

Tennessee State 4-H Horse Bowl

1. Eligibility

The top four teams in each age division from each regional contest may participate in the state contest. Previous Tennessee State 4-H Horse Bowl Senior Division Champions will not be eligible to compete in future horse bowl contests (regional or state).

2. Age divisions

There will be three age divisions:

Junior (4th and 5th grades)

Junior High (6th through 8th grades)

Senior (9th through 12th grades)

3. Study material

3.1. Junior Division

A. Horse Industry Handbook: A Guide to Equine Care and Management (AYHC)

B. 1999 AND 2003 Horse Industry Handbook Updates (AYHC)

C. Equine Science: Basic Knowledge for Horse People of All Ages (Griffiths)

3.2. Junior High Division

A. All Junior Division sources

B. The Horse: 2nd Edition (Evans et. al)

3.3. Senior Division

A. All Junior and Junior High Division sources

B. Feeding and Care of the Horse: 2nd Edition (Lewis)

C. Nutrient Requirements of Horses (2007; NRC)

3.4. Knowledge Areas

A. Juniors will be responsible for studying the following topics from all sources listed above:

1. Introduction to Horse Ownership (including breeds, colors, history, etc.)

2. Selection and Use (including judging, basic conformation, etc.)

3. Hoof Care

4. Equine Health Management

5. Tack and Equipment

6. Nutrition and Feeding

B. Junior High members will be responsible for studying all Junior Division topics PLUS:

1. Equine Diseases
2. Facilities/Waste Management

C. Senior members will be responsible for studying all Junior and Junior High Division topics PLUS:

1. Exercise Physiology
2. Genetics
3. Reproduction
4. Training/Horse Behavior

4. Contest Rules

4.1. A team must consist of at least three (3) and no more than four (4) members. Three member teams will be at a disadvantage, particularly in the Senior division. A three member team may not compete in national competitions.

4.2. Team members and leaders are allowed to observe contest rounds.

4.3. Random drawings will determine brackets in each age division. Teams from the same county will not compete head-to-head in the first round of the contest.

4.4. County names must precede team names for all teams. (Example: Lamb County Black Sheep A; Crockett County Pioneers)

4.5. All decisions of the judge, scorekeepers, timer, and moderator are final.

4.6. Spectators, parents, and visitors may not protest any questions, answers, or procedures 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 by any person associated with a particular team (i.e. parent, agent, team member, volunteer leader, etc.) will disqualify that entire team from the contest.

4.7. There will be ABSOLUTELY NO audio or video recording of any round of the contest. Additionally, no one (including but not limited to spectators, parents, coaches, visitors, and agents) may write down questions and/or answers during the contest. The use of cell phones (including texting) is also forbidden in the contest room(s). Anyone found in violation of this rule will be removed from the contest room(s) for the duration of the contest.

4.8. There will be NO travel money available for the State-winning Senior Horse Bowl team to compete in the national contest. Members of the champion team are eligible to compete in the national contest at their own expense.

4.9. Contest Procedure

A) Each round will consist of 20 questions (8 one-on-one questions followed by 12 toss-up questions).

B) One-on-one and toss-up questions are worth +10 points for correct answers and -5 points for incorrect answers. Bonus questions are worth +15 points for correct answers, with no penalty for incorrect answers.

C) During the one-on-one questions, Player 1 from Team A competes against Player 1 from Team B,

Player 2 from Team A competes against Player 2 from Team B, etc. Each player will have the opportunity to answer two one-on-one questions.

D) In cases where a 3-member team is competing against a 4-member team:

1) The 3-member team will get a bonus question after all three team members give a correct answer, while the 4-member team will get a bonus question after only three members give a correct answer.

2) During the one-on-one questions, the 4-member team will have the option of either answering without buzzing in or declining to answer the question posed to the fourth member (the team member who is opposite the vacant chair on the 3-member team). A wrong answer will still be penalized; declining to answer will not be penalized.

E) In cases where two 3-member teams are competing against one another, the rules will be the same as when two 4-member teams are competing.

F) A "Quiz-A-Tron" will be used. The first member to "buzz" in may answer the question.

G) The first person whose light flashes must answer the question within 10 seconds or lose 5 points. The first answer given by the contestant will be the ONLY answer accepted. If this answer is incorrect, the other team may have the question re-read and then answer.

H) When a buzzer is pushed before the question is completely read, the moderator shall stop reading the question at the sound of the buzzer. If the answer given is incorrect, the other team may answer immediately or ask to hear the entire question.

I) A bonus question will be given to a team when all members have answered a question correctly. (See 4.8.D above for exceptions.) Discussion is allowed on bonus questions only. The answer must come from the team captain, only the first answer given will be accepted, and the answer must be started within 30 seconds or no points will be awarded.

J) Ties will be broken by a short round consisting of five (5) toss-up questions.