

## **Wyoming State 4-H Horse Quiz Bowl Contest**

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### **CONTESTANT ELIGIBILITY**

Youth entries are submitted by either the family or County 4-H Educator and verified through zSuite.

Teams must be comprised of at least three (3), not more than five (5) contestants. If entering a five-member team, one youth will be designated as the alternate.

Recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate, and the alternate is expected to attend all rounds of competition in which their team participates.
2. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue in the competition and approves mid-phase substitution.
3. If an alternate enters play, he/she must remain in the contest for the rest of that contest.
4. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three-member team will be allowed to continue; however, they will forfeit the Phase 1 questions directed toward the fourth team member.

Counties will designate the individuals that make up teams consisting of 4 contestants. Junior team designations can be from junior or intermediate age divisions, while senior teams must be from the senior age division.

Youth will compete in the appropriate age division based on their 4-H age eligibility:

Seniors: age 14 – 18 (as of January 1 of current year)

Intermediates: age 11 – 13 (as of January 1 of current year)

Juniors: age 8 – 10 (as of January 1 of current year)

## **Officials**

1. Moderator: The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. Judge: A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant.
3. Timekeeper: The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
4. Score keeper: One or two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorekeeper is available, he/she will maintain a written record of all scoring transactions. It is recommended to have two score keepers.

## **Methods and General Rules:**

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. The order of teams will be drawn at random. A bye system will be used if an odd number of teams enter the contest. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
3. Whenever time and space permit, a double elimination procedure will be used. Typically, if six teams or fewer are entered, a double-elimination procedure will be used.
4. Team Captain: A team captain is designated and should be seated nearest to the moderator (seat 1), who is positioned between the two teams. The captain will remain the captain throughout the contest and will always be seated closest to the moderator.
5. Viewing: Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event.

- a. No cell phones or electronic devices are allowed in the contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
6. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort, no notetaking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s).
  - a. Failure to observe this rule will result in dismissal from the contest area and possible disqualification of the team.

### **Equipment**

1. Game Panels — An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. Time Recorders — A stopwatch or other appropriate time device will be required.
3. Signal Device — This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. Score Keeping Devices — Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required to maintain a record of individual contestant scores.

### **Horse Bowl Questions**

There will be four types of questions.

1. **One-On-One:** The first category of questions will consist of one-on-one questions that will be presented to a specific chair on the two teams. These will be worth two points to the player and team to answer it correctly and minus one point if answered incorrectly.
2. **Toss-Up:** The second category is toss-up questions that may be answered by any seated player from either team. The toss-up questions are worth one point for the player and team that answers it correctly and minus one if answered incorrectly.
3. **Toss-Up with Bonus:** The third category is toss-up with a bonus attached. The scoring will be the same as the toss-up questions, but the team answering it correctly will receive a bonus question.
4. **Bonus:** The fourth category is the bonus question. The bonus will be a multi-part question, and the team may have ten seconds to confer prior to answering. All parts of the question must be answered correctly to receive the predetermined points, and no parts of the question will be repeated, nor will any additional information be given. Only the captain of the team (seat 1 closest to the moderator) will answer;

however, other team members may feed information to the individual while answering. The team captain may also refer the question to another team member to answer. The bonus will be worth two points.

## Procedures of Play

### 1. Match Procedures

- a. Each match will be divided into two parts based on the number of questions (40 questions per round plus 3-4 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 contestant in seat 1 (closest to the moderator) on each team, and passing to the number 2, 3 and 4 (seat furthest from moderator) 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 (Toss Up) any individual on either team may respond to a question (20 total questions).
- d. The contestant activating the buzzer shall have ten (10) 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 (pre-mature buzzing), the moderator immediately will cease reading the question.
- e. The moderator will continue reading questions (and bonus questions if applicable) until all questions for the match have been asked.
- f. If a question is thrown out either due to poor reading by the moderator or a decision of the judge(s), it will be replaced by another question so that the total number of questions asked remains consistent.
- g. 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 is given the opportunity to check the equipment.
- b. A team captain is designated and is seated closest to 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 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 ten (10) 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 (pre-mature buzzing), the moderator immediately will cease reading the question.
    - i. The repeating of the question by the contestant shall not be considered in the initiation of an answer.
    - ii. It shall be the responsibility of the moderator and the time keeper to determine if an actual answer is started within the 10-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 first time, the moderator will reread the question for the other team. If answered correctly, the appropriate points will be awarded.
  - h. 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. 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 (closest to moderator) of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants (furthest from moderator), respectively.
  - c. The moderator shall indicate prior to the reading of each question in which two contestants are eligible to respond.
    - i. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
    - ii. 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 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:
    - i. Correct response = +2 points (individual and team)
    - ii. Incorrect response = -1 point (individual and team)
    - iii. If both contestants fail to signal an intent to attempt an answer in the 10-second allowed time, neither contestant nor team shall lose or gain any points. The next question will be 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:
    - i. Correct response = +1 point (individual and team)
    - ii. Incorrect response = -1 point (individual and team)
    - iii. If no contestant signals an intent to attempt an answer in the 10-second allowed time, neither contestant nor team shall lose or gain any points. The next question will be 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 correctly answered the most recent 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. The end of the 10-second period is signaled by the timer. At the timer signal, a 10-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:
    - i. Correct response = 2 points
    - ii. Incorrect response = no points lost
    - iii. No answer = no points lost
- D. Does not count toward team participation bonus points

## 6. Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth two points to either team that qualifies. After having earned the team bonus once within a match, both teams are eligible to earn an additional bonus of two points by repeating the process specified for team bonus awards.
  - i. 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 earned the team bonus, it will be necessary for the alternate to answer a question correctly before the bonus points may be awarded.
  - ii. 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 the two point team bonus.
  - iii. Teams with only 3 members are not eligible for team bonuses.

## 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, additional toss up 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. Protests of Questions and/or Answers

- a. A protest of a question or answer to a question may be made only by the team captain or coach of either team and only at the time a particular question is read or answer is given. The moderator and the judge(s) will consider the protest, and their decision in all cases is final. A protest must be made before the next question is read.
- b. When a protest is made, play will be suspended until the protest is resolved.
  - i. The protesting team will be given 3 minutes to support their protest.

- ii. Reference material will be available in the contest room for their use.
  - iii. If protest happens on a continuous basis (over 2 times), a one point 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:
  - i. A question is protested before an answer is given and the protest is sustained — discard the question. A substitute question will be read.
  - ii. An answer is protested (either correct or incorrect) — at least one of the judge(s) and the moderator or both judge(s) determine the validity of the protest. Points will be added or subtracted as appropriate.
  - iii. A question is protested after an answer is given (correct or incorrect) — at least one judge and the moderator or both judge(s) 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 above.
- d. Abuse of protest provisions may result in one or more of the following:
  - i. Dismissal of team coach from the contest area.
  - ii. Dismissal (or replacement) of team captain.
  - iii. Dismissal of entire team with forfeiture of any points or standing.
- e. Spectators, parents and visitors may not protest any questions, answers, 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 that are in agreement with the recommended sources however 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 judge(s) and moderator may agree to:
  - i. To accept the answer and give an explanation of the correct or updated information for future use of the question.
  - ii. Replace the question to the appropriate contestants
  - iii. To accept only the correct answer.
  - iv. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

9. Recorders, Cameras, and Communication Devices
  - a. Tape recorders may not be used at any time during the match.
  - b. No recording devices such as (but not limited to) videotape cameras, movie cameras, or any other type of may be used during the conduct of a match.
  - c. Photographs will be permitted only before and after a match and then in only such a manner as not to be disruptive of the contest.
  - d. Cell phones, tablets, and all other communication devices are to be turned off while in the contest room.
  - e. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing, recording or computer use in the contest rooms.  
**Affiliated teams will be eliminated from the competition for violation of this rule.**

### Scoring

1. One-on-One Questions
  - a. Correct.....+ 2 individual & team
  - b. Incorrect..... - 1 individual & team
  - c. A contestant other than the two designated contestants responds..... - 2 individual & team
2. Toss-Up Questions
  - a. Correct..... + 1 individual & team
  - b. Incorrect .....- 1 individual & team
3. Bonus Questions
  - a. Correct..... + 2 team
  - b. Incorrect.....No points lost
4. Miscellaneous
  - a. Fail to signal or contestant not acknowledged by moderator after a warning..... - 1 individual & team
  - b. Fail to answer after signaling intent to answer is an incorrect answer.
5. Team Bonus Points
  - a. Every time each seated member of a team has correctly answered at least one question, that team gets +2 points. No answers will accumulate toward a second team bonus for that team until the first team bonus has been awarded.
6. Protesting
  - a. Not upheld (after 2)..... - 1 team point
  - b. Upheld..... No penalty points lost.
  - c. Abused..... Dismissal of team and loss of all points

## **PROGRAM WIDE POLICY**

Please be sure to refer to the Wyoming 4-H Policy manual for overall Competition, Events and Activities Policies.

## **CONTEST AWARDS**

Awards will be provided in the following categories for individuals (Jr. Int. Sr.):

- Overall

Team awards will be provided in the following categories (Jr. and Sr Teams):

- Overall

The 1<sup>st</sup> place Senior Team will earn the choice of one of the following trips:

- Western National Round-Up – Denver CO, January 2027

\*\*\* If you are interested in supporting the Wyoming 4-H Program, please contact:

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## **Resources:**

- 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
- HHH Horse Industry Handbooks and updates - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 ~ Web: <http://www.ayhc.com/shop>
- HS Horse Smarts - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 ~Web: <http://www.ayhc.com/shop>
- AQHA AQHA Rulebook: 2025 73rd edition <http://aqha.com/handbook> ~ Only show rules will be used (SHW300-SHW712).

- Parker Equine Science – Rick Parker. Fifth edition. ISBN-978-1-305-94972-0; Published 2019
- Parker The Horse – J. Warran Evans, et al. 3rd edition.
- Horse Smarts – American Youth Horse Council <https://www.ayhc.com/product-page/horse-smarts>
- NC State Extension: [Sample Horsebowl Questions | NC State Extension](#)