HORSE QUIZ BOWL CONTEST

OBJECTIVES
1. To provide an opportunity for youth to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail.
2. It is also hoped that these contests will provide an educational experience for both participants and spectators.

IOWA CONTEST RULES
1. All Jamboree entries are to be made online by April 1, 11:59 PM.
2. Event to be held at the Equestrian Center at Ellsworth Community College, Iowa Falls, Sunday. Check in 8:00 to 8:30 a.m.
3. The contest will be divided into junior and senior divisions. Junior members may not have reached their 14th birthday as of January 1st of the current year. All senior members must have reached their 14th birthday as of January 1st of the current year. Age divisions for this contest are based on national rules.
4. Each team shall consist of not less than four (4) and not more than five (5) members. Only four participants shall be seated at the panel at any one time. During any match only one (1) team member may be replace at the panel.
5. A team consists of four or five members. On teams in which there are five members, all will compete, but the member receiving the lowest overall score will be automatically declared the alternate. The scores of the alternate will not be included in any of the team totals but will be considered in making all individual awards. Teams consisting of four members will have no alternate and all members’ scores will count in determining individual and team awards.
6. In hardship cases, juniors may be part of the senior team, but seniors may not participate on junior teams. Juniors can serve only as a team member, not as an alternate, and only one junior allowed on a senior team. Junior members cannot participate on both the junior and senior teams in the same event in the same year. Teams utilizing juniors cannot advance to the national events.
7. Coaches and teams will be separated in different groups during the quiz bowl event.
8. For 4-H teams only:
   a. Each county is eligible to enter two (2) junior teams and two (2) senior teams. All participants in the contest will be eligible for team awards.
   b. Counties may, with prior approval, (by March 15) combine 4-H members to form teams. This option is designed to allow additional 4-H members to participate, not to form and “all-star” team. This would be used in case a county may have two 4-H’ers who are interested, and have recruited two other interested 4-H’ers from an adjoining county. Team members may be combined from non-adjointing counties on a case by case basis with prior approval (before March 15) of State 4-H Staff and Equine Specialist.
   c. If a team participates in the Western National (Denver) event as a quiz bowl team, any member of the team will not be eligible to participate at the state level the following year. However, a county will be allowed to form a “mixed” team consisting of no more than two past Western National participants. This mixed team will not be allowed to advance and participate at the Western National contest. This is strictly designed for counties that do not have enough participants to form a new team.

QUESTIONS
1. Competition questions will be used from the following references.
   • Rules & Regulations for 4-H Equine Shows in Iowa - 4-H 511C
   • Horse Industry Handbook – May be available to check out at county office (make sure you have the 2003 & 2004 updates). Handbook can be ordered from American Youth Horse Council (59.95) 1-800-TRY-AYHC, or at, http://horsebooksetc.com/products/AYHC_Horse_Industry_Handbook-41-3.html
- **American Youth Horse Leaders Manual** – Copies to be checked out are available at the state 4-H office 515-294-8617, or online at, [http://ayhc.com/](http://ayhc.com/)
- **The State Line Tack Catalog** - 1989 Transit Way, Box 935, Brockport, NY 14420-0935; (800) 282-9208; [www.statelinetack.com](http://www.statelinetack.com)

2. Yes/No and True/False questions will not be used in this event.
3. During the first half of play, only one on one questions will be used.

**TYPES OF QUESTIONS**

**ONE-ON-ONE QUESTIONS** – Regular questions worth 2 points shall be addressed to only one member of each team, beginning with the contestants in the #1 chairs (nearest to the control operator) on either team and progressing with subsequent questions going to the #2 chairs, #3 chairs, #4 chairs, respectively, until the one-on-one questions are completed. There will be an equal number of one-on-one questions per contestant per match.

During the second half of play, there are three types of questions possible:  
**REGULAR QUESTIONS** are worth one point, to which any member of either team may respond.  
**TOSS UP QUESTIONS** are worth one point and open for response to any member of either team. The only difference between a regular and toss-up question will be that the toss-up questions will have a bonus question attached to each, and in general will be somewhat more difficult that the regular questions. Any toss-up question which has a bonus attached will be announced as a “toss-up” question before it is read.  
**BONUS QUESTIONS** will be worth predetermined 1-3 points. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question. Only the team which correctly answered the toss-up question will be given the opportunity to attempt the attached bonus questions. If the toss-up answer is not correct, bonus dies with the question.

<table>
<thead>
<tr>
<th>Type of questions</th>
<th>Who may respond?</th>
<th>Time to respond?</th>
<th>Who may answer?</th>
<th>Time to begin answer?</th>
<th>Points for correct answer</th>
<th>Points for incorrect answers or not in time?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regular questions</td>
<td>Any seated participant</td>
<td>Before other team – 5 seconds max</td>
<td>Only person who responded</td>
<td>5 seconds</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Toss-up questions</td>
<td>Any seated participant</td>
<td>Before other team – 5 seconds max</td>
<td>Only person who responded</td>
<td>5 seconds</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Bonus questions</td>
<td>10 seconds discussion period</td>
<td>One member of team answering toss-up</td>
<td>5 seconds</td>
<td>As announced +1 to +3</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>One-on-One</td>
<td>Indicated contestant</td>
<td>Before other team – 5 seconds max</td>
<td>Indicated contestant</td>
<td>5 seconds</td>
<td>+2</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Note:** Two (2) premium points are awarded to the teams in which each team member seated at the time correctly answered a question (excluding bonus questions). After earning two premium points, teams may earn additional premium points by repeating the process. Members will not be credited with correct answers towards premium points until the first premium points are awarded.
READING AND ANSWERING THE QUESTIONS
1. The moderator will read all questions – identify the type and number of question and designate the chairs eligible to respond when necessary. Five seconds will be allowed for starting a response. If an answer is not given or wrong, the moderator will give the correct answer, and the next question read. If the answer given is the same as or means the same as the expected answer, it will be accepted. If the answer is different than the expected answer it will be referred to the judges for decision.
2. Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have been acknowledged, the contestant has 5 seconds to start a valid answer. First answers will be considered valid answers. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit.
3. An acknowledgement penalty of 1 point will be deducted from contestant’s score and their team if they answer a question before being acknowledged.
   a. The first answer given will be accepted as the official answer, including multiple response questions. Repeating the question will not be considered the initiation of the answer.
   b. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.
4. If a question is INTERRUPTED during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding has 5 seconds after being acknowledged to begin their answer. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct for only the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question was interrupted, the judges will not be allowed to ask for any type of clarification of the answer given.
5. The judges will be allowed to verify and answer, or the validity of a question. If verification cannot be made, the question will be replaced.

PROTEST/VERIFICATION OF QUESTIONS AND/OR ANSWERS
1. Verification of a question and answer is permissible.
2. Only protests that are made in a courteous, respectful manner will be acknowledged.
3. Protest 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 judge 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 one (1) point penalty will be assessed to the team making the protest if the protest is not upheld.
6. To sustain a protest, the judge and moderator 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 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 play (one-on-one or open).
   b. If the answer to the question received a call for verification, the designated judges will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
   c. If a question was protested after an answer is given, the designated judges will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.
8. All protests/challenges will be acknowledged by the contest staff.
CONTEST PROCEDURES
1. All decisions of the moderator, judges, scorekeepers, timekeepers and the even committee are final. Team members shall face the judges; the judges shall face the audience.
2. No recording devices such as tape recorders, videotape cameras, movie camera, or any other type of camera may be used during the conduct of a match. Flash photography will be permitted only before or after a match and then in only such a manner as not to be disruptive of the event.
3. Under no circumstances will there be a replay of a match in which there was an equipment failure.
4. Teams are assembled and seated at their respective panels, with the designated team captain seated in the #1 chair, nearest to the middle or the control operator. Each contestant is given the opportunity to check the equipment.
5. All team members will have a participation bonus card facing the contestant. They will be blank to the Score Keepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the Score Keeper.
6. Prior to reading a question, the moderator will announce the number, type of question and the contestants eligible to respond. Each succeeding question will be read in this manner, until all of the questions for that match are read. The correct answer will be given for all unanswered question s or wrong answers.
7. If the time (5 seconds) in which a member may buzz in to answer a question elapses without a contestant activating a buzzer, there will be no loss or awarding of points to either team. After the response time has elapsed, the answer will be given, and the next question read.
8. If the buzzer is activated and an answer is not started within the 5 second allowable time, there will be a minus 2 point penalty imposed against the contestant who activates the buzzer and their team.
9. In the event of a match tie, it will be broken with five (5) tie breaker questions. If a tie remains the first team to earn a point (or because of a loss of a point by the other team, has one (1) point advantage) will be declared the match winner based on the scores.

AWARDS
1. The rank of teams will be determined on the basis of their win-loss record. To place teams eliminated in the same round, the teams will be ranked by the total number of points obtained by each team in the highest round in which they competed.
   a. If there is a tie, each team will be assigned one point for each game won. The highest total will rank higher.
   b. If there is still a tie, the team with the most total points in the entire event will be ranked higher.
2. Awards will be presented to the top 5 junior and senior teams.

ENTRY INFORMATION
1. Online entry DEADLINE is April 1, 11:59 PM.
2. Entries must be made online. Access the online registration at:
   http://www.extension.iastate.edu/4h/equineextravaganza
3. An entry fee of $10/Individual or $40/Team is required. See the online entry process for payment options.
4. All payments or cancellations MUST be received by April 10.

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