

Horse Bowl Contest Rules for THE MANE EVENT

Reference Sources

Juniors

- Horse Industry Handbook (1st Edition) by the American Youth Horse Council

Seniors

- Dictionary of Equine Terms
- The Horse (2nd Edition) by Evans, Borton, Hintz, Van Vleck
- Horse Industry Handbook (1st Edition) by the American Youth Horse Council
- Youth Leaders Manual by the American Youth Horse Council
- Feeding and Care of the Horse (2nd Edition)
- American Quarter Horse Association Show Rules, ONLY show rules will be used from Sections 442-480

Types of Questions

1. **One-on-One and Regular Questions** are questions to which individual contestants may respond.
2. **Toss-up Questions** are also open to response by individual contestants. The difference between a regular and a toss-up will be that toss-up questions will have a bonus question attached and in general will be somewhat more difficult than the regular questions.
3. **Bonus Questions** are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question, which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer, although other team members may feed information to the individual answering.

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. 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 used to maintain a record of individual contest scores.

Officials

Moderator – The Moderator shall assume the responsibility for reading questions and will acknowledge the chairs that are eligible to respond to one-on-one and open questions, before the question is read. The moderator will accept all answers that are the same or mean the same as the expected answer to the question. Any answers different than the expected answer will be referred to the judges' panel, who will make the decision to accept or reject the given answer. Occasionally, the moderator may also be designated as the third judge.

Judges' Panel – The panel of judges will consist of two people, three if possible. One person will be knowledgeable horse person. If possible, one will be a veterinarian. The third judge could be a Horse Show Judge, or the moderator may be designated as the third judge. The judges' responsibility will be to rule jointly on the acceptability of any question or answers to all questions. In the event of a challenge to a question/answer, with two judges, either both judges or one judge and the moderator must agree on the acceptability or rejection of any question and/or answer. When there is only one judge, both the judge and the moderator must agree on actions to be taken.

If an answer was not clearly heard, the contestant may be asked to repeat the answer. If a question was read to completion, and the answer given is different than the one expected, if it is technically or logically correct, judges may accept the answer. If the answer given is "in the ball park," the judges may request the contestant to be more specific, expand, explain, or clarify the answer. If the question was interrupted, the judges may not ask for any kind of clarification. The answer is either correct or incorrect according to the way the question was written.

All answers given must be correct for the way the question is written. An answer may be correct for a heard portion of a question that was interrupted, but wrong for the way the question was written. The judges may not ask any questions, and the answer will be counted as a wrong answer. If the answer is correct for the way the question was written, it will be accepted. All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers.

Timekeeper – Control Operator – The timekeeper will monitor all time intervals and designate when the time of response has been exceeded, and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a judge be used as a timekeeper. Since the timekeeper has a control that verifies which team or contestant's light is on, the timekeeper could also be the official to acknowledge contestants before they are allowed to respond to questions. It will also be the timekeeper's responsibility at the beginning of the match to ensure that the equipment of each contestant is working properly.

Time Allowed

- To start response to a question 5 seconds
- To start answer after acknowledgment 5 seconds
- For team to confer on a bonus question 10 seconds

The District Horse Contact will have final authority over all procedure protests.

Scorekeepers – At least two or three individuals shall be used to keep accurate team and individual scores. There will be visual scorekeepers who will record the team scores on a blackboard, overhead projector or flip chart. Table scorekeepers (at least two) will keep a written record of the official team and individual scores. The visual scores will be set up so that they are visible to the table scorekeepers, the contestants, moderator and spectators if possible. The written record of the scores must match the visual scores and will be the official records of all individual and team scores. A special score sheet will be available for the table scorekeepers, plus a special sheet for tabulating individual scores.

Teams

1. Each team shall consist of no fewer than four (4) or more than five (5) members.
2. Only four (4) contestants shall be seated at the panel at any one time.
3. There will be only one coach designated during any given round.
4. The coach and alternate of each team shall sit in an area designated by the moderator.
5. Coaches will not be allowed in the holding room between rounds.
6. During any match, one (1) team member only may be replaced at the panel when:
 - a. the moderator deems it impossible for one of the seated members of the team to continue in the contest, or
 - b. the captain or coach of a team requests the replacement of a team member.
7. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches.

Procedures of Play

1. Match Procedures

- a. Each match will be divided into two parts based on number of questions (24 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.
- c. During the second part of the match any individual on either team may respond to a question.
- 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 will immediately cease reading the question.
- e. The moderator will continue reading questions (and bonus questions, if applicable) until all questions have been asked.
- f. If a question is thrown out because of poor reading by the moderator or a decision of the judges, it will be replaced by another question so that the total number of questions to be 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 assemble and are seated at their respective panels; each contestant is given an opportunity to check his or her equipment.
- b. A team captain is designated and is seated at the direction of the moderator in position number one.
- c. The moderator opens the question packet.
- 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 will immediately cease reading the question.
- e. After having been recognized by the moderator, the contestant activating the buzzer shall have five (5) seconds to begin answering 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 begun during the 5-second allowable time and the answer is incorrect, that team and individual lose the point associated with that question.
- 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.
- i. If the time for responding to a question elapses without a contestant activating a buzzer, there shall be no loss of points to either 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.
- 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 intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points.

4. Regular and Toss-Up Questions

- a. The moderator shall indicate clearly the start of regular questions and of a toss-up question.
- b. The point value of a response to a regular or 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 intent to attempt an answer in the 5-second allowed time, neither contestant or team shall lose or gain any points.

5. Bonus Questions

- a. The moderator shall indicate clearly the start of a bonus question.
- b. A bonus question is attached to a toss-up question and given to the team whose member has just correctly answered a toss-up question.
- c. If a bonus question was attached to an unanswered tossup question, the bonus question is then transferred to the next question.
- d. If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question that was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.

- e. 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.
- f. No part of the bonus question will be repeated; nor will any additional information pertaining to the question be given to the contestants.
- g. The point value of a response to a bonus question will be as follows:
 1. Correct response = predetermined 3 points
 2. Incorrect response = no points lost
 3. No answer = no points lost

6. Team 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 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.

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 regular questions will be asked. If a tie still remains after the overtime, additional regular questions will be asked and the first team to win a point (or gain a 1-point advantage because of the loss of a point by the other team) will be declared the winner.
- 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.

Protests

1. Only a team captain or coach may make the protest of a question or answer to a question 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.
2. When a 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.
3. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a. If a question is protested before an answer is given and the protest is sustained, the moderator will discard the question. No loss or gain of points will result for either team.
 - b. If an answer is protested (either correct or incorrect), at least one of the referee judges and the moderator or both referee judges will determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. If a question is protested after an answer is given (correct or incorrect), at least one referee judge and the moderator or both referee judges will determine the validity of the protest of the question. The question may then be discarded at no loss of points.
4. Abuse of protest provisions may result in one or more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of team captain.
 - c. Dismissal of entire team with forfeiture of any points or standing.
5. 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 that are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
6. 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:

- a. To accept the answer and give an explanation of the correct or up-dated information for future use of the question.
- b. To accept only the correct answer.
- c. Replace the question to the appropriate contestants

Scoring

1. One-on-One Questions

- A. Correct +2 team points
- B. Incorrect -1 team point
- C. Opposing team free try:
 - Correct +2 team points
 - Incorrect No point loss
- D. Contestant other than the two designated contestants responds -2 team points

2. Regular and Toss-Up

- A. Correct +1 team point
- B. Incorrect -1 team point
- C. Opposing team free try:
 - Correct +1 team point
 - Incorrect No point loss

3. Bonus

- A. Correct..... Predetermined +3 team points
- B. Incorrect No points lost
- C. Question not given to opposing team

4. Miscellaneous

- A. Fail to signal No loss of points for either team
- B. Fail to answer after signaling intent to answer is an incorrect answer.

5. Team Bonus Points

Every time each seated member of a team has correctly answered at least one question, that team will get +2 points. No answers will accumulate toward a second team bonus for that team until the first team bonus has been awarded.

6. Protesting- no points lost unless teams abuse this procedure

Equipment Failure

1. It shall be the responsibility of each contestant to verify that all equipment is operating correctly at the start of the match.
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 moderator, or by either coach.
3. If it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play will resume.
4. 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. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the (2) questions asked immediately prior to determination of 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 equipment failure.

Recorders, Cameras, Cell Phones, and Beepers

1. Tape recorders may not be used at any time during the conduct of a match.
2. **No recording devices** such as videotape cameras, movie cameras, or any other type of camera may be used during the conduct of a match. Photographs will be permitted only before or after a match and then only in such a manner as not to be disruptive to the contest. Cell phones and beepers must be turned off when in the contest rooms.
3. No notes will be taken during the contest. Spectators or coaches violating this rule will be removed from the contest, and this could be grounds for dismissal of the associated team from the contest.