

## North Dakota State 4-H Horse Quiz Bowl Rules



### General Information

The North Dakota 4-H horse quiz bowl contest provides 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. This contest provides an educational experience for participants and spectators. Competition in the quiz bowl encourages 4-H members to develop a more complete knowledge of an animal and related subjects. As a result, a quiz bowl contest is an excellent way to develop self-confidence and excellent teamwork skills. This contest provides an educational program for all project members, including those who may not own a project animal. Teams compete in a single- or double-elimination format by giving oral answers to questions posed by a moderator after answering by pushing the buzzer first. Each match has an individual one-on-one and a toss-up question round.

### Objectives and Outcomes:

- Stimulate learning in the animal and equine science industry
- Youth develop positive interests and attitudes about animal science and related careers
- Youth gain a base of knowledge of animal and equine science projects
- Youth will utilize skills and abilities to solve everyday situations
- Reward 4-H members for knowledge gained in a subject matter area
- Provide a competitive setting where attitudes of friendliness and fairness prevail
- Participants will process information, analyze complex problems and make informed decisions regarding current equine, environmental, health and horse industry issues
- Youth develop teamwork, self-confidence, public speaking and decision-making skills
- An increased number of participants seek higher education opportunities and careers related to animal and/or equine science

### Contact:

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## Preregistration Required

1. Registration will go through 4H-Online.
2. Register by **late registration date to avoid extra charges**. Changes and substitutions may be made at registration on the day of the contest.
3. **Lunch is provided**; add the number of lunches needed for coaches/chaperones/etc. Please let us know if anyone has dietary needs **by the Friday before the contest**.
4. **Registration cost: \$10\*** per individual. *\*Costs are subject to change based on expenses that year and the area where contest is hosted.*

Make checks payable to **4-H Foundation** and send to:

NDSU, ATTN: Holly Halvorson, Dept. 7280 FLC 219. PO Box 6050, Fargo, ND 58108.

**The deadline for the winning state 4-H horse judging team to decide to go to nationals: July 1**

## Contestants and Eligibility

1. Contestants must be enrolled in North Dakota 4-H (4honline) as a **full-time member** in the county they represent. **Short-term 4-H members are not eligible to compete at the state level.**
2. 4-H teams will consist of four or five participants in the same age division.
  - a. One team member will be designated as an alternate if five are entered.
3. Each team will consist of no more than four or five members. **Counties may combine to form a team provided neither county has more than three participants.** Combination teams must preregister together.
  - a. **Both counties and coaches from the different teams must approve combining of individuals for a team.**
4. Contestants in the **senior** division must be 14 to 18 years as of Dec. 31, 2020. The **junior** division is for members 8 years of age before Sept. 1, 2020, to age 13 as of Dec. 31, 2020.
5. Individuals with disabilities are invited to request reasonable accommodations to participate in NDSU-sponsored programs and events. To request accommodations, please contact Holly Halvorson at 701-231-7251 or [Holly.Halvorson@ndsu.edu](mailto:Holly.Halvorson@ndsu.edu) two weeks prior to the contest to make arrangements.
6. 4-H members are not eligible for this contest if:
  - a. They have participated at the national 4-H horse quiz bowl contest
  - b. They have participated in official post-secondary (university, college, junior college or technical school) competitive events of a similar nature in the same subject matter area. Neither can they be a member of a post-secondary team undergoing training in preparation of an event.

## Contest Divisions

Each age division is considered a separate contest and youth may enter one of the following divisions:

- ✿ **Junior 4-H division:** Youth 8 years of age before Sept. 1, 2020, to age 13 as of Dec. 31, 2020
- ✿ **Senior 4-H division:** Youth ages 14 to 18 as of Dec. 31, 2020, and enrolled in North Dakota 4-H as a full-time 4-H member (not a short-term member)
  - ✓ The senior first-place team overall in the state 4-H quiz bowl contest has the option to represent North Dakota at the Western National Roundup contest in Denver, Colo. The team is awarded \$1,000 from the North Dakota 4-H Foundation to help with travel expenses. Contestants already must have passed their 14th birthday and may not have reached their 19th birthday as of Jan. 1 of the year in which the national 4-H competitive event is held. However, the state 4-H leader may grant a special authorization to compete for youth with developmental disabilities who exceed the upper age limit.
  - ✓ **To request funding for the national 4-H quiz bowl contest**
    - The Extension agent in the county of the representative team will need to write a formal letter to the North Dakota 4-H Foundation director, Penny Dale, ([Penny.dale@ndsu.edu](mailto:Penny.dale@ndsu.edu)) and copy the state 4-H animal science specialist at [LeighAnn.Skurupey@ndsu.edu](mailto:LeighAnn.Skurupey@ndsu.edu) on the email as well. Request funds for \$1,000. **Include:** who the 4-H Foundation should write the check to, where to mail the check, the names of those competing on the team, and the name and date of the national event.
- ✿ County agents and coaches are responsible for determining the age and member eligibility of participants in the state 4-H horse judging contest from their respective clubs.

## Dress Code

Participants shall follow the 4-H dress code: 4-H members must be dressed neatly and wear a solid white, yellow, gray or green shirt with the 4-H emblem on the front. **County names or other affiliation should not be worn at the state contest to avoid bias.** The clover may be imprinted, screened or attached with an adhesive (if clovers are pinned to the shirt, use multiple pins and place pins discreetly underneath the chevron). Failure to comply will result in the deduction of **25 points** from the individual or team score. 4-H members are asked to stay in official dress until completion of awards.

## Number of Teams

To conduct the contest in a reasonable time frame, counties may be limited to one team per age division. If your county has more than one team, register them and we will follow up if necessary to reduce the number of teams.

## Contest Guidelines

4-H Western National Roundup rules will apply. Local managers may modify rules and procedures as needed to conduct the event in the allowed time.

1. No electronic devices (phones, tablets, computers, etc.) will be allowed during the contest.
  - a. Not allowed in the holding rooms or contest rooms
  - b. Grounds for disqualification should an electronic device be utilized
2. No notes or other resources are allowed at the competition table.

## Standard References

Standard references are the source material from which most questions for the North Dakota state 4-H horse quiz bowl contest will be pulled. **Once a team has entered the state contest, it may send 10 questions for each division from the below sources, listing the page number along with the answer as an opportunity for your question to be asked during the contest (*not guaranteed*).**

- **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 St.  
Baltimore, MD 21201-2436  
Phone: 800-638-0672
- **HIH** Horse Industry Handbooks and updates - American Youth Horse Council  
1 Gainer Road  
McDonald, NM 88262  
Email: [info@ayhc.com](mailto:info@ayhc.com)  
Phone: 817-320-2005  
Web: [www.ayhc.com/shop](http://www.ayhc.com/shop)
- **HS** Horse Smarts - American Youth Horse Council  
1 Gainer Road  
McDonald, NM 88262  
Email: [info@ayhc.com](mailto:info@ayhc.com)  
Phone: 817-320-2005  
Web: [www.ayhc.com/shop](http://www.ayhc.com/shop)
- **AQHA** AQHA Rulebook: 2020 (67th edition)  
<http://aqha.com/handbook>  
*Only show rules will be used (SHW300-SHW712)*
- **Parker** Equine Science – Rick Parker. Fourth edition. ISBN-13: 9781111138776;  
Published January 2012

## Three types of questions will be used:

1. One-on-one questions to which individual contestants may respond. These points will count toward individual and team scores.
2. Toss-up questions are open to response by all contestants. These points will count toward individual and team scores. Three toss-up questions will have a bonus question attached and in general will be somewhat more difficult.
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; however, other team members may feed information to the individual answering.

## Equipment

- Game panels - An appropriate device that will provide a clear indication of the first contestant to respond to a question will be used. In most cases, a buzzer system will be utilized. Before each contest, contestants will have the ability to test their buzzer.
- Time recorders - A stopwatch or other appropriate time device will be required.
- 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 contest scores.
- Nametags - Use cardstock for nametags or provide nametags to ensure the moderator can call each participant for recognition to answer a question.
- Team participation cards - Use question cards to signify which team members have answered questions correctly to gain their team participation points once all team members have answered a question correctly. This can be a notecard with a plus (+) sign on one side for the question answered correctly and a minus (-) sign on the other side to indicate that a team member has not yet answered a question correctly.

## Officials

**Moderator:** The moderator shall assume complete direction of the contest matches within that particular room, ask all questions, designate contestants to answer questions, and accept or reject all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the match winner and shall at all times be in control of the matches. The moderator should be knowledgeable in quiz bowl procedures, guidelines and regulations.

**Referee 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. When possible, at least two judges should be used for quiz bowls covering multiple species. If possible, a veterinarian should be used.

**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. We strongly recommend that neither the moderator nor a referee judge be used as a timekeeper.

**Scorekeeper:** One or two scorekeepers will keep a running score on each match. One scorekeeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second

scorer is available, that person will maintain a written record of all scoring transactions. We recommend the contest have two scorekeepers.

### **Method of Quiz Bowl Competition**

1. The order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double-elimination procedure will be used. Typically, if five teams or fewer are entered, a double-elimination procedure will be used.
3. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.
4. Forty questions per round plus three bonus questions will be utilized in each match.
5. If the question is thrown out 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.
6. 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.

### **Team**

A team will consist of four members, plus the option of one alternate. No more than five members will be on a team. 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 competition. The recommended procedure for quiz bowl team member substitution is as follows:

1. Only four contestants shall be seated at the panel at any one time.
2. Each team may name an alternate, and the alternate is expected to attend all rounds of competition in which the team participates.
3. If an alternate enters play, the person must remain in the contest for the rest of that phase.
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 the team does not have a designated alternate, the resulting three-member team will be allowed to continue; however, it will forfeit the Phase I questions directed toward the fourth team member.
5. Only one coach will be designated during any given round.
6. The coach and alternate of a team shall sit in a designated area near the front of the contest room.
7. Coaches are not allowed in holding rooms.
8. During any match, only one team member may be replaced at the panel when:
  - a. The moderator deems that one of the seated members of the team cannot continue in the contest
  - b. The captain or coach of a team requests the replacement of a team member
  - c. The team member removed from a match becomes ineligible to return to that particular match
  - d. The team member removed and the replacement member are eligible to participate in further matches

## General Rules

1. Teams will be held in a staging room and notified prior to the quiz bowl contest when and where they should report (no coaches, parents or other adults are allowed in the staging room).
2. Appropriate 4-H dress attire required.
3. **Team captain:** A team captain is designated and should be seated nearest the moderator, who is positioned between the two teams. Contestants will wear/make nametags. The captain will remain the captain throughout the contest and always will be seated closest to the moderator. Other team members may change their seating order between matches.
4. **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. **No cellphones or electronic devices are allowed in the contest room or holding rooms. Cellphones in a holding room are grounds for disqualification.** Other specific rules about public and participant viewing will be announced at orientation, just prior to the quiz bowl competition.
5. **Contest equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment prior to the first match.
6. **Timeouts:** Team members, coaches, moderators, judges, scorers or quiz bowl committee members may call for a timeout for clarification of rules, scoring, question and/or answer or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question.
7. **Protests:** When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
  - a. Protest protocol: The coach or team member will raise a hand to be recognized by the moderator or judge. Once recognized by the contest judge or moderator, the member may give appropriate contest material to validate the protest. At no time should a coach or team member approach the moderator, judges table or scoring table. If this occurs, the coach or team member will be dismissed immediately.
  - b. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then **only at the time a particular question is read or the answer given. Once the moderator has begun the next question, the protest is not valid.**
  - c. **The protesting team and coach will be given three minutes to support their protest.**
  - d. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
    - i. If a question is protested before an answer is given and the protest sustained, the moderator will discard the question, with no loss or gain of points for either team.
    - ii. If an answer (either correct or incorrect) is protested, at least one of the judges and the moderator, or two judges, will determine the validity of the protest. Points will be added or subtracted as appropriate.
    - iii. If a question is protested after an answer (correct or incorrect) is given, at least one judge and the moderator, or two judges, will determine the validity of the protest question. The question may be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in the situation above.
    - iv. If the judge or moderator overrules a protest, the **team will lose one point.**
    - v. The 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 the team member; dismissal of the entire team with forfeiture of any points or ranking.
    - vi. 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.

8. No source of information is infallible. At times, answers may be given to questions that are in agreement with recommended sources but, in fact, are erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if they reach a unanimous agreement, they may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
9. Team coaches may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
10. **Ties:** If both teams are tied at the end of a match, the moderator will read *additional toss-up questions* until the tie is broken in a sudden-death round. Sudden death will follow normal game play and rules for a toss-up round.
11. **Aids and materials:** Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, notepaper, scratch paper and calculators.
12. **Final score:** Once the moderator has declared a winner based on the total team point accumulation, no protests will be allowed.
13. **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.**
14. In the event of an incorrect answer, the moderator will read the correct answer (the correct answer will **not** be read at nationals).
15. Questions will not be re-read.
16. No coaches will be allowed in the holding room at any time.
17. **Premature buzzing:** When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. If the answer is incorrect or incomplete, 1 point will be deducted from the team score. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. In the event that a multiple choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice or by the corresponding wording of the correct letter.
18. **Both teams buzz at the same time:** If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new one will be selected by the judges.
19. The score of both teams will be announced at the conclusion of each phase.
20. The judge(s) may ask for clarification of answers.

## Procedure of Play

### 1. Phase One: One-on-One Phase

- A. Phase one will consist of 12 questions.
- B. The moderator will have each team member check the buzzer.
- C. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
- D. Only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question, beginning with the No. 1 player on each team, and passing to the No. 2, 3 and 4 contestants of each team, respectively, until all of 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 four to ensure each team member as the opportunity to respond to the same number of questions.
- E. The contestant activating the buzzer shall have **five 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.
  - i. **The repeating of the question by the contestant shall not be considered the initiation of the answer.**
- F. Correct answers are worth **2 points** (individual and team). Incorrect or incomplete answers or failing to begin to answer within five seconds of being acknowledged by the moderator will result in a **1-point deduction** (individual and team).
  - i. If any contestant other than the two designated contestants responds, that individual **and** the team will lose 2 points.
    - a. **In an effort to encourage younger youth to participate, juniors will not lose a point for incorrect answers.**
    - ii. **If any contestant responds more than twice to questions directed to another contestant**, that person shall be replaced on 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.
    - iii. Point value response to one-on-one
      - a. Correct response = 2 points (individual and team)
      - b. Incorrect response = loss of 1 point (individual and team)
        - **Excluding juniors**
      - c. If both contestants to whom a question is addressed fail to signal to attempt an answer in the five-second allowable time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.
- G. No teammate assistance may be offered or received in this phase.
- H. If all team members answer a question correctly, team participation points will be awarded (2). Once all four members receive a bonus, point accumulation can begin again.
- I. No bonus questions are asked during this phase.

## 2. Phase Two: Toss-up/Bonus Phase

- A. Phase two will consist of 12 questions, with two possible bonus questions attached to the fourth and eighth questions.
- B. Either team may respond to a question.
- C. The moderator shall indicate clearly the start of the toss-up questions.
- D. The contestant activating the buzzer shall have **five 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.
- E. Toss-up Questions
  - i. Any team member from either team may buzz in to answer a toss-up question.
  - ii. Correct answers are worth 1 point (individual and team). Incorrect or incomplete answers or failing to begin to answer within five seconds of being acknowledged by the moderator will result in a 1-point deduction (individual and team).
    - a. In an effort to encourage younger youth to participate, juniors will not lose a point for incorrect answers.
  - iii. If no contestant signals to attempt an answer in the five-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.
  - iv. 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.

## F. Bonus Questions

- i. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
- ii. If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
  - a. If a bonus questions was attached to an **unanswered** toss-up question, the **bonus question will** carry forward to the next question.
  - b. If the bonus question is attached to an **incorrectly** answered toss-up question that was unanswered following the activation of the buzzer, that bonus question **is transferred** to the next question.
- iii. The team may discuss bonus questions prior to answering.
  - a. The team will get a 10-second discussion period. At the end of the 10-second period signaled by the timer, the team **captain or designee** has a **five-second period** to begin the answer. Answers must be started within 10 seconds after the question is read (starting an answer after the 10-second buzzer goes off is not acceptable).
- iv. All parts of bonus questions must be answered correctly, with no partial points permitted, regardless of the number of parts of the question are answered correctly.
- v. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question.
- vi. Correct bonus questions will receive **3 points**. This does not count toward team participation bonus points. If the response is incorrect, no points are lost. If the question is not answered, no points are lost.

### 3. Team Participation Bonus Points

To encourage full team participation, bonus points will be awarded in **each match** to the teams who have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team who qualifies. Team participation bonus points will not be awarded in Phase Two or the sudden-death round tie breaker. After having earned this team bonus once within a phase, both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.

- A. 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, the alternate also must answer a question correctly before the bonus points may be awarded.
- B. 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.

### 4. 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 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, giving the first team 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, no protest shall be allowed.
- D. No protest of any questions or answers will be allowed following the declaration of the winner.

### Junior Teams With Three Team Members

- Only junior teams will be allowed to compete with three team members. Three member teams in the senior division cannot compete at the national level and therefore will not be allowed to compete at the state level.
- If the **team captain** serves as the **fourth chair** in addition to the **first chair**, that opportunity to ask that fourth question during the one-on-one phase will give the three member team the option to obtain **bonus points**. If the team caption does NOT serve as the fourth chair, then NO bonus points can be applied.
- Teams have the option to designate someone other than the team captain from their three member team to serve as the missing fourth chair team member to answer one-on-one phase questions. This **MUST** be done before the contest starts. Team must notify the scorekeeper before match begins. If no team member is designated as the fourth chair before the match begins, no bonus points can be applied.
- If a team can offer the opportunity for the fourth member of the team to come from another county, this should be a first priority to allow all youth the opportunity to engage with and compete in a team atmosphere.

## **Equipment Failure**

1. Contestants will be responsible for assuring themselves 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 either coach.
3. If after checking, an equipment malfunction is determined to have occurred, the faulty part(s) will be replaced and play resumed.
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.
  - a. If both referee judges or one referee judge and the moderator deem this is advisable, points awarded for the two questions asked immediately prior to the determination of equipment failure may be recalled and two additional questions used.
5. Under no conditions shall a match in which equipment failure occurred be replayed.

## **Recorders, Cameras, Cellphones and Beepers**

1. Tape recorders may not be used at any time during a match. This is grounds for disqualification.
2. No recording devices such as video cameras, movie cameras or any other type of camera may be used during the competition. This is grounds for disqualification.
3. Photographs will be permitted only before or after a match and then only in such a manner as not to be disruptive of the contest.
4. Please **turn off** cellphones and beepers when in the contest room.
5. Transcribing contest questions by any means is prohibited. No handwriting, typing, recording or computer use is allowed in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

## Scoring

Phase 1: One-On-One Phase	
A. Correct	+2 pts (individual and team)
B. Incorrect <b>**seniors only**</b>	-1 pt (individual and team)
C. Contestant other than the designated contestant responds	-2 pts (individual and team)
D. Team participation bonus <i>*A three member junior team MUST designate a fourth chair prior to the start of a match to receive bonus points <b>**juniors only**</b></i>	+2 pts
<i>Every time each seated member of the team correctly answers one question, the team gets +2 bonus points.</i>	

Phase 2: Toss-up	
A. Correct	+1 pt (individual and team)
B. Incorrect <b>**seniors only**</b>	-1 pt (individual and team)
C. Bonus question correct	+ 3 team
D. Bonus question incorrect	No points lost

Miscellaneous	
A. Failing to answer after signaling intent to answer <b>**seniors only**</b>	-1 pt
B. Answering a question before being acknowledged by moderator	-1 pt
Protesting	
A. Not upheld	-1 pt
B. Upheld	No deduction
C. Abused	Dismissal of team/loss of all points

## Awards

### 1. Team Awards

- a. Team awards will be based on a predetermined procedure of play.
  - i. The exact procedure is determined by the number of teams participating and the time allocated for the contest. Generally, the top three teams will be recognized.
  - ii. Single elimination: A loss in the first round eliminates the team from the championship match, but the team still may earn third place. A loss after the first round eliminates the team except in semi-finals.
  - iii. Every team will have an opportunity to participate in two matches (subject to change, pending number of teams).
- b. The rank of teams will be determined on the basis of their position within the bracket.
  - i. If two losses occur, the teams eliminated in the same round will be placed on the basis of the higher score in the eliminating round.
  - ii. Ties for team awards will be broken on the basis of: first high average score for the entire contest; second, highest match score; third, total score of the two matches.
  - iii. Contest hosts reserve the right for teams eliminated in the same round prior to semi-finals to not be placed.

### 2. Individual Awards

- a. Scores will be kept for each individual contestant, with the high five individual contestants to receive recognition.
- b. Contestants must participate in two or more matches to be considered for individual awards.
  - i. The three high match scores for each individual will be used in cases where individuals participate in more than three matches.
  - ii. Ties for individual awards will be broken on: 1) high average score for the entire contest; 2) high individual match score; 3) total number of points earned in the contest.

## Other Equipment Needed to Host Your Own Contest

You will need a few items to host your own contest within your county. We strongly advise each county to follow these state rules to have youth familiar with the state rules during the North Dakota state 4-H horse quiz bowl contest. This also helps seniors prepare for the national 4-H quiz bowl contest because these rules follow the national contest rules:

1. Stopwatch to keep time during each question phase
2. Tented paper (cardstock paper works great) to write contestant names on and place in front of them so they can be acknowledged by moderator to answer a question
3. Tented paper (notecards work great) with a “+” sign drawn on one side for contestants to turn around during the one-on-one phase and the toss-up phase to indicate they have answered a question correctly. Once the whole team has answered a question correctly, the team can gain team participation points (2).
4. Bracket system set up for the amount of teams enrolled in contest. Teams will need to draw a number or letter to get seated on the bracket. Thus, you will need to have letters made prior to the contest to draw out of a hat or box.
5. Your standard references to pull appropriate questions from and to make sure you have them on hand during the contest to look up questions if needed
6. Your officials established: moderator, judge, timekeeper and scorekeeper
  - a. Descriptions for each are listed above under Officials.
7. A buzzer system. You can check these out from the state 4-H office or perhaps a neighboring county.
  - a. To check out a system from the state office, contact Holly Halverson at [Holly.Halverson@ndsu.edu](mailto:Holly.Halverson@ndsu.edu).
  - b. Order a 10-player system for \$235 at [www.andersonbuzzersystems.com](http://www.andersonbuzzersystems.com)
  - c. Order a 10-player system with built-in timer for \$320 from [http://buzzersystems.com/Ten\\_Player/index.htm](http://buzzersystems.com/Ten_Player/index.htm)
  - d. A cheaper option for county practice and club contests is the Eggspert: \$60 [www.educationalinsights.com/product/eggspert--174-.do](http://www.educationalinsights.com/product/eggspert--174-.do)
  - e. Several options on Amazon Prime or ebay as well