (1) point penalty will be assessed if the protest is NOT upheld.**
6. To sustain a protest, at least two (2) 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 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 seat on each team or to all the contestants seated at the game table, depending on the type of question it was (one-on-one or toss-up.)
  - b. If the answer to the question received a call for verification, the designated judges' panel will determine the validity of the answer.
    - i. 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.
    - i. The designated judges' panel will then determine the validity of the protested question.
    - ii. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.
8. Abuse of the protest provision by any contestant or coach, will result in one or more of the following:
  - a. Dismissal of the 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 competition standings.
9. **Any contestants, coaches, family member, friends, or spectators exhibiting unsportsmanlike conduct, behavior, or actions detrimental to the contest, or unethical behavior are in violation of the 4-H Code of Conduct, and will be subjected to dismissal from the immediate contest area.**
  - a. **Further action may be taken.**



## NEW JERSEY STATE 4-H HORSE BOWL CONTEST RULES AND REGULATIONS



10. No source of information is infallible. There may be answers given to questions which are in agreement with the recommended sources which are in fact erroneous.
  - a. 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 a unanimous agreement, may elect to accept on the correct answer or 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:**

#### 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 Teams overall.

#### Individual Awards:

1. Scores will be kept for each individual contestant.
  - a. Ribbons will be presented to the top ten (10) individuals overall in the Junior and Senior Divisions.
  - b. The High Point Overall Junior and Senior in each division 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 (2) teams comprised of six-eight (6-8) high scoring individuals in the Senior division from the losing teams of the first two (2) rounds will be formed to compete against each other in the third round **ONLY!**
  - a. This will allow those qualified Seniors to still be eligible for individual awards and a possible spot on the Round-Up Team.
4. The highest 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:
  - a. First—highest average score for the entire contest (total score divided by the number of rounds that individual played.)
  - b. Second—highest individual round score
  - c. Third—total number of points earned in the contest