

Preparing for Quiz Bowl

The Horse Quiz Bowl is a 4H program which develops self motivation, self-esteem and responsibility. The use of quiz bowls is a valuable teaching technique regardless of the subject matter being quizzed. The use of quiz bowls also teaches life skills such as self-discipline, observation, listening, decision-making, and defending those decisions.

Bowls are of value as a teaching tool because they teach members to:

1. develop their reasoning and critical thinking abilities;
2. make sound decisions;
3. improve their interpersonal skills;
4. express themselves concisely;
5. develop poise, self-discipline, and self-confidence;
6. acquire project knowledge and skills;
7. participate as a member of a team, thus developing cooperation and teamwork among project members

Description of Project:

Junior and Senior 4-H members are eligible to compete in Horse Quiz Bowl. There are Junior and Senior divisions; The primary objective of the Horse Quiz Bowl contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail.

Competing as team members assists youth with the development of social skills, cooperation and managing feelings, as they become comfortable with working alongside others toward a common goal; integrity and sportsmanship are also developed through the Horse Quiz Bowl experience.

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 Extravaganza entries are to be made online by March 1, 11:59 PM.**
2. **Event to be held at the Equestrian Center at Ellsworth Community College, Iowa Falls, Friday evening. Check in at 4:30 PM. Contest at 5:30 PM.**
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 1) combine 4--H members to form teams. This option is designed to allow additional 4--H members to participate, not to form an "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--adjoining counties on a case by case basis with prior approval (before March 1) 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
 - **HIH Horse Industry Handbook and updates** – May be available to check out at county office (make sure you have all the updates). Handbook can be ordered from American Youth Horse Council 817.320.2005, Email: info@ayhc.com Web: <http://www.ayhc.com/shop>
 - **HS Horse Smarts** - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 Email: info@ayhc.com Phone: 817.320.2005 Web: <http://www.ayhc.com/shop>
 - **IDET Illustrated Dictionary of Equine Terms** - New Horizons Equine Education Center. Alpine Publications, PO Box 7027, Loveland, CO 80537 Phone: (800) 777-7257
 - **Lewis Feeding and Care of the Horse** - Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436 Phone: (800) 638-0672
 - **AQHA Rulebook**: 2018 66 th edition <http://aqha.com/handbook> Only show rules will be used (SHW300-SHW712).
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.

Break Down Of The Contest:

Play consists of double elimination tournament style matches; topics include equine anatomy, conformation, feed and nutrition, evolution, breed characteristics, reproduction, horse management, way-of-going, tack and equipment, styles of riding, exhibition of horses, etc. Participants must work with four to five team members to answer questions to the best of their ability.

1. Match Procedures

- a. Each match will be divided into two parts based on number of questions (40 questions per round plus 3 bonus questions).
- b. In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 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 (i.e., 20 questions).
- c. During the second part of the match any individual on either team may respond to a question (20 total questions). d. The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.

- d. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
- 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 consistent.
- f. Either team captain or 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.

2. Starting the Contest

- a. Teams are assembled and seated at their respective panels and each contestant given the 5 opportunity to check the equipment.
- b. A team captain is designated and is seated at the direction of the moderator in position number one.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- e. 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 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 incorrect, that team and individual loses one point
- g. If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion the moderator will reread the question for the other team. If answered correctly the appropriate points will be awarded. If answered incorrectly no penalty points will be imposed.
- h. If a member of a team activates a buzzer and an answer has not been started within the 5-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer. The question will be turned over to the other team.

3. One-on-One Questions

- a. The moderator shall indicate clearly the start of 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.
 - 1. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
 - 2. 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 6 opposing contestant.
- 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:
 - 1. Correct response = +2 points (individual and team)
 - 2. Incorrect response = loss of 1 point (individual and team)
 - 3. If both contestants to whom a question is addressed fail to signal to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.

4. Toss-Up Questions

- a. The moderator shall indicate clearly the start of toss-up questions.
- b. The point value of a response to a toss-up question will be as follows:
 1. Correct response = +1 point (individual and team)
 2. Incorrect response = loss of 1 point (individual; and team)
 3. If no contestant signals to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.

5. Bonus Questions

- a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
- b. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.
 1. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
 2. If a bonus question is attached to an incorrectly answered toss-up question or to a tossup 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 period is signaled by the timer. At the signal from the time, 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:
 1. Correct response = 3 points
 2. Incorrect response = no points lost
 3. No answer = no points lost

6. Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in each match during regulation play to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points 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, 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 again begin accumulating credits for Team Bonus points.

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

7. Completing the Contest

- a. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- b. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. Bonus questions will not be asked in the overtime period. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner. Tie breaker points do NOT get added to individual, team or team bonus scores. They are used to break match ties only.
- c. Once the moderator has declared a winner based on the scores, there shall be no protest.
- d. There shall be no protest of any questions or answers following the declaration of the winner.

8. Protesting

- a. The protest of a question or answer to a question may be made only by a team captain or 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 protest is made, play will be suspended until the protest is resolved.
 - a. The protesting team and coach will be given 3 minutes to support their protest.
 - b. Reference source material will be available in the contest room for their use.
 - c. A 1-point team penalty will be assessed if the protest is not upheld.
- c. If a protest is sustained, the moderator will take one 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. A substitute question will be read.
 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 and a substitute question will be read, or the question may be allowed with the appropriate gain or loss of points as in 3b above.
- d. 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.
 - c. Dismissal of entire team with forfeiture of any points or standing.

- e. 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.
- f. 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 or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may agree to:
 - 1. To accept the answer and give an explanation of the correct or up-dated information for future use of the question.
 - 2. To accept only the correct answer.
 - 3. Replace the question to the appropriate contestants
 - 4. 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.

9. Reading And Answering The Questions

- a. 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.
- b. 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.
- c. 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.
- d. 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.
- e. 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.

10. Protest/Verification Of Questions And/Or Answers

- a. Verification of a question and answer is permissible.
- b. Only protests that are made in a courteous, respectful manner will be acknowledged.
- c. Protest must be made before the reading of the next question.
- d. 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.
- e. 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.
- f. To sustain a protest, the judge and moderator must agree, to keep or replace a question, or to determine the validity of an answer.

- g. 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.
- h. All protests/challenges will be acknowledged by the contest staff.

11. Contest Procedures

- a. 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.
- b. 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.
- c. Under no circumstances will there be a replay of a match in which there was an equipment failure.
- d. 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.
- e. 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.
- f. 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 questions or wrong answers.
- g. 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.
- h. 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.
- i. 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.

12. Awards

- a. 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.
 - 1. If there is a tie, each team will be assigned one point for each game won. The highest total will rank higher.
 - 2. If there is still a tie, the team with the most total points in the entire event will be ranked higher.

Preparation Activities:

1. Participation in quiz bowls can be a positive or a negative learning experience for 4-H members. The determining factors are the project leader, the team coach, contest officials and the way they introduce members to quiz bowls, and how bowls are conducted at local or other levels. Members should be introduced to the concept of horse quiz bowls in a non-competitive environment, such as at a project meeting rather than at the county or area contest. Begin by setting short-term goals; for example, have junior members learn five parts of the saddle and 10 parts of the horse during the first two weeks. Senior members should learn more than is expected of younger members.
 1. Each coach can determine the number of practices held during the judging season. Ideal practices last one hour to 1 ½ hours. You can have one to two practices a week. Teams can practice year round for a couple of months before the contest.
 2. Practices should include review sessions and rounds of questions to replicate competition.
 3. Members can turn in typed questions from the official resources.
 4. Classroom activities can include:
 - Chapter and section review
 - b. Youth written questions
 - Interactive power points, videos and activities
 5. Try to make learning sections easier by starting with an easy topic. Mastery of basic topics before moving forward is important.
 6. Design a variety of different yet related activities such as crossword puzzles, scavenger hunts, and word searches. This variety of formats helps keep the attention of youth, and individual youth will be attracted differently to different activities.
 7. Encourage them that this is a fun way to learn about horses especially if you don't have one.
 8. Don't forget the snacks at practice!
2. Each week or two (or other time line) ask members to learn additional information rather than trying to attain the goal of "knowing it all" in a short time period. Ideally the knowledge and skills to be learned should relate to the current project meeting or one to be held in the near future. Members should be congratulated for learning new skills and knowledge, for achieving goals, and for being attentive and enthusiastic. Criticism in any form is usually non-productive. Mistakes will be made and should be corrected in a positive manner.
3. Leaders should also develop a systematic means of tracking the progress of each 4-H member. Incorporate a reward system into the teaching process. This might be a certificate of completion, an opportunity to participate in a contest, a ribbon or medal at an achievement event, or a simple pat on the back.

ENTRY INFORMATION

1. **Online entry DEADLINE is March 1, 11:59 PM.**
2. **Entries must be made online. Access the online registration at www.extension.iastate.edu/4h/equineextravaganza**
3. **Entry fee is \$40/team. See the online entry process for payment options.**
4. **All payments MUST be received by March 15.**

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