

EM4874E

WASHINGTON STATE 4-H HORSE BOWL CONTEST RULES

WSU EXTENSION 4-H YOUTH DEVELOPMENT PROGRAM



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INTRODUCTION TO 4-H QUIZ BOWLS

PHILOSOPHY OF INSTRUCTION

The use of quiz bowls in 4-H Youth Development is a valuable teaching technique regardless of the subject matter being quizzed. Bowls provide another way to present project information in a semi-competitive setting where attitudes of friendliness, cooperation, and fairness prevail.

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:

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

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. 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.

Horse project leaders should (as should all 4-H project leaders) be able to effectively master the skills of working with different age groups of people, but most importantly, the 4-H age group. One of these skills is the encouragement of self-esteem and growth through positive motivation. 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. Members should be taught to learn from mistakes and past experiences and encouraged to go forward with that new experience. Other skills to be utilized in dealing with 4-H project members are honesty and fairness. Treat members equally. Give them an honest assessment of their strengths and areas in which they need improvement. Provide guidance and individual assistance to instill the importance of each member as part of the project team. Provide members an equal opportunity for group involvement. This gives them a feeling of being accepted and involved in the learning process.

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. Communicate with the project members’ parents. Tell them about their child’s progress. Parents are interested in their children and can be of great assistance with motivation. They can also help with the various tasks associated with the horse project and related activities, including a horse quiz bowl. Do not be afraid to ask parents for help. Most are happy to assist.



The philosophy of learning to win or lose is of great importance. Teach members to be competitive in a healthy way, to work toward a goal, and try their best at all times. Failure to win should be regarded as an inspiration to try harder. Leaders should always bear in mind that their own attitudes and behaviors will be reflected in the attitudes and behaviors of the members, whether it concerns winning or losing, speaking to or about someone, their personal actions and dress, etc.

QUIZ BOWL BASICS

The following basics can be used to introduce a 4-H horse quiz bowl as a teaching tool. Project leaders may develop questions from any source including local resources, written publications, commercial sources of trivia such as board games, or even computer programs for use at project meetings. However, only questions derived from the Washington 4-H Horse Bowl official reference list (found on page 6) are to be used in conducting qualification events and determining procedures for teams of county or higher level 4-H horse quiz bowls.

Location—Classroom (or other suitable location)

Teaching Time—30 to 45 minutes

Equipment

Non-electronic equipment

Raise hand
Stopwatch
Voice
Blackboard or flip chart

Electronic

Game panel
Time recorder
Signaling device
Blackboard, flip chart, or score-keeping device

Officials

Moderator
Referee judge(s)

Timekeeper
Scorekeeper

Encourage parents to get involved in project meetings as officials.

GENERAL OVERVIEW OF HORSE BOWL AS A CLUB ACTIVITY

Many 4-H clubs or horse project groups may want to use the horse bowl as an informal educational activity. If so, the following guidelines will be helpful:

- Before the club meeting, select 20 to 30 questions from the sample questions or use questions prepared by members. Select questions that relate to the project lesson just taught.
- Following the project lesson, divide 4-H members into two teams of not more than four members each. Members may be substituted periodically until everyone has had a chance to participate, or more than one round may be played.
- Read the rules of play to 4-H'ers. Answer questions concerning rules.
- Begin by asking each team member one question. Each team member is asked one question until all participants have had a turn.
- Remaining questions are asked as toss-up questions and any 4-H'er may respond. 4-H'ers may respond by using electronic responders, bells, or by simply raising their hands.
- The first 4-H'er to respond must answer the question. If the question is answered correctly, that team is awarded one point. An incorrect answer results in the loss of one point for that team.
- The team with the most points at the end of the round is declared the winner. The end of the match is declared when all questions have been answered or the designated time runs out.
- Questions may relate to any aspect of equine science, including production, general management, safety, nutrition, health, anatomy, equipment, Washington 4-H Horse Program, etc.

WASHINGTON STATE 4-H HORSE BOWL CONTEST RULES

OBJECTIVES

The primary objective of horse bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. The contests provide an educational experience for both participants and spectators.

CONTESTANTS AND ELIGIBILITY

U Each county may enter one (1) intermediate and/or one (1) senior team with four (4) or five (5) contestants in each team. One (1) team member will be designated as alternate if five (5) are entered. Teams may be selected by any procedure the county deems appropriate.

U In order to encourage more county participation, the following exceptions are allowed:

- three-member teams are allowed. However, they are not eligible for team bonus points.
- mixed teams are allowed (seniors and intermediates). However, they must compete at the senior level.

If either a three-member team or a mixed team wins the senior contest, the highest placing complete team (four seniors) would compete at the national contest.

U Counties may combine to form an intermediate and/or senior team.

U Contestants must be enrolled in 4-H in the county they represent.

U Contestants must not have competed in past Eastern National 4-H Horse Roundups or Western National 4-H Classic Horse Bowl Contests.

U Senior state winners who compete in the 4-H National Horse Bowl shall not compete in the Washington State 4-H Horse Bowl division again.

U Contest and team entry and eligibility must be certified by the county 4-H staff person.

ENTRY DEADLINE

The 4-H horse bowl contest actually begins with an entry deadline. Each team must enter through the county 4-H staff person prior to the contest.

REPORTING—TIME & PLACE

All teams shall report at the time and place listed in the contest information, which is sent to the county Extension office prior to the competition.

QUESTIONS

Questions will be submitted on a voluntary basis. Questions submitted this year WILL NOT be used this year. To volunteer your team's questions, mail or e-mail questions not previously used in past state horse bowl contests directly to the State 4-H Office.

Three types of questions are used:

1. **ONE-ON-ONE** and **REGULAR** questions to which individual contestants may respond. These points count toward individual and team scores.
2. **TOSS-UP** questions are also open to response by individual contestants. The only difference between a regular and a toss-up is that toss-up questions have a bonus question attached and, in general, are somewhat more difficult than the regular questions. These points count toward individual and team scores.

3. **BONUS** questions are given to the team whose member has just correctly answered a toss-up question. The team is given ten (10) seconds to confer on the question, which usually has more than one part. All parts of the bonus question must be answered before any points are awarded. These points will count toward a team score.

QUESTIONS MUST COME FROM OFFICIAL SOURCES ONLY and must include the reference source and page number, and *must be plainly typed*.

REFERENCE BOOKS REQUIRED and ABBREVIATIONS USED FOR QUESTIONS

1. **NEWHOR**

Illustrated Dictionary of Equine Terms. New Horizons Education Center, Inc., Alpine Publications, P.O. Box 7027, Loveland, CO 80537. Phone: 800-777-7257 FAX: 970-667-9157

2. **EVANS 2nd**

THE HORSE (2nd edition), by Evans, Borton, Hintz, Van Vleck. W. H. Freeman and Company, 660 Market St., San Francisco, CA 94104. Phone: 415-391-5870

3. **AYHC 1st**

HORSE INDUSTRY HANDBOOK, American Youth Horse Council. The Equine Collection, Dept. AYHC, P.O. Box 1539, Fort Lee, NJ 07024-1539. Phone: 800-952-5813 FAX: 201-840-7242

4. **LEWIS 2nd**

FEEDING AND CARE OF THE HORSE (2nd edition), by Lon D. Lewis. Williams and Wilkins P.O. Box 1496 Baltimore, MD 21298-9724. Phone: 800-638-0672 Also available from State Line Tack Catalog, <http://www.statelinetack.com>

5. **KAINER**

THE COLORING ATLAS OF HORSE ANATOMY, by Robert A. Kainer & Thomas O. McCracken. Alpine Publications Inc., P.O. Box 7027 Loveland, Colorado 80537. 970-667-2017 or 800-777-7257 <http://www.horsebooksonline.com>

6. **AYHC LEAD**

AMERICAN YOUTH HORSE COUNCIL YOUTH LEADERS MANUAL. American Youth Horse Council. The Equine Collection, Dept. AYHC, P.O. Box 1539, Fort Lee, NJ 07024-1539. Phone: 800-952-5813 FAX: 201-840-7242

7. All Washington State 4-H Horse project publications as listed in *EM2778 4-H Publications & Projects*. Available online at <http://4h.wsu.edu/Publications/em2778.htm>

EQUIPMENT

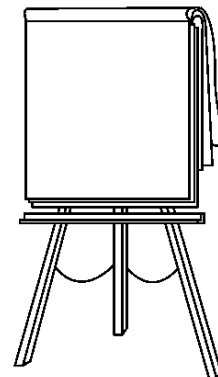
Game Panel—Use an appropriate device to clearly indicate the first contestant to respond to a question.

Time Recorders—A stopwatch, control panel timer, or other appropriate timing device is required.



Signal Device—This device is used by the timekeepers; it must have a distinctly different sound from that of the game panel.

Scorekeeping Devices—Use one device, such as a blackboard, flip chart, or electronic light display, to make team scores visible to the contestants and, if possible, to the spectators; use a second device to record 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 have the same meaning as the expected answer to the

question. Any answers that are different from the expected answer will be referred to the judges' panel, which 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 judges' panel will consist of two people, or three if possible. One person will be a 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.

It is especially important for the judges to give reasons for not accepting an answer, because the intent of this competition is to make it a unique learning experience for young people of high school grade levels. These young people have made a very strong commitment to this program and, above all, we want to be fair and honest with them. This is an excellent opportunity to further educate them along these lines. 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, contestants may be asked to repeat their 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 you may accept the answer. If the answer given is "in the ball park," the judges may request that contestants be more specific, expand, explain, or clarify their answer.

If the question was interrupted, judges may not ask for any kind of clarification. The answer is either correct or incorrect, according to the way the question was written. An answer may be correct for a portion of a question that was interrupted, but wrong for the way the entire 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 a page number. The required reference books will be available to look up information or to verify answers.

Timekeeper—Unless this duty is assumed by the moderator or by a referee judge, the timekeeper monitors all time intervals and designates when time of response has been exceeded and controls all the game equipment. It is strongly recommended that the timekeeper not be a judge or moderator.

Scorekeepers—At least two individuals will keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants. The second scorekeeper shall record the individual scores of each contestant. An assistant to the scorekeeper maintaining individual records is suggested.

TEAMS

- U Only four (4) contestants can be seated at the panel at any one time. The member seated at position 1 is designated as team captain.
- U There is only one (1) coach recognized for each team.
- U The coach and alternate member of each team sit in an area designated by the moderator.
- U During any match, one (1) team member only may be replaced at the panel when:
 - The moderator deems it impossible for one of the seated members of the team to continue in the contests; or
 - The captain or coach of a team requests the replacement of a team member.
- U The team member removed from the match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to compete in subsequent matches. The use of a five-member team is

strongly recommended. Members removed from the game table for disciplinary reasons may not come back to any matches in the competition.

U All official members of the winning senior team, whether actually seated or not during the contest, become ineligible to compete in future Washington State 4-H Horse Bowl Contests.

CONTEST PROCEDURES

- 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 moderator. Each contestant is given the opportunity to check the equipment.
- All team members will have a participation bonus card facing the contestant. They will be blank to the scorekeepers until that contestant gives a correct response to a question. At that time the card will be turned around to face the scorekeepers.
- The designated set of questions for each round is opened by the moderator and verified with the judges' panel and referee before starting the game. 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.
- Contestants who respond to a question will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
- If the allotted time (five seconds) for answering a question elapses without a contestant activating a buzzer, there shall 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.

- If the buzzer is activated and an answer is not started within the five-second allowable time, there will be a minus two (-2) point penalty imposed upon the contestant who activated the buzzer and his or her team.
- If the judges elect to not use a game question, it must be replaced by another question so that the total number of questions will remain equal in each match.

PROCEDURES OF PLAY

Match Procedures

Each match is divided into two (2) parts, based either on time or numbers of questions.

In the first part of the match, during the one-on-one competition, only one member of each team is eligible to respond to a question. This eligibility rotates with each question, beginning with the Number 1 player 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 is evenly divisible by four (4), to assure each team member an opportunity to respond to the same number of questions.

During the second part of the match (open part), any individual on either team may respond to a question.

The contestant activating the buzzer has 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 ceases reading the question.

The moderator continues reading questions (and bonus questions if applicable) until all questions have been asked.

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 constant.

The team captain or coach of either team or a contest official 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.

Starting the Contest

Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.

A team captain is designated and is seated at the direction of the moderator in Position Number 1.

A packet of questions for each round will be prepared by the contest Question Coordinator. Each packet shall contain at least 30, but not more than 50, questions. If there are several potential answers, all answers should be listed. Bonus questions may be visual.



Reading and Answering the Questions

Moderators read all the questions. They identify the type and number of the 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 if it is wrong, the moderator will give the correct answer, and the next question will be 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’ panel for a decision.

Once a contestant activates a buzzer, they must be ACKNOWLEDGED before they can answer the question. After they have been acknowledged, the contestant has five (5) seconds to start a valid answer. Repeating the question will not be considered the initiation of the answer. It is the responsibility of the acknowledger to determine if an actual answer was started within the 5-second time limit. An

acknowledgement penalty of one (-1) point will be deducted from the contestant’s score and from his or her team’s score if a question is answered before being acknowledged.

First answers will be considered valid answers. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer. The judges’ panel will be allowed to verify an answer, or the validity of a question. If verification cannot be made, the question will be replaced.

If a question is INTERRUPTED while it is being read, the moderator will stop reading as soon as a buzzer is activated. The responding contestant has five (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.

If the answer to any question, whether read to completion or not, is incorrect, the moderator will give the correct answer. The question will not be redirected to the opposing team.

If the time in which to answer a question elapses without a contestant activating a buzzer, no points are lost or awarded.

No source of information is infallible. Sometimes answers that agree with the recommended sources are, in fact, erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event one slips in, the referee judges and moderator may agree to:

- Accept the answer and give an explanation of the correct or updated information for future use of the question.
- Accept only the correct answer.
- Replace the question for the appropriate contestant.

One-On-One Questions

The moderator indicates clearly the start of the one-on-one play.

Each question is 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.

The moderator indicates prior to the reading of each question which two (2) contestants are eligible to respond.

- If any contestant responds other than the two designated contestants, that individual and team will lose two (2) points.
- Any contestant who responds three times to questions directed to another contestant shall be replaced at the panel by the alternate. 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.

There will be no bonus questions asked during the one-on-one period.

The point value of a response to a one-on-one question is:

- **Correct response**—Two (2) points (*individual and team*).
 - **Incorrect response**—Loss of one (1) point (*individual and team*).
- If both contestants to whom a question is addressed fail to signal an intent to answer in the 5-second allowed time, no contestant or team shall lose or gain any points.
 - These points apply to both team and individual scores.

Regular and Toss-Up Questions

The moderator indicates clearly the start of regular questions and of a toss-up question.

Regular questions may be answered by any member of either team. These questions count toward team and individual scores.

The point value of a response to a regular or toss-up question is:

- **Correct response**—One (1) point (*individual and team*)
- **Incorrect response**—Loss of one (1) point (*individual and team*)
- If no contestant signals an intent to answer in the 5-second allowed time, no contestant or team shall lose or gain any points.

Toss-Up Questions

Toss-up questions are open to response by any member of either team. The toss-up question is used in the OPEN part of the match. If there is a correct answer to the toss-up question, a bonus question will be attached. Toss-up questions are generally a little more difficult than regular questions, and may have two or three required answers. All answers are required to be correct. The points will count toward individual and team scores.

The point value of a response to a toss-up question is:

- **Correct response**—One (1) point (*individual and team*)
- **Incorrect response**—Loss of one (1) point (*individual and team*)
- If no contestant signals an intent to answer in the 5-second allowed time, no contestant or team shall lose or gain any points.

Bonus Questions

The moderator indicates clearly the start of a bonus question.

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.

- If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.

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- If a toss-up question is unanswered or answered incorrectly, the following question becomes a toss-up.

If a bonus question is attached to the correctly answered toss-up question, the moderator 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 timer, a 5-second period is then permitted for the team captain or designee to begin the answer. Team members may give answers to the captain/designee.

All parts of the bonus question must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.

No part of the bonus question will be repeated nor will any additional information on the question be given to the contestants.

The point value of a response to a bonus question is:

- **Correct response**—Three (3) team points; does not count toward individual or team bonus points.
- **Incorrect response**—No points lost.
- **No answer**—No points lost.

If the match ends with an unanswered bonus question, the bonus question becomes an open question for all seated contestants. A contestant who responds to this question may not receive team help; however, if the answer is correct, the value of the bonus question is credited to the individual's score as well as the team's score.

Team Bonus Points

In order to encourage full team participation, two (2) bonus points will be awarded in each match to the teams in which each team member has correctly responded to at least one question other than bonus questions. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of two (2) points by repeating the process specified for team bonus awards.

In order to obtain these bonus points, each of the four members of the team, *SEATED AT THE*

TIME, must have correctly answered a question. If a team member who already has answered a question correctly is replaced by an alternate, and that team has not yet earned the bonus points, the alternate must also answer a question correctly before the bonus points may be awarded.

No team is 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.

Completing the Contest

Following the final question, the team with the highest number of points is declared the winner of that match.

In the event of a tie after the designated number of questions, five (5) additional regular questions are asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) is 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.

Once the moderator has declared a winner based on the scores, there shall be no protest. The decisions of the referee judges' panel will also be final.

There shall be no protest of any questions or answers following the declaration of the winner.

PROTEST/VERIFICATION OF QUESTIONS AND/OR ANSWERS

- Verification of a question and answer is permissible.
- ONLY PROTESTS THAT ARE MADE IN A COURTEOUS, RESPECTFUL MANNER WILL BE ACKNOWLEDGED.
- Protests must be made before the reading of the next question.

- Protest of a question or the answer to a question may be called for by a team captain or official team coach. The judges and moderator will consider the protest. Their decision in all cases will be final.

If an “official” protest is acknowledged, play will be suspended. The designated officials will then consider the protest and make a decision.

- The protesting team and coach are given three (3) minutes to support their protest. Reference source material is available in the contest room for their use.
- To sustain a protest, at least two (2) members of the designated judges’ panel must agree to keep or replace a question or to determine the validity of an answer.
- A one (1) point team penalty will be assessed if the protest is not upheld.

If a protest is sustained by the officials, the moderator takes one of the following actions:

- A question is protested before an answer is given and the protest sustained—discard the question. No loss or gain of points will result for either team.
- 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.
- 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, or the questions may be allowed with the appropriate gain or loss of points as mentioned above.
- In this competition, every effort will be made to be fair, courteous, and understanding to all involved.

Abuse of protest provisions may result in one or more of the following:

- Dismissal of the team coach from the contest area.

- Dismissal (or replacement) of team captain.
- Dismissal of entire team with forfeiture of any points or standing.

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 or complaints at the conclusion of the contest. Any contestant, coach, family member, friends, or spectators exhibiting unsportsmanlike conduct, behavior, or actions detrimental to the contest will be dismissed from the immediate contest area. Imposition of penalties or dismissals are at the discretion of the moderator or contest coordinator.

SCOREKEEPING

The point value of correct/incorrect responses, bonuses, penalties are as follows:

Correct answer for a one-on-one question	2
Correct answer for an open question	1
Toss-up question—all answers required	1
Bonus question—all answers required	3
Bonus question—all incomplete answers <i>or</i> no answers <i>or</i> incorrect answers	0
Team Participation—four correct answers	2
All incorrect answers	-1
<i>Response penalty—</i>	
No answer started in 5 seconds	-2
Contestant not acknowledged	-1
Out of turn	-2
Out of turn second time in same match	-2
<i>Eliminate from match</i>	
Out of turn third time in contest	-2
<i>Eliminate from contest</i>	
“Official” protest not upheld	-1

During the second half of the match, all regular/open questions will be worth one (1) point, open to all members seated at the game table. All toss-up questions will be worth one (1) point and all bonus questions will be worth three (3) points if all required answers are correct.

TEAM PARTICIPATION BONUS

In order to encourage full team participation, each team member will have a bonus card at the game table. When a team member gives a correct response to a one-on-one, regular, or toss-up question, that member will turn their card around to face the scorekeepers. A bonus worth two (2) points will be awarded to the team when all four bonus cards face the scorekeepers. The value of the question (1 or 2 points) will also be added to the score of the individual who answered the question, thus making that question worth three or four points depending on the value of the question.

***Example:** The scorekeeper will add four (4) points to the team score (two (2) points for a correct answer to a one-on-one question and two (2) points for the team bonus). The contestant will receive the value of the question on their individual score and the team will receive both the individual points and the bonus points on the team score.*

- When an alternate comes to the game table, if a bonus card is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.
- When a team bonus has been earned once, the bonus cards will be turned around and the team has an opportunity to earn it again. A team may earn this bonus as many times as possible within a match.

DOUBLE ELIMINATION

Teams—Each team will play in a pre-numbered position, according to the position number drawn by the team captain.

A total of two (2) losses in the Double Elimination games will automatically eliminate a team from the competition. All winning teams will advance to the next round.

Individual Scores will be tabulated at the end of the double elimination.

TEAM AWARDS

Team awards will be based on a predetermined procedure of play. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.

- Every team will participate in a minimum of two (2) matches in the double elimination competition.
- Double elimination brackets will be used until a winner is determined.

The rank of teams will be determined on the basis of their position within the double elimination brackets. To place teams eliminated in the same rounds in the losing bracket, the team with the highest score will take the higher rank; the second highest scoring team will take the next highest place; and so on.

INDIVIDUAL AWARDS

Scores will be kept for each individual contestant. Special recognition will go to high-scoring individuals. Scores will be based on the high three (3) match scores for each individual, in cases where individuals have competed in three (3) or more matches. Final scores will be tabulated after all ties have been broken. Individuals competing in two (2) matches are eligible for individual awards.

Ties are broken in the following manner:

- **First Tie-breaker:** High individual average for entire contest. (*Score divided by games*)
- **Second Tie-breaker:** High individual match score. (*Highest score for any one match*)
- **Third Tie-breaker:** Total number of individual points in the contest.

EQUIPMENT FAILURE

It shall be the responsibility of the moderator to assure each contestant that all equipment

is operating correctly at the start of the match. Back up units will also be available.

If a device 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.

If after checking, it is determined that there is an equipment malfunction, the faulty part(s) or unit will be replaced and play resumed.

Scores accumulated up to the point of the “time-out” shall stand. All further points awarded during the remainder of the match will be 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 two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.

Under no conditions shall there be a replay of a match in which there was equipment failure.

HOLDING ROOMS

All teams, alternates, and coaches must remain in the designated holding area until it is their turn to play.

After their match is played, they must return to the designated holding area to await their next match.

All coaches in the holding area are responsible for supervision of the teams. These rules are a matter of ethics and require the cooperation of all team members and coaches.

TRANSCRIBING QUESTIONS

Transcribing contest questions by any means during the competition is prohibited. There will be no writing by hand, typing, recording, computer use, etc., in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

RECORDERS AND CAMERAS

Recording devices such as tape recorders, video cameras, movie cameras, picture cell phones, etc., are not be used during the competition.

CELL PHONES

CELL PHONES MUST BE TURNED OFF IN THE CONTEST ROOM.

PHOTOGRAPHS

PHOTOGRAPHS WILL BE PERMITTED ONLY BEFORE OR AFTER A MATCH.

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