

# NEW YORK STATE 4-H HORSE PROGRAM “EDUCATIONAL EVENTS” RULE BOOK



*Last Updated March 2017*



**Cornell University**

**This rule book is prepared by the Cornell Cooperative Extension Office in the Department of Animal Science,  
126 Morrison Hall, Cornell University, Ithaca, NY 14853**



# NYS 4-H Horse Educational Events Rulebook

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**2017**  
**NYS 4-H HORSE PROGRAM**  
**A GREAT PROGRAM FOR YOUTH!!!**

2016 was a **GREAT** year in the NYS 4-H Horse Program with **FUN-FILLED** educational programs that were held all year long for the youths involved!! The educational opportunities were once again this year - excellent and many!! Youths are involved in almost every county in the state through the Cornell Cooperative Extension system. **Here's to another great year in 2017!**

The NYS 4-H Horse Program is offered through the leadership of **outstanding** Extension staff in each county. **\*THANK YOU\*** to each of them for their continued support of this very **valuable youth education program!**

The Cornell Cooperative Extension system, in every county and across the state, **relies heavily on volunteers** to provide these excellent educational programs. **THANK YOU** to all of the many volunteers and 4-H leaders, as well as parents who support this very positive program for youth. **"If it weren't for volunteers, there would be no 4-H Horse Program in New York State!"**

**\*THANK YOU\*** to all the members of the NYS 4-H Horse Education Advisory Committee (HEAC), for providing leadership to the 4-H Horse Program.

**SPECIAL THANKS** to each of the **Educational Events Chairs** and the program support team for all of their hard work:

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**Horse Judging** – Ronnie Bartholomew

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**A GREAT BIG THANK YOU** to Barb Jones who is constantly working behind the scenes. **Also THANK YOU** Linda Poppleton, the Department of Animal Science web site manager, for getting the **2017 NYS 4-H Horse Program Educational Events Rule Book** posted to the web site at:

<http://4h.ansci.cornell.edu/animal-programs/horses/events-rulebook>

**Changes** in the 2017 Horse Educational Events Rule Book have been highlighted in **green** and when printed in black and white will be shaded grey.

Have another wonderful year!! Keep them positive!!

*Department of Animal Science*

*Cornell University*

*March, 2017*



## **I - NEW YORK STATE 4-H HORSE EDUCATIONAL EVENT POLICY**

The rules, regulations and procedures contained in this section of the manual represent a combination of the rules and policies derived from national and interstate 4-H education events modified only enough to reflect the philosophy of the New York State 4-H Horse Education Committee and its subcommittee membership.

The information contained in this manual has been designed to serve two functions. The primary function is that of representing a single source of rules, regulations and procedures for all Animal Science 4-H horse educational events conducted at the state level, in particular, the events conducted at the New York State Fair. The secondary purpose is that of providing a set of guidelines or suggestions to counties, districts and regions for their competitive events and to serve in a similar manner for non-4-H organizations and agencies in organizing and conducting events open to 4-H'ers and to which 4-H'ers are specifically invited. The information contained herein is subject to annual review. It is the responsibility of the users of this information to be sure that this manual is kept up to date. It is also the responsibility of each participant in these events, especially in state level events, to be knowledgeable of all aspects of the rules, regulations and procedures governing the events in which they participate.



## II - NYS 4-H HORSE BOWL CONTEST

### Rules and Regulations

**\*\*Note: National Rule changes will be automatically reflected in New York State 4-H educational event rules in following years.\*\***

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. It is also hoped that these contests will provide educational experiences for both participants and spectators.

**Dress Code: A strict dress code will be enforced.** Clean, neat clothing appropriate for the event and weather conditions will be expected. Remember, contestants are representing 4-H, Cornell, and their county and region. Shirt must have sleeves and cover midriff. No inappropriate language on clothing. Skirts and shorts must be longer than the individual's fingertips when their hands are at their sides.

#### **Selection of Teams, Contestants and Eligibility - Regional Contests:**

1. Teams to compete in regional contests may be selected by any means agreeable to the majority of counties within that region. Regions are encouraged to allow as many youth as possible to participate in regional competitions. Each team consists of no less than four (4), but no more than six (6) members. Regions are advised to follow state rules, but may alter to fit their needs. All teams competing in state and national contests must conform to state and national rules.
  - a. **Seniors:** Senior contestants must be at least 14 years of age but not yet 19 years of age by January 1 of the current calendar year and must never have been member of an official Horse Bowl Team representing New York State at an out-of-state Horse Bowl contest, nor have participated in a National 4-H Horse Bowl Contest.
  - b. **Juniors:** Junior contestants must not have achieved their 14th birthday prior to January 1 of the current year.

**Please note:** For State events, a junior youth must have reached their 9th birthday prior to January 1 of the current calendar year.

- c. **Novice (Please note this division is optional. There is no Novice Division at the New York State Horse Bowl Contest. Therefore, the following are only suggested guidelines. Every region can coordinate this division to fit their regional needs and create their own guidance.)** Contestants must not have achieved their 14th birthday prior to January 1 of the current calendar year **and** must never have participated in a Horse Bowl contest at the regional level. At the discretion of the region, exceptions may be made to allow contestants who are 9 years of age or less to compete. Youth 10 years and under may compete as a novice a maximum of 2 years.

2. All team members must be enrolled in a 4-H horse project in the county they represent.
3. Only four (4) team members may be seated at the panel at one time.
4. One or two (1 or 2) substitutions may be made during a match, depending on the number of members on the team. For substitution procedure see:  
**Playing Teams and Alternates.**

### **State Contests:**

1. Two (2) Junior and two (2) Senior teams from each regional contest may enter the state contest. If a region decided to split into an A and B, each may send (1) Junior and (1) Senior team. How the regions select their teams is a regional decision.
2. Senior and Junior Divisions only will be held at the state level. Age descriptions will be the same as for Regional Contests.
3. Each team is allowed only one (1) substitution is permitted in each match.
4. Teams must consist of no less than four (4) but not more than six (6) members.
5. Only those members who participated at the regional contest are eligible to participate in the state contest.

### **National Contest:**

1. The top five (5) eligible individuals winning the state contest will be entered in the national event.
  - a. Five (5) contestants may be entered in the national contest. The 6th place individual will be considered the alternate. The alternate will be a part of the state's entry in national competition if one of the five (5) designated national team members cannot participate.
  - b. The five (5) individuals invited to represent New York in the National 4-H Horse Bowl event will be selected among the high individuals in the state contest based on availability for additional training, availability for the contest and rank subject to confirmed eligibility.
  - c. Commitment of qualified participants to be a part of the national NYS 4-H Horse Bowl team must be made some time prior to the first day of State Fair. Once a commitment is made, this 4-H youth may not represent NYS in the national event in any other national contest during that contest year.
  - d. Members of the team representing New York in out-of-state competition become ineligible for further Horse Bowl competition.

## Reference Materials Used For Questions

**NOTE (11/08):** In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail. For example, if there is a conflict between The Horse and Equine Science, Equine Science would be considered correct as it is a new publication.

### CODE:

- NHEC I**      **ILLUSTRATED DICTIONARY OF EQUINE TERMS**  
**New Horizons Education Center, Inc.**  
Alpine Publications, PO Box 7027, Loveland, CO 80537 - \$19.95  
Telephone: 1-800-777-7257      FAX: 1-970-667-9157
- EVANS 2<sup>ND</sup>**      **THE HORSE: (2<sup>nd</sup> edition), by Evans, Borton, Hintz, Va**  
VHPS Holtzbrinck Publishers,  
16365 James Madison Hwy, Gordonsville, VA 22942  
Telephone: 1-888-330-8477      FAX: 1-800-672-2054
- AYHC 1st**      **HORSE INDUSTRY HANDBOOK - the American Youth Horse Council**  
Order from: The Equine Collection, PO Box 1539, Ft. Lee, NJ 07024  
Telephone: 1-800-952-5813      FAX: 1-201-840-7242
- LEWIS 2nd**      **FEEDING AND CARE OF THE HORSE (2nd Edition), by Lon Lewis**  
Williams and Wilkens, PO Box 1496, Baltimore, MD 21298-9724  
Telephone: 1-800-638-0672
- H&H/HS**      **NATIONAL 4-H MATERIAL: HORSES AND HORSEMANSHIP and**  
**HORSE SCIENCE, revised 2000.**  
National 4-H Council/Supply Service, c/o First Union Bank  
PO Box 75013, Baltimore, MD 21275-5013  
Telephone: 1-301-961-2934      FAX: 301-961-2937  
\*For Junior and Novice only\*
- HPY HRS**      **HAPPY HORSEMANSHIP, by Dorothy Henderson Pinch**  
Breakthrough Publications, 310 N. Highland Ave., Ossining, NY 10562  
Telephone: 1-800-824-5000  
\*For Novice only\*      ISBN #0-88365-259-5
- AYHC**      **HORSE SMARTS: An Equine Reference & Youth Activity Guide,**  
**American Youth Horse Council**  
Order from: <http://www.ayhc.com/shop>
- KAINER**      **THE COLORING ATLAS OF HORSE ANATOMY, by Robert A. Kainer**  
**& Thomas O. McCracken.**  
Alpine Publications, Inc., PO Box 7027, Loveland, CO 80537  
Telephone: 1-970-667-2017
- GRIF**      **EQUINE SCIENCE: BASIC KNOWLEDGE FOR HORSE PEOPLE OF**  
**ALL AGES, by Jean T. Griffiths.**  
[www.HorseBooksEtc.com](http://www.HorseBooksEtc.com) or ISBN#978-1-929164-42-4  
Telephone: 1-800-952-5813

## Supplemental References:

AYHC

**YOUTH LEADER'S MANUAL, Amer. Youth Horse Council Ld. Mn.**  
Order from: The Equine Collection, PO Box 1539, Ft. Lee, NJ 07024  
Telephone: 1-800-952-5813      FAX: 1-201-840-7242

The **Dover Saddlery English Tack Catalog** and **Smith Brothers Western Tack Catalog** may be used as supplemental references. These catalogs provide visual representations for questions relating to tack.

**Dover Saddlery** – Apparel, tack and horse care items, for the English rider – request free catalog from [www.DoverSaddlery.com](http://www.DoverSaddlery.com) or call toll free 1-888-234-6942.

**Smith Brothers** – Apparel, tack and horse care items, for the Western rider – request free catalog from [www.SmithBrothers.com](http://www.SmithBrothers.com) or call toll free 1-888-677-0450.

## Question Types:

1. **Regular Questions** are worth **two (2)** points during **one-on-one** competition, when only one member of each team may respond. Regular questions are worth **one (1)** point during **open** questions, when any member of either team may respond. These questions count toward individual and team scores. **All incorrect answers receive a -1 deduction.**
2. **Toss-up Questions** are worth **one (1)** point and are open for response to any member of either team. Toss-up questions are 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 a regular question and may have 2 or 3 required answers. All answers are required to be correct. The points will count toward individual and team scores. **All incorrect answers receive a -1 deduction.**
3. **Bonus Questions** will be worth **three (3)** points. They are attached to a correctly answered toss-up question in the **open** part of the match. When multiple answers are required, **three (3)** points will be awarded if all of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers or if there are no correct answers. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question. These points will count toward **team scores only.**
  - a. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question (which becomes the new toss-up question), until a correct answer is given.
  - b. The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
  - c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.

## Reading and Answering Questions:

1. The moderator will read all questions, identify the type and number of question and designate the chairs eligible to respond when necessary. **Five (5) seconds** will be allowed for starting a response. If an answer is not given or given incorrectly, the answer will be given and the next question 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 judge's panel for decision.
2. Once a contestant activates a buzzer, they **must be acknowledged** before they can answer the question. Acknowledgment is either by name or number. After they have been acknowledged, the contestant has five seconds to start a valid answer. First answer will be considered valid answer.
  - a. **The first answer given** will be accepted as the official answer. Repeating the question will not be considered the initiation of an answer. It is the responsibility of the acknowledger and referee to determine if an actual answer was started within the 5-second time period.
  - b. **If a question is read to completion**, the judges may ask the contestant to explain, expand, or be more specific or to clarify their answer.
  - c. **An acknowledgment penalty of one (-1) point** will be deducted from the contestant's score and their team score, if they answer a question before being acknowledged.
3. **If a question is interrupted** during the reading of it, the moderator will stop reading as soon as a buzzer is activated. The contestant responding 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.
4. The judge's panel will be allowed to verify an answer or the validity of a question. If verification cannot be made, the question will be replaced.

## First Half Play (one-on-one questions):

1. **One-on-one questions:** Regular questions shall be addressed to only one member of each team, beginning with the contestants in the #1 Chairs (nearest to control operator) on either team and progressing with subsequent questions going to the contestants in the #2 chairs, #3 chairs, #4 chairs, respectively, until the one-on-one questions per contestant per match are finished.
  - a. The moderator shall clearly indicate the start of one-on-one by announcing the number of the contestants' chair eligible to respond, prior to reading the question.

- b. If **any contestant other than the two designated contestants responds**, that contestant and team will lose **two (-2) points**.
- c. A contestant that responds more than twice to an one-on-one question directed to another contestant, will be replaced at the panel by their team alternate. If an alternate is not available, the remainder of the match will be played with less than a full team and all questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. The removed contestant may return to further matches in the contest. A third such penalty will disqualify them from the competition. The **two (-2) point penalty** will continue to apply for 2nd and 3rd offense.
- d. Toss-up/Bonus questions will not be used driving one-on-one competition.

### **Second Half Play (Toss-Up Questions with Bonus):**

1. During the second half of each match, the moderator will read the questions as during the first half except that **any member of either team is eligible to respond**.
2. All **regular/open** and **toss-up questions** will be open to all contestants seated at the game table during the second half. **Bonus questions** are open only to the team answering the toss-up questions correctly.
  - a. An **incorrect response** to a regular/toss-up question shall reduce the score of the individual and the team giving the incorrect response by **one (-1) point**.
3. If no member of either team activates a buzzer in response to a toss-up question, there shall be no loss of points or awarding of points to either team.
4. If the answer to a **toss-up** question is begun during the 5-second allowable time and the answer is **incorrect**, that team and individual lose **one (-1) point**.
  - a. A bonus question attached to an unanswered or incorrectly answered toss-up question will be transferred to the next regular open question, (which becomes the new toss-up question), until a correct answer is given.
  - b. The team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
  - c. If the match ends with an unanswered bonus question, the bonus question will not be utilized.
5. If the answer to a toss-up question is **correctly answered** within the 5-second time period, that team and individual will be awarded **one (1) point**.

- a. The moderator will then read the **bonus** question and a **10 second** discussion period will be permitted for team consultation to determine the answer. The team should allow the moderator to read the complete question. At the end of the 10- second time period a signal will be given by the timer. At the signal from the timer, a **5-second** period is then permitted for the team captain or one contestant designated by the captain to begin the answer. Team members may give answers to the captain/designee during the **30-second** answering period. The entire answer must be given by only one of the team members. Paper and pencil will be provided to the captains if needed.
- b. Successful completion of the answer will result in that **team** being awarded the **three (3) points** designated for that bonus question. No individual points will be awarded for bonus questions.
- c. 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.
- d. **Failure to answer** a bonus question results in **no penalty** (loss of points) to the team.
- e. No part of the bonus question will be repeated, nor will any additional information be given to the contestants.

### **Match Ties:**

1. In the event of a match tie, it will be broken with **five (5)** tie breaker questions. If a tie remains, the first team to win a point (or because of a loss of a point by the other team, has a one point advantage) will be declared a winner based on the scores.
2. Tie breaking questions **do not count towards team, team bonus, or individual scores**. They are only used to break the tie.

### **Ending the Match:**

1. Following the final question, the team with the highest number of points shall be declared the winner of the match.
2. Once the moderator has declared a winner based on the scores, there shall be no protest. There shall be no protest of any questions or answers following the declaration of the winner in any match. The decisions of the judge's panel will be final.

### **Playing Teams and Alternates:**

1. Only four (4) contestants shall be seated at the panel at any one time. Seat position must be declared prior to competition and youth must remain in this seat for the duration of the entire contest. The only exception is when an alternate replaces a seated player during a match of the competition. See #2 below.

2. During any match, only one (1) alternate may be replaced at the panel when:
  - a. The moderator, team captain, or team coach deems it impossible for one of the seated members to continue.
  - b. The captain/coach of a team requests the replacement of a team member.
3. 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. A five-member team is strongly recommended.
4. Members removed from the game table for disciplinary reasons, may not come back to any matches in the competition.

### **Team Participation Bonus:**

1. 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/open, 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(3) or four (4) 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.

- a. 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 match. If a bonus card is not showing when the replacement comes into the match, this contestant will have the opportunity to earn their share of the bonus with a correct answer.
- b. 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.

### **Time Outs:**

1. The **team captain, coach, or any staff member** may call for a “time out” for clarification of a rule, score, to seat an alternate or allow for any unexpected problems. “Time outs” may be called only after a question has been answered and before the next question starts.

## Holding Rooms:

1. All team members, alternates, and coaches must remain in the designated holding area until it is their turn to play.
  - a. After their round match is played, they must go to an appropriate designated area until the conclusion of the round in progress.
  - b. After the round is completed, all team/alternates and coaches not eliminated from the contest, must return to the designated holding area to await their next match.
  - c. All coaches in the holding area are responsible for supervision of the teams. These rules are a manner of ethics and require the cooperation of all team members and coaches.

## Contest Procedures:

1. Teams are assembled and seated at their respective panels, with the designated team captain seated in the number 1 chair, nearest to the middle or the acknowledged. Each contestant is given the opportunity to check the equipment.
2. 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 toward the scorekeeper.
3. The designated set of questions for each round is reviewed by the moderator and verified with the judge's panel and referee before starting the game. Prior to reading a question, the moderator will announce the number, type of question and the contestant 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.
4. Contestants who respond to a question will receive the appropriate points applied to a particular question. Appropriate penalties will be deducted as warranted.
5. If the answer to any question is correct, the team will also receive the appropriate points applied to a particular question. Appropriate penalties will also be deducted as warranted.
6. If the time (five (5) seconds) in which to answer 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.
7. If the buzzer is activated and an **answer not started within the 5-second allowable time**, there will be a **minus two (-2) point penalty** imposed against the contestant who activated the buzzer and their team.

8. If the judges elect not to use a game question, it must be replaced by another question so that the total number of questions to be asked will remain equal in each match.
9. At times, answers are given that are in agreement with the official reference books, which in fact are erroneous or out of date. Every effort is made to eliminate such questions; however, in the event that one slips in, the judges may agree to:
  - a. Accept the answer and give an explanation of the correct or updated information.
  - b. Accept only the correct answer.
  - c. Replace the question to the appropriate contestants.

### **Transcribing Questions:**

Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, 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, picture movie cameras, cell phones, etc., may not be used during competition. Copies of the game questions will be made available through your County Cooperative Extension office. State questions will be held in confidence to be available for the following years' Regional contests.

**Cell Phones:** Cell phones must be turned OFF while in a contest room.

### **Photographs:**

Photographs will be permitted only before or after a match and then in such a manner as not to be disruptive of the contest.

### **Protests/Verification of Questions and/or Answers:**

1. Verification of a question and answer is permissible.
2. Only protests that are made in a courteous, respectful manner will be acknowledged.
3. A protest/verification of a question or the answer to a question may be called for by a **team captain, or the official team coach(es)**. The judges, moderator and referee will consider the protest. Their **decision in all cases will be final**.
4. Protests must be made before reading the next question.

5. If the protest is acknowledged, play will be stopped and the designated officials will consider the protest and make a decision. A (minus 1 point penalty) will be assessed if the protest is not upheld.
6. To sustain a protest, the designated judge's panel must agree to keep or replace a question or to determine the validity of an answer.
7. If the protest is sustained by the officials, the moderator and/or the scorekeepers will take one of the following actions:
  - a. If the question is determined by the officials to be a poor question, it will be replaced and opened to a specific chair on each team or to all contestants seated at the game table, depending on the type of questions (one-on-one or open).
  - b. If the answer to the question received a call for verification, the designated judge's panel will determine the validity of the answer. Points will be awarded or deducted as appropriate.
  - c. If a question is protested after an answer is given, the designated judges panel will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or deducted as appropriate. If not, the question will be replaced.
8. All protests/challenges will be acknowledged by the contest staff.

### **Abuse of the Protest Provisions:**

1. In this competition, every effort will be made to be fair, courteous, and understanding to the contestants and the coaches.
2. Abuse of this protest provision by any contestant or coach will result in one or more of the following:
  - a. Dismissal of team coach from the contest area.
  - b. Dismissal (or replacement) of any contestant from the competition.
  - c. Dismissal of an entire team from the competition, with forfeiture of points or standings.
3. Spectators, Parents and Visitors:
  - a. Spectators, parents and/or visitors **may not** protest any question, answer or procedure during the contest. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest.
  - b. Any contestant, coach, family member, friend, or spectator exhibiting **unsportsmanlike conduct, behavior or actions detrimental to the contest, will be subjected to dismissal** from the immediate contest area.

## Game Officials:

1. **Moderator (Quiz Person)** - 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 as/mean the same as the expected answer to the question. Any answer 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 part of the judge's panel.
2. **Judge's Panel** - The judge's panel will consist of one or more if possible. One will be a knowledgeable horse person. If possible, one will be a veterinarian.

It is especially important for the judges to explain their reason 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 judge's responsibility will be to rule jointly on the acceptability of any question or answer on all questions. In the event of a challenge to a question/answer, with 2 judges, either both judges or one judge and the moderator must agree on the acceptance or rejection of any question and/or answer. When there is only one judge, both the judge and the moderator or referee 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 is read to completion, and the answer given is different than the one expected, or if it is technically or logically correct, the answer may be accepted. If the answer given is "in the ball park", the judge(s) may request the contestant to be more specific, expand, explain, or clarify the answer. If the question is interrupted, the judge(s) 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 portion heard of a question that was interrupted, but wrong for the way the question was written. The judge(s) 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 is written, it will be accepted.

All of the game questions will have a reference code, page number, and topic code. The required reference books will be available to look up information or for verification.

3. **Time keeper - Control Operator** - The time keeper 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 timekeeper. Since the timekeeper has controls that verify whose light is on, they could also become the acknowledger. It will also be their responsibility at the beginning of each match to assure each contestant that the equipment is working properly. The contestant is acknowledged when the acknowledger says the name of the youth (or team) buzzing in and the chair number that is responding. The contestant may not respond until they have been

acknowledged. It will then be the responsibility of the Timekeeper or Moderator to verify whether or not a contestant has been acknowledged or if their time has run out.

**Time Allowed:**

<b>To start a response to a question</b>	<b>5 seconds</b>
<b>To start answer after acknowledgment</b>	<b>5 seconds</b>
<b>For team to confer on a bonus question</b>	<b>10 seconds</b>
<b>For team to give answer to bonus question</b>	<b>30 seconds</b>

4. **Referee** - is responsible for all aspects of the game, will interpret the rules, and see that they are followed. The designated referee will also keep record in the question book of which team and which chair responded to a question in the event that there is an error in scoring. This record aids in reconstructing the proper score for the team as well as the individuals responding. The referee will chair all challenges and protests and will refer to the judges, moderator, and scorekeeper's for the best solution to problems. The judge's panel and referee will have authority over questions and answers. The timekeeper and referee will have authority over all scoring procedures.
5. **Scorekeeper's** – At least two individuals shall be used to keep accurate team and individual scores. There will be visual scorekeeper's recording the team score on a blackboard, overhead projector or flip chart as well as a paper copy for permanent records. Table scorekeeper(s) 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 scorekeeper(s), 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 individuals and team scores. A special score sheet will be available for the table scorekeeper(s), plus a special sheet for tabulating individual scores.

**Scoring:**

<b>Correct answer -one-on-one questions</b>	<b>2 pts.</b>
<b>Correct answer - open questions</b>	<b>1 pt.</b>
<b>Toss-up questions - All answers required correct</b>	<b>1 pt.</b>
<b>Bonus questions - all required answers correct</b>	<b>3 pts.</b>
<b>Bonus questions - all incomplete answers/no answer</b>	<b>0 pts.</b>
<b>Team participation bonus - all members at panel with correct answers</b>	<b>2 pts.</b>
<b>All incorrect answers - toss-up/one-on-one</b>	<b>-1 pt.</b>
<b>Acknowledgment penalty- contestant not acknowledged</b>	<b>-1pt.</b>
<b>Response penalty-no answer started in 5 seconds/or out of turn</b>	<b>-2pts</b>
<b>Response penalty-out of turn 2 times eliminated from match</b>	<b>-2 pts.</b>
<b>Response penalty-out of turn 3 times eliminated from contest</b>	<b>-2 pts.</b>
<b>Official Protest not upheld</b>	<b>-1 pt.</b>

## 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 stop watch, control panel timer or other appropriate timing device will be used.
3. **Signal Device** - This signal device shall be used by the timekeepers and shall have a distinctly different sound for each side or shall be a device that has a distinct sound and light that indicate which contestant is responding when a buzzer is activated. Back-up units will be available in the event of malfunction or failure.
4. **Scorekeeping Devices** - Two devices will be used. A blackboard, overhead projector, and/or a flip chart, as well as a paper copy, will be used to maintain team scores that are visible to the contestants and scorekeepers and , if possible, to the spectators. Special score sheets will be provided for keeping the written official individual and game scores for each match of the contest.

## Equipment Failure:

1. It shall be the responsibility of the acknowledger to assure each contestant that all equipment is operating correctly at the start of the match. Back-up units will be available.
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 staff, or by either coach.
3. If after checking, it is determined that there is an equipment malfunction/failure, the faulty part(s) or unit 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.
5. If both judges or one judge and the referee or moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of the equipment failure may be recalled and two (2) additional questions used.
6. Under no conditions shall there be a replay of a match in which there was an equipment failure.

## Game Options:

**Round Robin** - Each team in the contest is to play each other. Round Robin play is not recommended with more than six (6) teams. Procedure for Round Robin play is attached.

1. **Team Awards** - The rank of teams will be based on their win/loss record.
2. **Ties** - Teams with ties will be broken in the following priority:
  - First: Head to head competition.**  
(Which team won when tied teams played each other)
  - Second: Total points earned in contest.**
  - Third: High Team match in contest.**
3. **Individual Awards** - Top ten (10) individuals will be awarded on the following order of procedure:
  - First: Total points earned in contest.**
  - Second: High individual match score. (Highest score in one match.)**
  - Third: Least number of wrong answers in matches played.**

### **Double Elimination:**

1. A double elimination bracket will be set up according to the number of teams competing. Variations of this bracket are enclosed within these rules.
2. Winners in the top bracket will remain in that bracket. Losing teams will proceed to the bottom bracket. All teams will continue playing until they have lost two (2) games. A special consolation game will be set up so that each team will have played three (3) games, thus making all contestants eligible for individual awards.
3. A total of two losses in the contest will automatically eliminate a team from the remaining competition. All winning teams will advance to the next round until there are four teams remaining in the competition. The teams remaining in the contest shall have no more than one loss.
4. The final round of the contest will be played between the winner of the top bracket and the winner of the bottom bracket. Another game will be played in the event that both teams have a one-loss status.

**Example:** The winner of the top bracket has no losses and plays the winner of the bottom bracket that has one loss. The bottom bracket team wins the match, thus giving each team one loss. Another game must be played to give one team two losses, thus eliminating them from the competition.

### **Team Awards:**

1. 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 bottom bracket, the team with the highest score will take the higher rank, the second high scoring team will take the next highest place and so on. Ties will be broken as follows:
  - First: High team average for entire contest. (Score divided by games.)**
  - Second: High team match score. (Highest score for any one match.)**
  - Third: Total number of team points earned in the contest.**

### Individual Awards:

1. Scores will be kept for each individual contestant. Special recognition will go to top ten high scoring individuals.
2. Only those contestants who have participated in three or more matches will be considered for the top ten individual awards. The **high three (3) match scores** for each individual will be used in cases where individuals have competed in more than three matches.
3. **Ties** for individual awards will be broken as follows:  
**First: High individual average for entire contest.**  
**Second: High individual match score. (highest score in one match.)**  
**Third: Total number of individual points earned in the contest.**

### Combination Double Elimination/Round Robin (new option '94 National Play):

1. Double elimination procedure will be played until there are 4 remaining teams with no losses or one loss.
2. The four remaining teams will play a four team round-robin procedure, where each team will play the other three teams. Team scores earned in previous games, will be dropped and each team will start with a zero score (Previous individual and team scores will be used when evaluating awards).

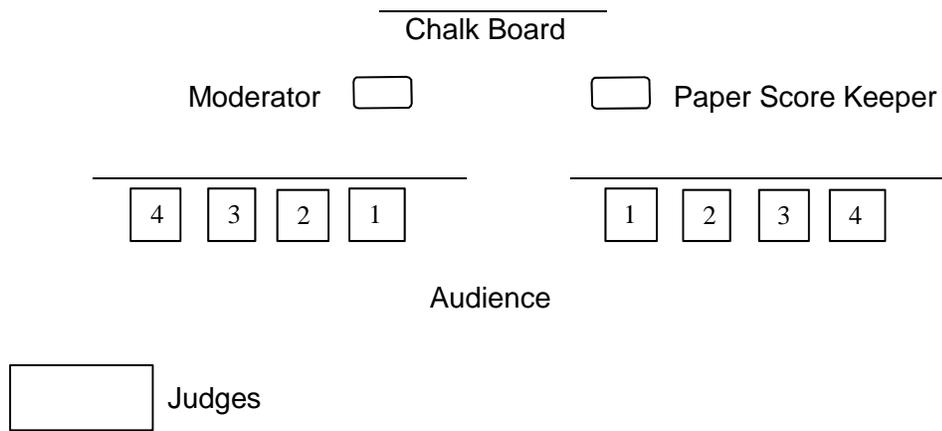
### Team Placings:

1. The winning team will be based on **win/loss record in Round Robin**. Remaining teams will be placed as in Double Elimination Play. See Tie Breakers in Double Elimination for procedures. Ties for Round Robin Play will be broken in the following manner:  
**First: Head to Head competition in Round Robin.**  
**Second: Total points for Round Robin.**  
**Third: High team match for Round Robin.**

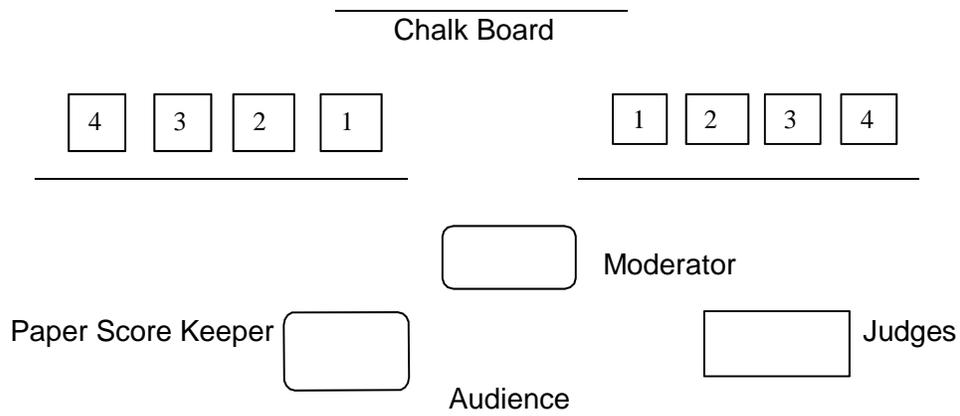
### Individual Placings:

1. Top ten individuals will be recognized for individual awards. The **high three individual match scores for entire contest** for each individual will used in cases where individuals have competed in more than three matches. Only those who have competed in three or more matches will be considered for top individual awards.
2. **Ties** will be broken in the following priority order:  
**First: High individual average for entire contest.**  
**Second: High individual match score.**  
**Third: Total number of individual points earned in entire contest.**

## SUGGESTED ROOM SET-UP



**OR**



## Recommended Procedures for Round Robin Competition 4-H Horse Bowl Contest

### Recommendation - 1

**3 Teams:** One room – 3 regular questions plus 1 set of tie breaker questions – isolation room required

Period I	1 vs 2		
Period II	2 vs 3		Approximate time: 15 minute matches, 1 hr.
Period III	1 vs 3		

**4 Teams:** One or two rooms – 3 regular question packets plus 1 set of tie breaker questions

**Alternative A** – one room – isolation room required

Period I	1 vs 2	} same questions (PK1)	
Period II	3 vs 4		
Period III	1 vs 3	} same questions (PK2)	
Period IV	2 vs 4		
Period V	1 vs 4	} same questions (PK3)	Approximate time: 15 minute matches, 1 ¼ - 2 hrs.
Period VI	2 vs 3		

**Alternative B** – two rooms – same questions used in both rooms

	<u>Room A</u>	<u>Room B</u>	
Period I	1 vs 2 (PK1)	3 vs 4 (PK1)	Approximate time: 15 minute matches, 1 - 1 1/4 hrs.
Period II	2 vs 4 (PK2)	1 vs 3 (PK2)	
Period III	1 vs 4 (PK3)	2 vs 3 (PK3)	

**5 Teams:** One or two rooms – 5 regular question packets plus 1 set of tie breaker questions

**Alternative A** – one room – isolation room required

Period I	2 vs 3 (PK1)		
Period II	4 vs 5 (PK1)		Approximate time: 15 minute matches, 3 - 3 1/2 hrs.
Period III	1 vs 2 (PK2)		
Period IV	3 vs 4 (PK2)		
Period V	1 vs 5 (PK3)		
Period VI	2 vs 4 (PK3)		
Period VII	1 vs 3 (PK4)		
Period VIII	2 vs 5 (PK4)		
Period IX	1 vs 4 (PK5)		
Period X	3 vs 5 (PK5)		

**Alternative B** – two rooms (careful timing mandatory)

	<u>Room A</u>	<u>Room B</u>	
Period I	2 vs 3 (PK1)	-----	Approximate time: 15 minute matches, 2 - 2 ¼ hrs.
Period II	4 vs 5 (PK1)	1 vs 2 (PK2)	
Period III	1 vs 5 (PK3)	3 vs 4 (PK2)	
Period IV	2 vs 4 (PK3)	1 vs 3 (PK4)	
Period V	1 vs 4 (PK5)	2 vs 5 (PK4)	
Period VI	3 vs 5 (PK5)		

## Recommendation - 2

**6 Teams** – Two rooms required – 5 regular question packets plus 1 set of tie breaker questions

\*Isolation room required

	<u>Room A</u>	<u>Room B</u>
Period I	1 vs 2	4 vs 6
Period II	3 vs 4 } (PK1)	2 vs 5 } (PK2)
Period III	5 vs 6	1 vs 3
Period IV	1 vs 4	2 vs 3
Period V	3 vs 5 } (PK3)	1 vs 6 } (PK4)
Period VI	2 vs 6	4 vs 5
Period VII	1 vs 5	
Period VIII	2 vs 4 } (PK5)	
Period IX	3 vs 6	

Period IX could be held in  
Room B – requires extra copies of PK5

Approximate time:  
15 minute matches, 2 3/4 - 3 hrs.

**7 Teams** – Two rooms required – 7 regular question packets plus 1 set of tie breaker questions

\*Isolation room required

	<u>Room A</u>	<u>Room B</u>
Period I	2 vs 3 (PK1)	1 vs 7 (PK2)
Period II	4 vs 5 (PK1)	3 vs 6 (PK2)
Period III	6 vs 7 (PK1)	2 vs 5 (PK2)
Period IV	4 vs 6 (PK3)	3 vs 5 (PK4)
Period V	1 vs 3 (PK3)	2 vs 6 (PK4)
Period VI	5 vs 7 (PK3)	1 vs 4 (PK4)
Period VII	1 vs 2 (PK5)	3 vs 4 (PK6)
Period VIII	4 vs 7 (PK5)	1 vs 6 (PK6)
Period IX	5 vs 6 (PK5)	2 vs 7 (PK6)
Period X	1 vs 5 (PK7)	
Period XI	2 vs 4 (PK7)	
Period XII	3 vs 7 (PK7)	

Period XII could be held in  
Room B – requires extra copy  
of PK7

Approximate time:  
15 minute matches, 4 – 4 1/4 hrs.

**8 Teams** – At least two rooms required plus isolation room  
- 7 regular question packets plus 1 set of tie breaker questions -

**Alternative A** – two rooms

	<u>Room A</u>	<u>Room B</u>
Period I	1 vs 2 (PK1)	4 vs 5 (PK2)
Period II	3 vs 4 (PK1)	2 vs 7 (PK2)
Period III	5 vs 6 (PK1)	3 vs 8 (PK2)
Period IV	7 vs 8 (PK1)	1 vs 6 (PK2)
Period V	1 vs 3 (PK3)	2 vs 6 (PK4)
Period VI	2 vs 4 (PK3)	1 vs 5 (PK4)
Period VII	5 vs 7 (PK3)	4 vs 8 (PK4)
Period VIII	6 vs 8 (PK3)	3 vs 7 (PK4)
Period IX	1 vs 4 (PK5)	2 vs 8 (PK6)
Period X	2 vs 3 (PK5)	1 vs 7 (PK6)
Period XI	6 vs 7 (PK5)	3 vs 5 (PK6)
Period XII	5 vs 8 (PK5)	4 vs 6 (PK6)
Period XIII	1 vs 8 (PK7)	
Period XIV	2 vs 5 (PK7)	
Period XV	3 vs 6 (PK7)	
Period XVI	4 vs 7 (PK7)	

Period XV and XVI could be  
held in Room B - requires  
extra copy of PK7

**Recommended Procedures - 3**

**8 Teams**

**Alternative B – three rooms**

	<u>Room A</u>	<u>Room B</u>	<u>Room C</u>
Period I	1 vs 2 (PK1)	4 vs 5 (PK2)	3 vs 6 (PK3)
Period II	3 vs 4 (PK1)	2 vs 7 (PK2)	1 vs 8 (PK3)
Period III	5 vs 6 (PK1)	3 vs 8 (PK2)	4 vs 7 (PK 3)
Period IV	7 vs 8 (PK1)	1 vs 6 (PK2)	2 vs 5 (PK3)
Period V	1 vs 3 (PK4)	2 vs 6 (PK5)	5 vs 8 (PK6)
Period VI	2 vs 4 (PK4)	1 vs 5 (PK5)	6 vs 7 (PK6)
Period VII	5 vs 7 (PK4)	4 vs 8 (PK5)	2 vs 3 (PK6)
Period VIII	6 vs 8 (PK4)	3 vs 7 (PK5)	1 vs 4 (PK6)
Period IX	2 vs 8 (PK7)	1 vs 7 (PK7)	3 vs 5 (PK7)
Period X	4 vs 6 (PK7)		

Approximate time:  
15 minute matches, 3 hrs.

**Alternative C – four rooms**

	<u>Room A</u>	<u>Room B</u>	<u>Room C</u>	<u>Room D</u>
Period I	1 vs 2	3 vs 4	5 vs 6	7 vs 8 (PK1)
Period II	6 vs 8	5 vs 7	1 vs 3	2 vs 4 (PK2)
Period III	2 vs 7	1 vs 6	3 vs 8	4 vs 5 (PK3)
Period IV	1 vs 5	2 vs 6	4 vs 8	3 vs 7 (PK4)
Period V	5 vs 8	1 vs 4	6 vs 7	2 vs 3 (PK5)
Period VI	3 vs 5	2 vs 8	1 vs 7	4 vs 6 (PK5)
Period VII	4 vs 7	3 vs 6	2 vs 5	1 vs 8 (PK7)

Approximate time:  
15 minute matches, 2 – 2 ¼ hrs.

**PLEASE NOTE:** Round Robin play with **more than six (6)** teams is not recommended.

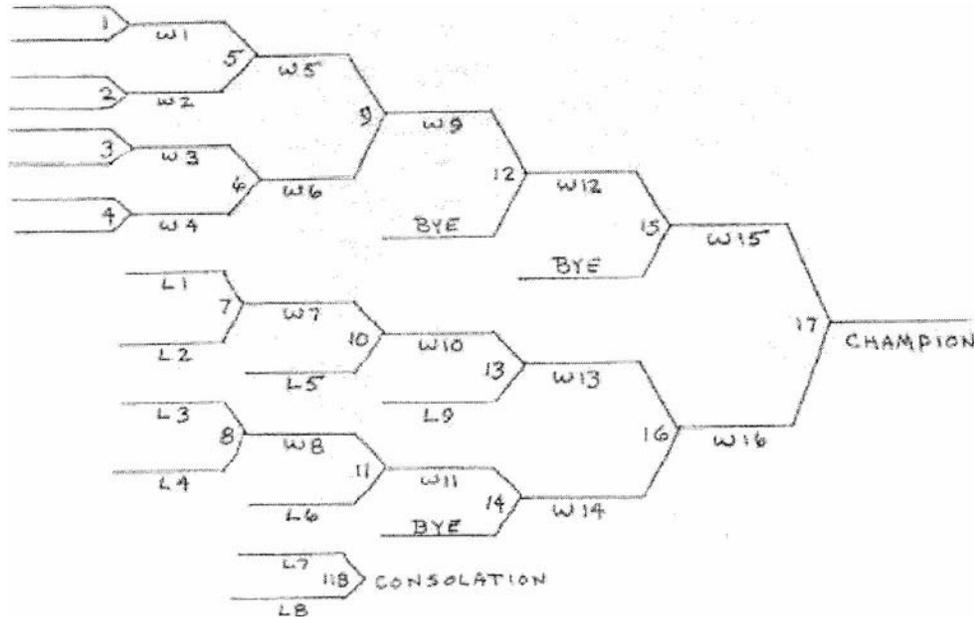
**DOUBLE ELIMINATION - 8 TEAMS**  
**GAME SCHEDULE**

	Room A	Room B
Round I	1 3	2 4
Round II	5 7	6 8
Round III	9 11	10 11 B (consolation)*
Round IV	13	
Round V	16	
Round VI	17	
Round VII (if needed)"	18	

\* Consolation game so every team plays 3 matches.

\*\*If team from bottom bracket wins, top bracket team would have only one loss. Another game must be played to give one team two losses.

Round I   Round II   Round III   Round IV   Round V   Round VI



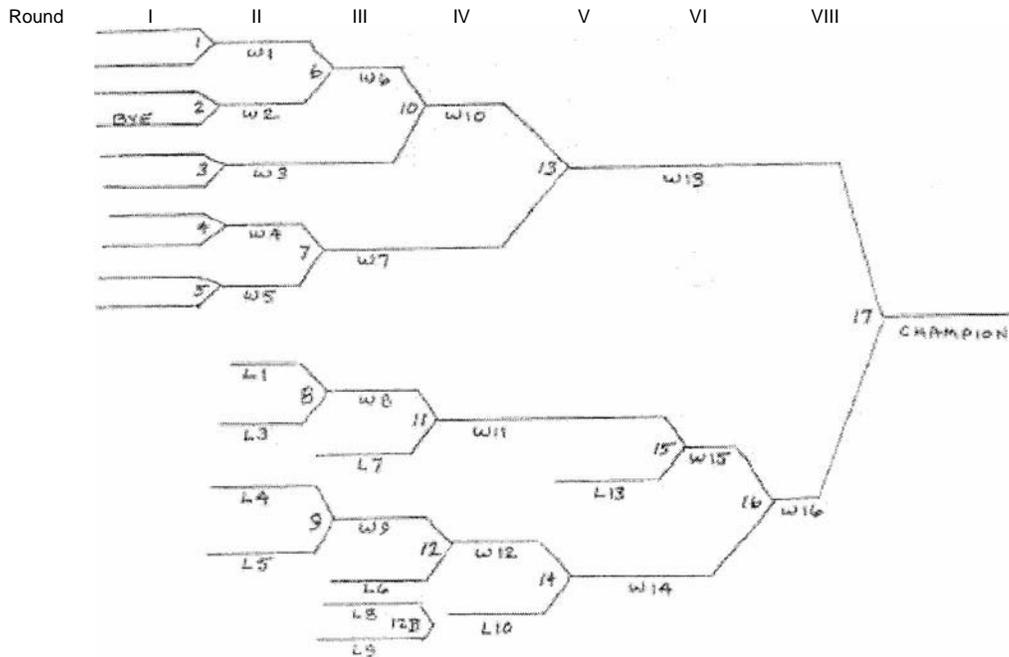


**DOUBLE ELIMINATION - 9 TEAMS  
SCHEDULE**

	Room A	Room B
Round I	1 4	3 5
Round II	6 8	7 9
Round III	10 12	11 12B*
Round IV	13	14
Round V		15
Round VI	16	
Round VII	17	
Round VIII** if needed		

\*Consolation game so every team plays 3 matches.

\*\*If team from bottom bracket wins, top bracket team would have only one loss. Another game must be played to give one team two losses.



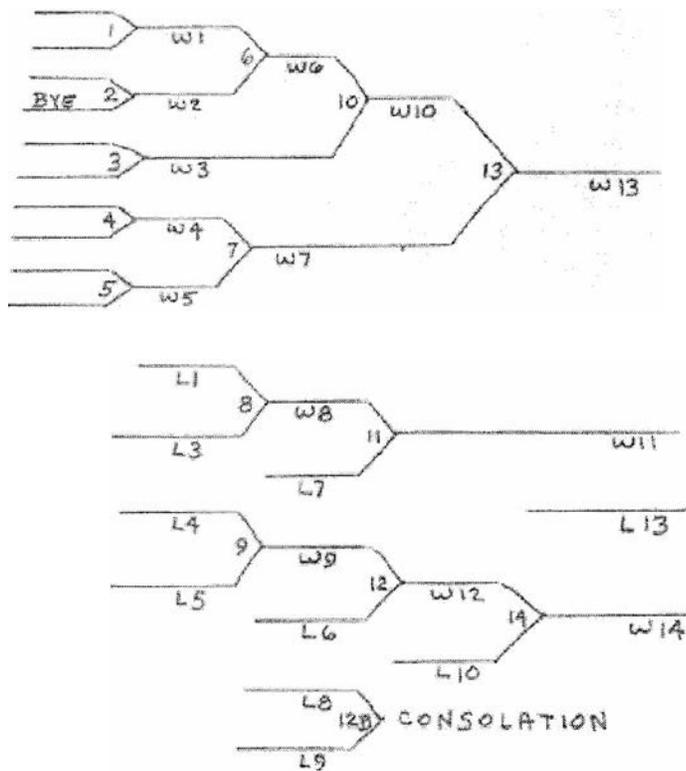
DOUBLE ELIMINATION/ROUND ROBIN - 9

TEAMS SCHEDULE

	Room A	Room B
Round I	1 4	3 5
Round II	6 8	7 9
Round III	10 12	11 12b*
Round IV	13	14
Round V	W-13 W-11	L-13 W-14
Round VI	W-13 L-13	W-14 W-11
Round VII	W-13 W-14	W-11 L-13

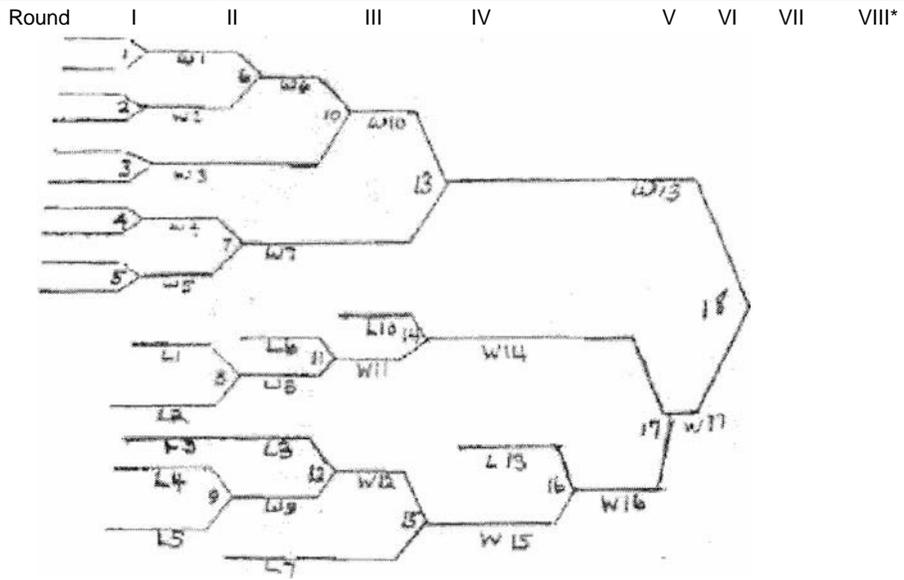
\*Consolation game so every team plays three matches.

Round I II III IV \*\*V \*\*VI \*\*VIII  
\*\*Round Robin Play



**DOUBLE ELIMINATION - 10 TEAMS**  
**GAME SCHEDULE**

	Room A	Room B	Room C
Round I	1 4	2 5	3
Round /I	7	8	6 9
Round 11/	10	11	12
Round IV	13	14	15
Round V	16	Consolation game	Consolation game
Round VI	17		
Round VII	18		



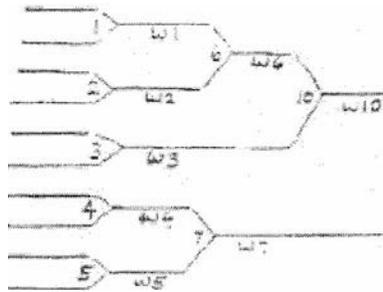
\*if needed

**DOUBLE ELIMINATION/ROUND ROBIN 10 TEAMS**

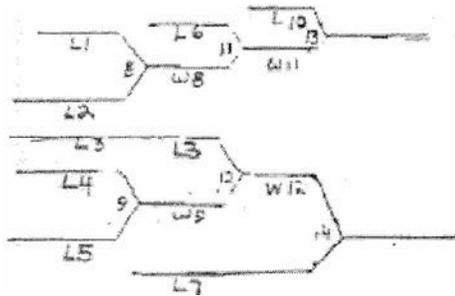
**GAME SCHEDULE**

	Room A	Room B	Room C
Round 1	1 4	2 5	3
Round 2	7	8	6 9
Round 3	10	11	12
Round 4		13	14
Round 5	W10 W7	W13 W14	*Consolation games as needed
Round 6*	W10 W13	W7 W14	
Round 7*	W10 W14	W13 L7	

Round I II III IV \*V \*VI \*VII



\*Round Robin Play

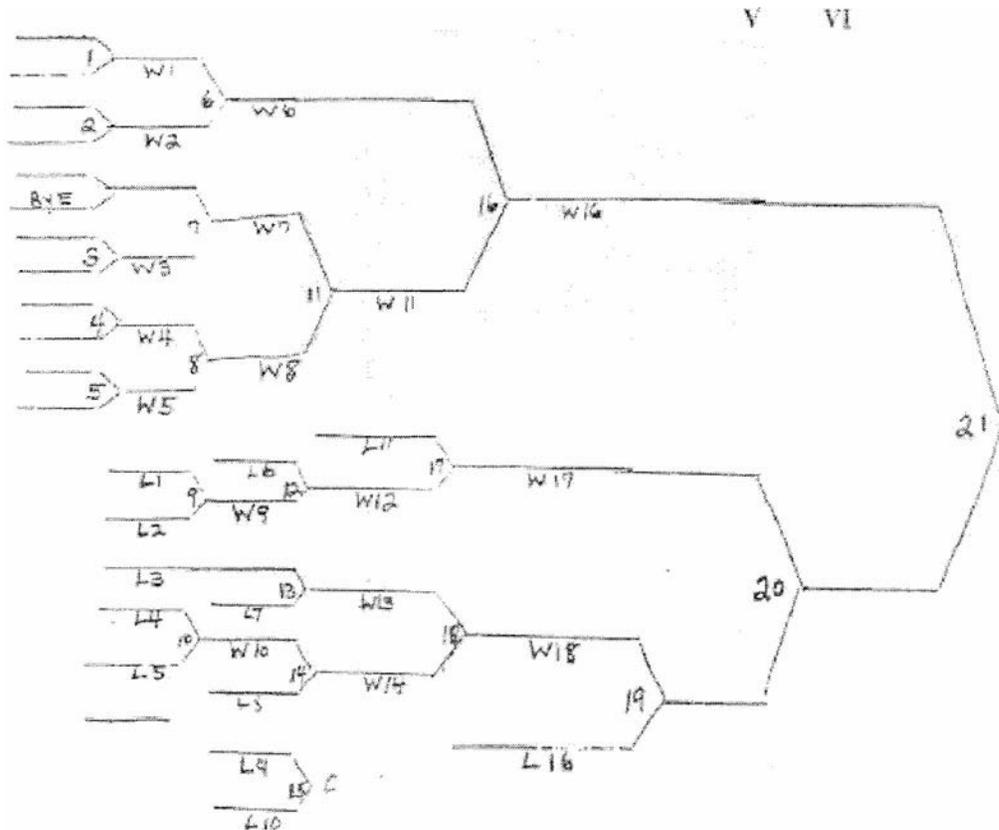


### DOUBLE ELIMINATION - 11 TEAMS

#### GAME SCHEDULE

	Room A	Room B	Room C
Round 1	1 4	2 5	3
Round 2	7 10	8	6 9
Round 3	11 14	12 15	13
Round 4	16	17	18
Round 5	19	W13 W14	
Round 6	20	W7 W14	
Round 7 *	21	W13 L7	

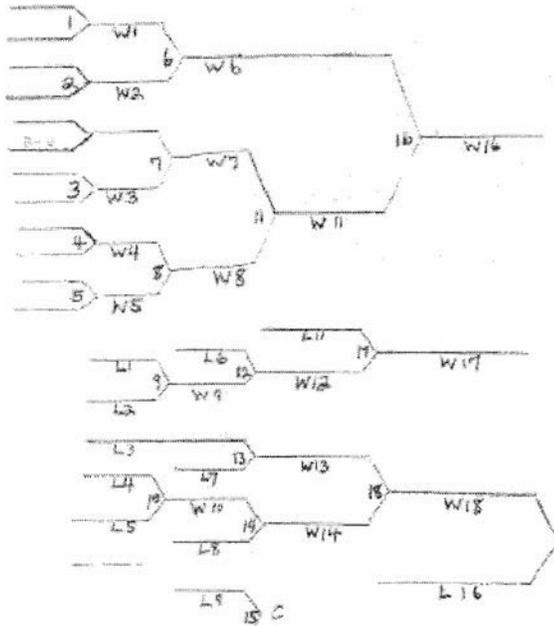
Round    I    II    III    IV                    V    VI    VII    VIII    \*if needed



**DOUBLE ELIMINATION/ROUND ROBIN - 11 TEAMS  
GAME SCHEDULE**

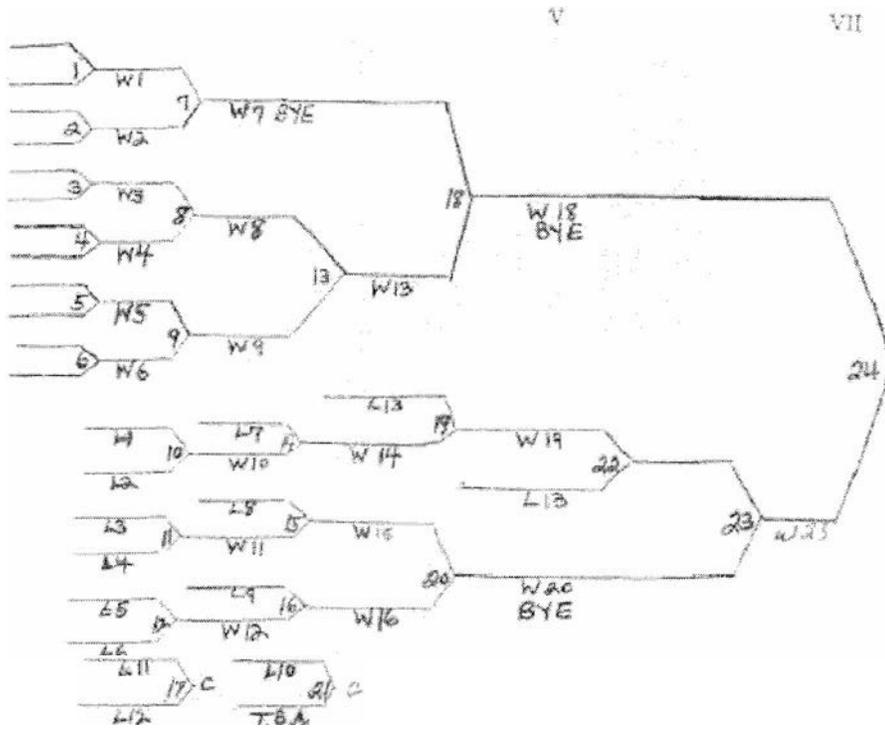
	Room A	Room B	Room C
Round I	1 4	2 5	3
Round II	7 10	8	6 9
Round III	13	11 14	12 15
Round IV	16	17	18
Round V	W16 W17	W18 W16	
Round VI	W16 W18	W17 W16	
Round VII	W16 L16	W18 W17	

Round I      II      III      IV      \*V      \*VI      \*VII  
 \*Round Robin



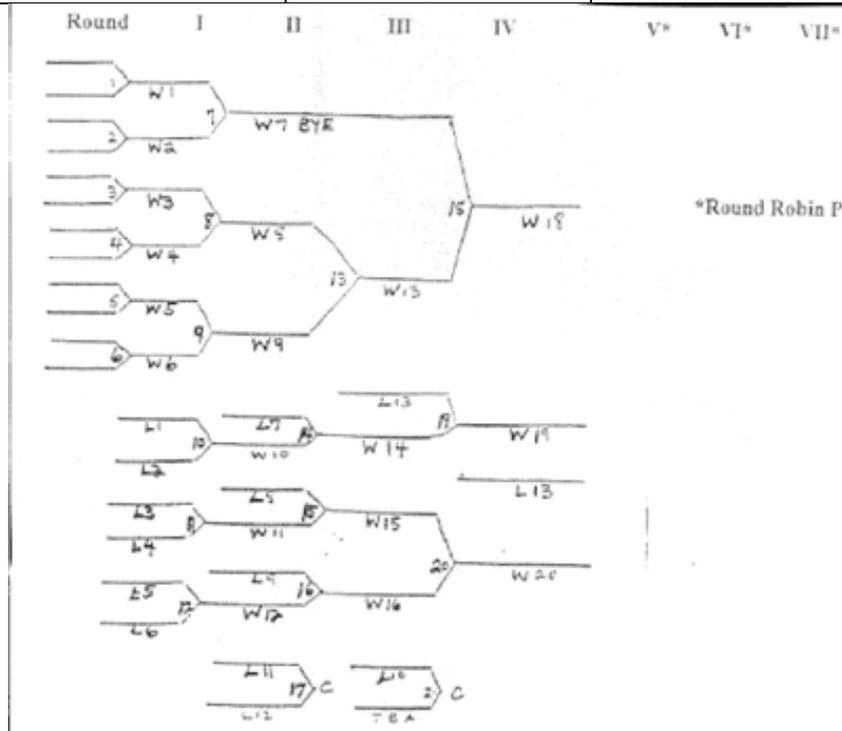
**DOUBLE ELIMINATION - 12 TEAMS**  
**GAME SCHEDULE**

	Room A	Room B	Room C
Round 1	1 4	2 5	3 6
Round 2	7 10	8 11	9 12
Round 3	13 16	14 17*	15
Round 4	19	20	18 21*
Round 5	22	W18	
Round 6	23	W17	
Round 7	24	W18	
Round 8	25(if needed)	*Consolation game	



## Double Elimination/Round Robin – 12 Teams Schedule

	Room A	Room B	Room C
Round 1	1 4	2 5	3 6
Round 2	7 10	8 11	9 12
Round 3	13 16	14 17** Consolidation game	15
Round 4	19	20	18
Round 5	W 18 W 19	L18 W 20	
Round 6 *	W 18 L18	W 19 W 20	
Round 7*	W 18 W 20	W19 L18	



# III - NYS 4-H HIPPOLOGY CONTEST

## Rules and Regulations

**\*\*Note: National Rule changes will be automatically reflected in New York State 4-H educational event rules in following years.\*\***

The primary objective of this contest is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate the breadth of their knowledge and their reasoning ability in subject matter related to equine science and management in a competitive setting where attitudes of friendliness and fairness prevail. It is hoped that this project contest will generate a rewarding experience for the contestants.

**A strict dress code will be enforced.** Clean, neat clothing, appropriate for the event and weather conditions will be expected. Contestants will be judging live horses. Therefore **NO** open toed shoes will be permitted in the judging ring. Remember, contestants are representing 4-H, Cornell, and their county and region. Shirt must have sleeves and cover midriff. No inappropriate language on clothing. Skirts and shorts must be longer than the individual's fingertips when their hands are at their sides.

### I. Selection of Teams, Contestants and Eligibility

#### A. Regional Contests

1. Regions may select their teams in any manner deemed appropriate by the majority of the counties within the region.
2. Regions are encouraged to allow as many youth as possible to participate in regional competitions. Teams should consist of 3-4 members. Teams of one (1) or two (2) individuals may compete but will only be considered for individual awards.
  - a. Seniors - Senior contestants must be 14 years of age but not yet 19 years of age before January 1 of the current calendar year and must never have been a member of an official Hippology team representing New York in an out-of-state contest (see B-4).
  - b. Juniors - Junior contestants must not have achieved their 14th birthday prior to January 1 of the current calendar year. **Please note:** For state events, a junior youth must have reached their 9th birthday prior to January 1 of the current year.
  - c. Novice **(Please note this division is optional. There is no Novice Division at the New York State Hippology Contest. Therefore, the following are only suggested guidelines. Every region can coordinate this division to fit their regional needs and create their own guidance.)** Contestants must not have reached their 14th birthday prior to January 1 of the current calendar year **and** must never have participated in a Hippology contest at the regional level. At

the discretion of the region, exceptions may be made to allow contestants who are 9 years of age or less to compete. Youth 10 years old and older may compete as a novice a maximum of 2 years.

3. All members must be enrolled in a 4-H horse project in the county they represent.

**B. State Contest – Contest starts promptly at 8:00am and should be completed by 1:00pm. Supplies: contestants need to bring 2 pencils and clipboard. Contestants may bring snacks and drinks.**

1. Only those contestants who participated in regional contests are eligible for the state contest.
2. Only Senior and Junior divisions will be held at the state level. Age descriptions will be the same as for Regional Contests.
3. Each region may submit four (4) Junior and four (4) Senior teams. If a region decided to split into an A & B, each may send two (2) Junior and two (2) Senior teams. How regions select their teams will be a regional decision.
  - a. A team must consist of three (3) members in order to compete for "team" awards at the State Competition. If a region only fields 1 or 2 members on either the county or regional levels, they may compete but will not be eligible for "Team" Awards. They are, however, considered for all "Individual" Awards including the National Contest. These procedures for selection apply to both Junior and Senior teams.
4. Ages are as A-1.a. and b. above.
5. Members of the team representing New York in out-of-state competition become ineligible for further Hippology competition.

**C. National Contest**

1. The 4 individuals invited to represent New York in the National 4-H Hippology Contest will be selected from among the high senior individuals in the State Contest based on rank, availability for the contest, and confirmed eligibility.

**II. Contest Procedures**

**Senior Contest** consists of four (4) phases, plus three team problems.

**Junior Contest** consists of four (4) phases, plus three team problems. Of the three problems, the highest score will count toward the team score.

- A. **Judging** (approx. 200 points) - at least 2 but no more than 6 classes to be placed -- may be pictures, projected slides, videotapes or live horses. Classes may be all conformation or part conformation, part performance (individual).

B. **Written Examination** (approx. 200 points) - All questions will have been derived from material and sources listed in section III. May include true/false, multiple choice, completion, and column matching. Spelling in Senior contest will be considered in scoring.

C. **Station** (100 points) - There are to be 2 to 4 interactive stations (with oral questions) or 2 interactive and 2 reactive (no judge present) stations. The information to be covered will include but not be limited to:

- tack and equipment
- anatomy and conformation
- disease, unsoundness, parasites
- breeds, use, color, sex, size
- feeds and feeding

Amount of time available at each station will depend on number of contestants participating but will not be more than 4 minutes. Fifteen (15) seconds will be permitted between stations for judges to complete their score cards. At each interactive station each contestant will be asked 3-5 questions which will be used to determine 15 points of the score at that station. Ten (10) points of the score will be based on the amount of additional information which can be provided through additional questions. Total points available is 100. Scoring at the reactive stations will be based on the written responses to the questions posed or information required at the stations.

D. **Identification** (approx. 200 points) - This phase will consist of a series of stations or tables where at each all contestants will respond to the requirements of that station. At least twenty-five (25) but not more than fifty (50) slides will be projected in which color, color pattern, breed, gait and activity is to be identified. Examples of other subject matter that might be included are:

- Types of saddles; parts of saddles
- Tack, bits, bridles, horse shoes and parts of shoes
- Tools and equipment, and assembly of specific parts of various pieces of equipment
- Grains & forages used in equine rations, various forms and preparation methods
- Internal & external parasites
- Blemishes & unsoundnesses
- Ages of equines based on teeth
- Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health
- Measurements such as wither height, shoe size, girth, collar size, gullet width, seat length of saddle
- Diseases and unsoundnesses
- Parasites
- Breeds, use
- Poisonous plants
- Anatomy and conformation
- Horse activities, i.e.: show classes, driving, racing, fox hunting, gaming, jumping.

E. **Team Problems** (approx. 200 points) - All Senior teams will be given the same problems. There will be two types of problems (100 points each). For one problem, each team will have 8 minutes of preparation time to be followed immediately by an 8-minute period with a judge to respond to the problem. The second problem will be an extemporaneous problem which will be presented to the team. The members of each team will have 8 minutes in which to present the solution to a judge. All responses will be oral (no notes may be taken into this judging session.) Examples of possible team problems might include:

- Balancing a horse's ration
- Farm management recommendation for specific horse operations (i.e.: breeding, training, boarding, nursery, lay-up)
- Considerations for the establishment of a new horse facility (stable to be used for a specific purpose)
- Recommendations for selecting, locating and purchasing horses for specific uses Behavior problems - causes, management of and corrections
- Training & conditioning programs: equipment, schedules, methods, nutrition, problem avoidance
- Breeding and/or leasing contracts - specific clauses for insurance, liability, payments, care, termination, transport, etc.
- Teaching lessons in horse management (specific subject to be announced) to a group of 9-11 year old beginner 4-H'ers - where, how long, how much information, hands-on experiences, reinforcement, testing evaluation
- Explanation of use or assembly of specific equipment will be considered
- Demonstrate skill or ability to use specific equipment

**Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other phases to determine overall team standing.**

Evaluation will be based on apparent understanding of the problem, practicality and probable success of solution presented; thoroughness of response, clarity and logic, style of response and most importantly, the involvement of all team members in making the oral response.

Team problems will normally be of a kind where there is no unique solution or single set of established procedures. However, it **MUST** be a true team effort - - not one sided. A suggested approach would be that each member states some facts about the problem, in addition to making remarks after another team member's presentation if they can contribute additional knowledge. Responses should include not only "how" but "why", with special attention given to the rationale leading to the responses given.

In preparing, try to use a standard outline form to keep the main points and supporting material in proper sequence designating which team member should start or finish according to the knowledge each individual has in reference to the problem presented. Make major points in reply to the problem. Sources of knowledge should be your own experiences or references from various materials you have read.

A summary or conclusion could possibly restate some of these major points made by your fellow team members but briefly. (See score sheet that follows for what the youth will be judged on.)

The judge, if time permits, may ask questions of any or all of the team members to clarify the presentation.

### III. Reference Material

All the information covered in this contest may be found in one or more of the following publications:

**NEWHOR** **Illustrated Dictionary of Equine Terms**, New Horizons Education Center, Inc.  
Alpine Publications  
PO Box 7027, Loveland, CO 80537  
Telephone: 1-800-777-7257 FAX: 1-970-667-9157

**EVANS 2<sup>nd</sup>** **The Horse (2nd Edition)**, Evans, Borton, Hintz, and Van Vleck  
W.H. Freeman and Company  
660 Market Street, San Francisco, CA 94104

A special price may be available if ordered from publisher  
Telephone: 1-414-391-5870

VHPS Holtzbrinck Publishers  
16365 James Madison Highway, Gordonsville, VA 22942  
Telephone: 1-888-330-8477

**KAINER** **The Coloring Atlas of Horse Anatomy**, Dr. Robert Kainer and Dr. Thomas McCracken  
Alpine Publications Inc., P.O. Box 7027, Loveland, CO 80537  
Telephone: 1-800-777-7257

**AYHC 1<sup>st</sup>** **Horse Industry Handbook-by the American Youth Horse Council**  
The Equine Collection - Dept. AYHC, P.O. Box 1539, Fort Lee, NJ 07024-1539  
Telephone: 1-800-952-5813 FAX: 1-201-840-7242

**AYHC** **HORSE SMARTS: An Equine Reference & Youth Activity Guide, American Youth Horse Council**  
Order from: <http://www.ayhc.com/shop>

**Lewis 2<sup>nd</sup>** **Feeding & Care of the Horse (2nd edition)**, L.D. Lewis, Williams & Wilkins  
P.O. Box 1496, Baltimore, MD 21298-9724  
Telephone: 1-800-638-0672

**Griffiths** **Equine Science: Basic Knowledge for Horse People of All Ages**, J.T. Griffiths  
[www.HorseBooksEtc.com](http://www.HorseBooksEtc.com) or 1-800-952-5813  
or ISBN # 978-1-929164-42-4 to order from your local bookstore

## Supplemental References:

**AYHC Youth Leaders Manual-by the American Youth Horse Council**  
The Equine Collection - Dept. AYHC  
P.O. Box 1539, Fort Lee, NJ 07024-1539  
Telephone: 1- 800-952-5813 FAX - 201-840-7242

**Dover Saddlery** - Apparel, tack and horse care items, for the English rider. To request a free catalog please visit [www.DoverSaddlery.com](http://www.DoverSaddlery.com) or call toll free 1 888 234 6942.

**Smith Brothers** - Apparel, tack and horse care items, for the Western rider. To request a free catalog please visit [www.SmithBrothers.com](http://www.SmithBrothers.com) or toll free 1- 888 677 0450.

Other: Grains, forages, and feed preparations used in this contest will be representatives of feeds utilized in horse rations.

## IV. Scoring

- A. If a team consists of four (4) members, the lowest individual score is dropped and the three (3) highest used for scoring TEAM placings. A TEAM MUST consist of at least three (3) members.
- B. If a team consists of only one (1) or two (2) members, they will be considered for all individual placing awards but will not be eligible for any TEAM awards.

## V. Tie Breaking

All ties overall, individual and team, will be broken using the following sequence:

- A. Examination scores
- B. Station scores
- C. Judging scores

**Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order, may be used.**

## VI. Awards (State Contest only, Regional optional)

- A. Rosettes to high ten (10) individuals and to members of high five (5) teams (Junior and Senior).
- B. Verbal recognition of high ten (10) individuals and to members of high five (5) teams in examination, judging, stations and identification.

## VII. Contest Policy

- A. No source of information is infallible. There may be at times answers given to questions which are not in agreement with the recommended sources. Therefore, any queries or complaints made must be submitted in writing to the chairperson of the contest, and then only by the coach of the individual or team making the

inquiry. Spectators, parents and visitors may not protest verbally or in writing to the chair, but should direct their actions to the coach or agent of their respective county or region.

- B. Unseemly behavior, unsportsmanship-like conduct or any actions which are generally accepted as detrimental to the contest may subject 4-H competitors, parents, and/or coaches to dismissal from the area of the contest.
- C. Unless assisting in the contest, coaches and parents must not remain in the immediate area surrounding the contest proceedings. Every effort will be made to allow viewing from some strategic place where the contest is being held, but in some instances this may not always be possible. Viewing of contest materials will be allowed once the contest is completed.
- D. Contest materials will not be returned. Copies of the written exams will be held at Cornell and will be available for Regional Hippology competitions.

Team ID# \_\_\_\_\_

**NEW YORK STATE 4-H HIPPOLOGY - TEAM PROBLEM SCORE SHEET**

	Team Member Number*				Max Points	Score
	1	2	3	4		
<b>GENERAL APPEARANCE:</b> Appropriate dress, visible distractions					<b>4</b>	
<b>DELIVERY:</b> Eye contact, gestures, enthusiasm  Articulation, volume, inflection Pronunciation and enunciation					<b>8</b>	
					<b>8</b>	
<b>LANGUAGE EFFECTIVENESS:</b> Skill in using meaningful & appropriate					<b>4</b>	
<b>ORGANIZATION OF CONTENTS:</b> 1. Introductory statement of key points  2. Sequence of key points  3. Body – development of key points  4. Summary of key points					<b>10</b>	
					<b>10</b>	
					<b>10</b>	
					<b>10</b>	
<b>OVERALL QUALITY:</b> Appropriate topic coverage, originality					<b>16</b>	
<b>OVERALL TEAM PARTICIPATION</b>					<b>20</b>	
<b>TOTAL POINTS</b>					<b>100</b>	

Judges comments and statement supporting score:

\*Team member numbers 1, 2, 3, 4 used for marking each individual's contribution in presentation. Team consists of at least 3 members.

## IV - NYS 4-H HORSE COMMUNICATIONS CONTESTS - Individual and Team

### Rules and Regulations

**\*\*NOTE: National rule changes will be automatically reflected in New York State 4-H educational event rules in following years.\*\***

**Dress Code: A strict dress code will be enforced.** Clean, neat clothing, appropriate for the event and weather conditions will be expected. Remember, contestants are representing 4-H, Cornell, and their county and region. Shirt must have sleeves and cover midriff. No inappropriate language on clothing. Skirts and shorts must be longer than the individual's fingertips when their hands are at their sides.

#### I. Eligibility

A. Teams to compete in regional contests may be selected by any means agreeable to the majority of counties within that region. Regions are encouraged to allow as many youth as possible to participate in regional competitions. Regions are advised to follow state rules, but may alter to fit their needs. All teams competing in state and national contests must conform to state and national rules.

1. **Seniors:** Senior contestants must be at least 14 years of age but not yet 19 years of age by January 1 of the current calendar year.
2. **Juniors:** Junior contestants must not have achieved their 14th birthday prior to January 1 of the current year.

**Please note:** For State events, a junior youth must have reached their 9th birthday prior to January 1 of the current calendar year.

3. **Novice (Please note this division is optional. There is no Novice Division at the New York State Horse Communications Contest. Therefore, the following are only suggested guidelines. Every region can coordinate this division to fit their regional needs and create their own guidance.):** Contestants must not have achieved their 14th birthday prior to January 1 of the current calendar year **and** must never have participated in a Communications contest at the regional level. At the discretion of the region, exceptions may be made to allow contestants who are 9 years of age or less to compete.

B. **Age** - Contestants must be at least nine (9) years of age before January 1 of the current year but not have been nineteen (19) prior to January 1 of the current year. To be eligible for selection as a member of a state team, a contestant must be at least fourteen (14) years of age before January 1 of the current year.

C. **Project Enrollment** - Contestants must be enrolled in the 4-H horse project in accordance with county limitations.

- D. No contestants may compete at any level in the same specific event in which they have previously competed in an official 4-H contest of national character and in the same species.
  - 1. No member of a presentation team which competed in an official national contest may compete in team events even with a new partner, but are eligible to compete in individual events.
  - 2. Individual presenters and public speakers who have competed in official national 4-H competition may not compete in the same specific individual event but are eligible to compete in the alternate individual event and in team competition.
- E. Each contestant must have been officially designated as a contestant by the Cooperative Extension Educator, 4-H, of his/her county, and must be officially designated by the chairperson of the Regional 4-H Horse Educational Committee (HEC).
- F. Youth must physically be present at the county, regional and state events. This would preclude alternative methods of qualifying, such as a videotape of the youth.
- G. Contestants must not have participated in any post-secondary (university, college, junior college or technical school) competitive individual presentation/demonstration, team presentation/demonstration or public speaking contests.
- H. Opportunities to represent New York in one of the National 4-H Horse Roundup competitions will be offered to participants in the State Contest based on their placing in the contest and their availability for travel and additional training.
- I. Contestants may participate in only one state-wide 4-H Horse Communications event (Public Speaking or Team Presentation or Individual Presentation) in a given year.

**II. Entry Procedures**

- A. Each region may enter the following in the State Contest: Senior Junior

Individual Presentations	4	4
Team Presentations	4	4
Public Speakers	4	4
Special Programs	2	2
Video Presentations	2	2

Please use appropriate entry forms, completed with designated signatures.

- B. Entry deadlines will be stated on entry forms.

- C. Contestants are expected to check in with the division chairperson 30 minutes before their scheduled time. Failure to be ready to present at the scheduled time will result in elimination.

### III. Scoring/Awards

- A. In each division of the contest, three (3) judges will independently evaluate each presentation. Copies of the scoring sheets will be made available upon request, to help in preparing the presentation.
- B. Rosettes will be presented to:
  - 1. high ten (10) Senior Individual Presenters
  - 2. high five (5) Senior Team Presenters
  - 3. high five (5) Senior Public Speakers
  - 4. high ten (10) Junior Individual Presenters
  - 5. high five (5) Junior Team Presenters
  - 6. high five (5) Junior Public Speakers
- C. Score sheets at the State event will be made available the day of the event. If youth are not present during results, sheets will be mailed to the county to be given to the youth.

### IV. Divisions

**PLEASE NOTE: The same communications presentation may not be repeated in the same division in subsequent years, at the State level. There must be a legitimate attempt to change the subject matter, content, title, etc.**

**Introductions:** Introductions should be brief and simple. They should include the presenter(s) name and the title of the presentation. Other brief information may be included at the discretion of the presenter; please keep information pertinent to the presentation. The introduction will be counted in the total time of the presentation.

#### **Technology:**

- A. Computer generated, integrated, and highly technical forms of presentations (i.e.: PowerPoint) will be allowed in 4-H Horse Communications Events.
- B. When doing a PowerPoint presentation, everything must be designed, developed and produced by the contestant, just like a contestant would do if making standard posters and props.
- C. Although a contestant may be “tied” to the computer during the presentation in order to progress through the slides, reading off of the computer screen is just like using notes, and will be judged as such.
- D. The contestant is responsible for bringing, setting up and using the computer, projection unit, and other necessary equipment. Realize that completely dimming

the lights in the room may be necessary for older projection units, but may result in the judges not being able to see the contestant, which could result in point deductions. It would be wise to have a newer, high lumens projection unit that will not require a completely dark room.

- E. If pictures and information are taken directly from another source (online or otherwise), it is necessary, as with traditional presentations, to cite where the information was acquired so that the judges are aware. For example, pictures that are taken off of a website should have the url of the website listed below it so that the judges can read it.

F. **Individual Presentations** - Senior and Junior

1. This is an individual event.
2. The subject must pertain to the horse industry. Presentations not appropriately related to the horse industry can be disqualified at the discretion of the judges.
3. The presentation may be a demonstration or illustrated talk. All references to the term "presentation" in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message.

Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include but are not limited to handouts, posters, props, videos, slides, and computer generated media (PowerPoint, websites, etc.). No live animals or people may be used.

4. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judge(s).
5. Presenters must supply all of their own equipment, including easels.
6. Creative audio visual aids may be used, but the contestant must be involved in making or designing them.
7. During the contest, the contestants may introduce themselves by name, region and presentation topic.
8. Presentation should be 9-12 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of minutes) under 9 minutes or over 12 minutes.

9. Contestants should cite their own major references after the conclusion of their presentation. This will not be counted in the allotted time.
10. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
11. Ties will be broken first by the judge's accumulated delivery score, second by the judge's accumulated organization score and third on content and accuracy score.
12. Contestants may use video recorders to tape their own presentations. It is the responsibility of the coach to provide all necessary recording equipment.

**G. Team Presentations - Senior and Junior**

1. This is a team event where both participants should have an equal role in the presentation. A team consists of two members (2 Juniors or 2 Seniors - no mixed ages).
2. The subject must pertain to the horse industry. Presentations not appropriately related to the horse industry can be disqualified at the discretion of the judges.
3. The presentation may be a demonstration or illustrated talk. All references to the term "presentation" in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message.

Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include but are not limited to handouts, posters, props, videos, slides, and computer generated media (PowerPoint, websites, etc.). No live animals or people may be used.

4. Contestants may use notes. However, excessive use of notes may be counted against the contestants. This will be at the discretion of the judge(s).
5. Participants must supply their own props. Any other equipment needs must be made through special arrangement with contest officials.
6. Creative audio visual aids may be used, but the contestant must be involved in making or designing them.

7. During the contest, the contestants may introduce themselves by name, region and demonstration topic.
8. Presentations should be 10-15 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 10 minutes or over 15 minutes.
9. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
10. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
11. Ties will be broken first by the judge's accumulated delivery score, second by the judge's accumulated organization score and third on content and accuracy score.
12. Contestants may use video recorders to tape their presentations. It is the responsibility of the team/coach to provide all necessary recording equipment.

**H. Public Speaking - Senior and Junior**

1. This is an individual event.
2. Subject must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
3. No visual aids charts or other equipment may be used.
4. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judge(s).
5. During the event, the contestants may introduce themselves by name, region and speech topic.
6. Speeches should be 7-10 minutes in length. Three (3) points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 7 minutes or over 10 minutes.
7. Contestants should cite their major references after the conclusions of their speech. This time will **not** be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant in the contest. Question time will **not** be counted in the allotted time. Contestants should repeat the question then answer it.

9. Ties will be broken first by the judge's accumulated delivery score, second by the judge's accumulated organization score, and third on content and accuracy scores.
10. Contestants may use video recorders to tape their own presentations. The contestant will then receive 15 minutes to prepare their speech presentations. It is the responsibility of the team coach/team to provide all necessary recording equipment.

V. **Special Programs** (No State or National competition available)

- A. **Slide/Audio Presentation** - Removed from rule book – no longer applicable due to technology as per approved proposal from June, 2011 HEC mtg.
- B. **Videotaped Presentation** - Removed from rule book – no longer applicable due to technology as per approved proposal from June, 2014 HEC mtg.
- C. **Impromptu Speaking** - Removed from rule book – no longer applicable due to technology as per approved proposal from June, 2014 HEC mtg.

VI. **National Contest**

- A. Four (4) senior individuals will be invited to represent New York in the National 4-H Horse Communications Event. They will be selected among the high individuals in the state contest, based on availability for the contest and rank, subject to confirmed eligibility.
  1. Individual Presentation - one (1) 4-H youth
  2. Team Presentation - two (2) 4-H youth
  3. Public Speaking - one (1) 4-H youth
- B. Commitment of qualified participants to be a part of the national NYS 4-H Horse Communications Team must be made by some time prior to the first day of State Fair.

\_\_\_\_ Jr. \_\_\_\_ Sr.

Region \_\_\_\_\_

**4-H HORSE COMMUNICATIONS  
INDIVIDUAL PRESENTATION**

Name \_\_\_\_\_ County \_\_\_\_\_

Total Points \_\_\_\_\_  
Rank \_\_\_\_\_

Presentation Topic \_\_\_\_\_

Time Limit: 9-12 minutes; 3 points will be deducted from the total score for every minute (or fraction of a minute) under 9 or over 12 minutes.

<b>A. INTRODUCTION</b>	Points Possible	
1. Did the introduction serve to create interest in the subject?	_____	<b>(10)</b>
2. Was the introduction short and to the point?		
<hr/>		
<b>B. ORGANIZATION</b>	Points Possible	
1. Was only one main idea presented?	_____	<b>(25)</b>
2. Did the discussion relate directly to each step as it was shown?		
3. Was each step shown just as it should be done in an actual situation or was an explanation given for any discrepancies?		
4. Could the audience see each step?		
5. Were the materials and equipment carefully selected, neatly arranged and well-organized?		
6. Were charts and posters used if and when they were needed?		
7. Were the key points for each step stressed?		
<hr/>		
<b>C. CONTENT AND ACCURACY</b>	Points Possible	
1. Were the facts and information presented accurate?	_____	<b>(25)</b>
2. Was there enough information presented about the subject?		
3. Were approved practices used?		
4. Was credit given to the sources of information, if it was appropriate?		
5. Was the content appropriately related to the horse industry?		
<hr/>		
<b>D. STAGE PRESENCE</b>	Points Possible	
1. Was the presenter neat and appropriately dressed for the subject of the presentation?	_____	<b>(10)</b>
2. Did the presenter speak directly to and look at the audience?		
3. Was the presentation too fast or too slow?		
<hr/>		
<b>E. DELIVERY</b>	Points Possible	
1. Did the presenter appear to enjoy giving a presentation?	_____	<b>(15)</b>
2. Did the presenter have good voice control?		
3. Were all words pronounced correctly?		
4. Did the presenter seem to choose words at the time they were spoken as opposed to a memorized presentation?		
5. If notes were used, was it done without distracting from the presentation?		
<hr/>		
<b>F. EFFECT ON AUDIENCE</b>	Points Possible	
1. Did the audience show an interest in the presentation?	_____	<b>(5)</b>
2. Could the audience go home and carry out the idea?		
<hr/>		
<b>G. SUMMARY</b>	Points Possible	
1. Was the summary short and interesting?	_____	<b>(10)</b>
2. Were the key points briefly reviewed?		
3. Did the summary properly wrap up the presentation?		
4. Could the presenter handle questions easily?		
<hr/>		

Awarded Points \_\_\_\_\_ (100)

Time \_\_\_\_\_

Judge's  
Comments: *Minus*

Time Penalty - \_\_\_\_\_  
Total Points \_\_\_\_\_

\_\_\_\_ Jr. \_\_\_\_ Sr.

Region \_\_\_\_

**4-H HORSE COMMUNICATIONS  
TEAM PRESENTATION**

Total Points \_\_\_\_  
Rank \_\_\_\_

Names \_\_\_\_\_ County \_\_\_\_\_

Presentation Topic \_\_\_\_\_

Time Limit: 10-15 minutes; 3 points will be deducted from the total score for every minute (or fraction of a minute) under 10 or over 15 minutes.

**A. INTRODUCTION** \_\_\_\_\_ **(10)**

1. Did the introduction serve to create interest in the subject?
2. Was the introduction short and to the point?

**B. ORGANIZATION** \_\_\_\_\_ **(25)**

1. Was only one main idea presented?
2. Did the discussion relate directly to each step as it was shown?
3. Was each step shown just as it should be done in an actual situation or was an explanation given for any discrepancies?
4. Could the audience see each step?
5. Were the materials and equipment carefully selected, neatly arranged and well-organized?
6. Were charts and posters used if and when they were needed?
7. Were the key points for each step stressed?

**C. CONTENT AND ACCURACY** \_\_\_\_\_ **(25)**

1. Were the facts and information presented accurate?
2. Was there enough information presented about the subject?
3. Were approved practices used?
4. Was credit given to the sources of information, if it was appropriate?
5. Was the content appropriately related to the horse industry?

**D. STAGE PRESENCE** \_\_\_\_\_ **(10)**

1. Were the presenters neat and appropriately dressed for the subject of the presentation?
2. Did the presenter speak directly to and look at the audience?
3. Was the presentation too fast or too slow?

**E. DELIVERY** \_\_\_\_\_ **(15)**

1. Did the presenters appear to enjoy giving presentation?
2. Did the presenters have good voice control?
3. Were all words pronounced correctly?
4. If notes were used, was it done without detracting from the presentation?
5. Did the presenters seem to choose words at the time they were spoken as opposed to a memorized presentation?

**F. EFFECT ON AUDIENCE** \_\_\_\_\_ **(5)**

1. Did the audience show an interest in the presentation?
2. Could the audience go home and carry out the idea?

**G. SUMMARY** \_\_\_\_\_ **(10)**

1. Was the summary short and interesting?
2. Were the key points briefly reviewed?
3. Did the summary properly wrap up the presentation?
4. Could the presenters handle questions easily?

Time \_\_\_\_\_

Awarded Points \_\_\_\_\_ **(100)**

Minus Time Penalty - \_\_\_\_\_

Total Points \_\_\_\_\_

Judge's Comments:

\_\_\_\_ Jr. \_\_\_\_ Sr.

Region \_\_\_\_\_

**4-H HORSE COMMUNICATIONS  
PUBLIC SPEAKING**

Total Points \_\_\_\_\_  
Rank \_\_\_\_\_

Name \_\_\_\_\_ County \_\_\_\_\_

Speech Topic \_\_\_\_\_

Time Limit: 7-10 minutes; 3 points will be deducted from the total score for every minute (or fraction of a minute) under 7 or over 10 minutes.

<b>A. INTRODUCTION</b>	Points	Possible
	_____	<b>(10)</b>
1. Did the introduction serve to create interest in the subject?		
2. Was the introduction short and to the point?		

<b>B. ORGANIZATION</b>	_____	<b>(15)</b>
1. Were the main points easy to follow?		
2. Were the main points arranged in the best order?		
3. Were the sentences short and easy to understand?		
4. Was the speech interesting?		

<b>C. CONTENT AND ACCURACY</b>	_____	<b>(20)</b>
1. Were the facts and information presented accurate?		
2. Was there enough information concerning about the subject?		
3. Was credit given to the sources of information, if it was appropriate?		
4. Was the content appropriately related to the horse industry?		

<b>D. STAGE PRESENCE</b>	_____	<b>(15)</b>
1. Was the speaker neat and appropriately dressed?		
2. Did the speaker talk directly to and look at the audience?		
3. Was the speaker's posture erect but not stiff?		
4. Did the speaker refrain from leaning on the podium?		
5. Did the speaker seem relaxed and at ease?		

<b>E. DELIVERY</b>	_____	<b>(20)</b>
1. Did the speaker have good voice control?		
2. Were all words pronounced correctly?		
3. Did the speaker's facial expressions reflect the mood of the speech?		
4. If notes were use, was it done without detracting from the speech?		
5. Did the speaker seem to choose words at the time they were spoken as opposed to a memorized or read-type delivery?		

<b>F. GENERAL</b>	_____	<b>(10)</b>
1. Did the speaker convey to the audience, a sense of wanting to communicate?		
2. Did the speech reflect the thoughts and personality of the speaker?		

<b>G. CONCLUSION</b>	_____	<b>(10)</b>
1. Was the conclusion short and interesting?		
2. Did the conclusion properly wrap up the speech?		
3. Could the speaker handle questions easily?		

Time _____	<b>Awarded Points</b>	_____	<b>(100)</b>
	<b>Minus Time Penalty</b>	_____	
	<b>Total Points</b>	_____	

Judge's Comments:

# V - NYS 4-H HORSE JUDGING CONTEST

## Rules and Regulations

**\*\*NOTE: National rule changes will be automatically reflected in New York State 4-H educational event rules in following years.\*\***

These rules and procedures will be used to govern the conduct of the New York State 4-H Horse Judging Contest. They have been developed by the NYS 4-H Horse Education Committee, specifically for this contest, and will be subject to routine review. It may be necessary to make some last-minute adjustment in the procedures listed, but every effort will be made to maintain the intent of the procedures and the integrity of the contest itself.

**Dress Code: A strict dress code will be enforced.** Clean, neat clothing, appropriate for the event and weather conditions will be expected. Remember, contestants are representing 4-H, Cornell, and their county and region. Shirt must have sleeves and cover midriff. No inappropriate language on clothing. Skirts and shorts must be longer than the individual's fingertips when their hands are at their sides. Contestants will be judging live horses. Therefore, **NO** open toed shoes will be permitted in the judging ring.

### I. Purpose

The primary purpose of this contest is to recognize 4-H horse project members with outstanding knowledge of equine conformation and performance and also with outstanding skill in the presentation of oral explanations of their evaluation of the equines used in the contest. That this contest provides a means for the selection of individuals to represent the state in regional and national competition is of secondary importance.

### II. Contest Eligibility

#### A. **Advanced** (Junior or Senior team members allowed)

1. **Each county may enter two teams of not more than four (4) 4-H horse** project members. Contestants must be at least nine (9) years of age before January 1 of the current year but not have been nineteen (19) prior to January 1 of the current year.

**Please note:** For State events, a junior youth must have reached their 9th birthday prior to January 1 of the current calendar year.

2. Each contestant will place all classes and give three (3) sets of oral reasons.
3. Team scores will be based on the three (3) contestants of each team who achieve the highest total overall scores.

4. Counties unable to field a full team may:
  - a. register youth who will compete as individuals, or
  - b. counties may combine individuals to have a full team.

**PLEASE NOTE:** If a county has a full team in a given division, they may not register additional youth in that division to compete on an individual basis. **BUT** they will be allowed to register a maximum of two (2) individuals as part of another county's team. **REMEMBER** that this team will compete under the name of the county needing to field a full team and not as a combined county name. It is up to the counties to find members, the State 4-H office will not do this for you. All deadlines for entry forms apply for combined teams.

5. Only contestants who meet Senior age requirements are eligible for selection to the State 4-H Horse Judging Team, for the National Horse Judging event. To be eligible for selection as a member of a state team, a contestant must be at least fourteen (14) years of age before January 1 of the current year.

**B. Junior** (Junior team members only)

1. Each county may enter two teams of not more than four (4) 4-H horse project members in this division. Contestants must be at least nine (9) years of age before January 1 of the current year but not have been fourteen (14) prior to January 1 of the current year.
2. Each contestant will place a maximum of five (5) classes and give two (2) sets of oral reasons.
3. Team scores will be based on the three (3) contestants of each team who achieve the highest total overall scores.
4. Counties unable to field a full team may:
  - a. register youth who will compete as individuals, or
  - b. counties may combine individuals to have a full team.

**PLEASE NOTE:** If a county has a full team in a given division, they may not register additional youth in that division to compete on an individual basis. **BUT** they will be allowed to register a maximum of two (2) individuals as part of another county's team. **REMEMBER** that this team will compete under the name of the county needing to field a full team and not as a combined county name. It is up to the counties to find members, the State 4-H office will not do this for you. All deadlines for entry forms apply for combined teams.

**C. Novice**

1. Each county may enter two teams of not more than four (4) 4-H horse project members in this division. Contestants must be at least nine (9)

years of age before January 1 of the current year but not have been fourteen (14) prior to January 1 of the current year **and** none of which have previously competed in a State 4-H Horse Judging Contest. Youth 10 and under may compete as a novice a maximum of 2 years.

2. Each contestant will place a minimum of five (5) classes, but give no oral reasons.
3. Team scores will be based on the three (3) contestants of each team who achieve the highest total overall scores.
4. Counties unable to field a full team may:
  - a. register youth who will compete as individuals, or
  - b. counties may combine individuals to have a full team.

**PLEASE NOTE:** If a county has a full team in a given division, they may not register additional youth in that division to compete on an individual basis. **BUT** they will be allowed to register a maximum of two (2) individuals as part of another county's team. **REMEMBER** that this team will compete under the name of the county needing to field a full team and not as a combined county name. It is up to the counties to find members, the State 4-H office will not do this for you. All deadlines for entry forms apply for combined teams.

### III. **Entry Form**

Team preregistration will be required. Individuals do not need to be declared. The county extension 4-H office has the entry forms. Deadlines will be noted on these forms. Have three copies made:

- a. one to be mailed to the Animal Science Department
- b. one to be presented when registration at the State event
- c. one copy for the county files

### IV. **Rules**

#### A. **Identification**

1. Each contestant in each division will be supplied with an identification device (tag or badge) which will contain the identification number of the contestant and the number of the group to which the contestant has been assigned.
2. Identification badges must be worn in plain sight at all times. Failure to do so will result in removal from the contest.
3. No placing cards will be accepted from contestants in the wrong groups.

4. No item of clothing may be worn which will establish the individual identity of the contestant or which will imply a direct or indirect association with a stable, a breed, a club or a county. Hats are prohibited in the judging arena.

**B. Scoring**

1. All cards will be scored on the 3-cut (3-15 points) system.
2. If a card is not properly filled out with the name or number of the class, the contestant number and the placing, or if the card is illegible, a score of zero (0) will be given to that contestant for that class.
3. Only those cards turned in at the appropriate time to the appropriate group leader will be scored. Late cards will be given zero regardless of the placing.

**C. Conduct**

1. Each contestant is responsible for the display of the I.D. tag at all times.
2. Each contestant is responsible for the completion of each card and to see that it is turned into the appropriate group leader at the appropriate time.
  - a. In the case of reasons classes, contestants are also responsible for the completion of a second card which will be returned to them by the judge(s) hearing oral reasons.
3. Each contestant is responsible for providing their own pen or pencil. Note cards will be supplied. Contestants may use their own notebooks or clipboards.
4. Following orientation and separation of the contestants into the appropriate groups, there shall be no talking of any kind among the contestants.
  - a. Only one warning will be given; at a second offense or at the first flagrant violation of the honor system, the offending contestant will be removed from the contest.
5. There will be a break following the placing of the morning competition of oral reasons. It is suggested that Advanced/Senior contestants bring lunch and to avail themselves of restroom facilities at that time. Request for permission to use restroom facilities during the placing of classes or during the reasons sessions will be discouraged.
6. All questions by contestants must be directed to the appropriate group leaders only.

#### D. Awards

1. Advanced - A money premium is provided by the State Fair to help defray team expenses in out-of-state competition and
  - a. A plaque to the members of the high scoring team.
  - b. Rosettes to the ten high scoring individuals in the contest and to the members of the five high scoring teams.
  - c. Oral recognition for the ten high scoring individuals and five high scoring teams in conformation, performance and reasons.
2. Junior
  - a. Rosettes to the ten high scoring individuals in the contest and to the members of the five high scoring teams.
  - b. Oral recognition for the ten high scoring individuals and five high scoring teams in conformation, performance and reasons.
3. Novice
  - a. Rosettes to the ten high scoring individuals in the contest and to the members of the five high scoring teams.
  - b. Oral recognition for the ten high scoring individuals and five high scoring teams in conformation and performance.

#### E. Procedures

1. Advanced entry of contestants in all divisions is required by entry deadline.
2. See the NYS 4-H Horse Judging Contest Memo for the time of registration.
  - a. Coaches will be given a packet for each team.
  - b. Coaches will distribute packet contents among their contestants.
  - c. Contestants will complete I.D. forms and return them to the officials.
3. Orientation and an explanation will be provided.
  - a. Coaches are assigned specific duties.
  - b. Contestants separated into groups and moved to ring.
4. Judging phase
  - a. Two to four (2-4) halter classes are to be placed, allowing 15 minutes to place non-reason classes and 17 minutes for reasons classes, take notes, then 5 minutes to turn in cards and to shift to the next class.

The following breeds may be judged: American Saddle bred, Quarter Horse, Thoroughbred (Hunters), Appaloosa, Arabian, Paint, Pinto, Morgan, Draft Horse Breeds, and possibly by discipline, i.e.: Hunter in Hand class. All halter classes will be judged as sound of limb, eye, wind and mouth.

- b. Four to six (4-6) performance classes are to be placed - groups will be assigned specific areas around the ring and groups must be maintained during the placing of these classes.

The performance classes will be chosen from Western Pleasure, English Pleasure, Hunter Under Saddle, Hunter Hack, Western Riding, Reining, Plantation English Pleasure Walking Horse, Pleasure Driving, Stock Seat, Hunt Seat, Saddle Seat Equitation, and Saddle bred Three-Gaited and Country English Pleasure. Performance horses will be judged as seen (unsoundness to be penalized accordingly). All tack and attire is considered legal.

- c. Contestants are then to return to Pole Barn Arena by groups where oral reasons will be heard.

- 5. Reasons phase will begin immediately after the judging phase is completed. Two minutes will be allowed to give oral reasons to the judge. Contestants may use notes when judging, but are not permitted to use notes while giving oral reasons.

Contestants will have 30-45 minutes to organize reasons prior to giving first set. Contestants should organize all sets during this time since there is no time length guarantee between sets.

- a. Three sets of reasons will be given by Advanced/Senior contestants. There will be three judges (or pairs of judges). Each judge (or pair) will hear all of the reasons for a particular class.

- 1) Reasons will be given on at least one conformation class and one performance class.

- b. Two sets of reasons will be given by Junior contestants - The classes will be announced.

- c. Reasons judges are to ask no questions.

- d. After reasons are completed, the contestants are excused from the Pole Barn Arena.

- e. Spectators, coaches and parents are to remain away from the Pole Barn Arena during the reasons sessions until they are completed.

- D. The exact number and kind of classes to be placed and on which reasons are to be given cannot be predicted.

#### IV. National Contest

- A. One team only will be selected to represent New York in a National 4-H Horse Judging contest.
  - 1. The team will consist of four (4) individuals selected from among the top senior-aged individuals in the Advanced/Senior.
  - 2. It is probable that the highest four eligible individuals in the contest will be invited to participate but final selection will be based on the affirmation of eligibility, availability for additional training, availability to participate in the contest, and the interest of the contestants themselves.
    - a. If for some reason one or more of the high four eligible individuals in the contest cannot or elects not to participate on the State Team, the next highest eligible individual(s) will be invited.
    - b. A contestant declining or unable to participate on the State Team will not lose eligibility to compete in future state contests except as a result of age. The exception will be youth that have committed to represent New York on the State Team and do not fulfill their commitment after the National entry forms are mailed. They will not be eligible to qualify for the State Team in this event again.
    - c. The invited team members will be selected as above and/or if the need arises by the NYS 4-H Horse Education Committee "3-person Executive Committee" for Educational Events which would be:
      - 1. The NYS 4-H Horse Judging Division Chair
      - 2. The NYS 4-H Horse Specialist
      - 3. The 3<sup>rd</sup> designated member appointed by the NYS 4-H Horse Education Advisory Committee (HEAC) – see HEC By-laws.

Added in 2012 to help teams prepare

## Horse Judging--Oral Reasons Score Card

Contestant Number \_\_\_\_\_

Class Name \_\_\_\_\_

### PRESENTATION (10)

Grooming  
Posture  
Poise, Confidence  
Eye Contact  
Clear, audible voice  
Grammar  
Points Awarded \_\_\_\_\_

E 10-9	G 8-6	F 5-3	N 2

### ORGANIZATION (10)

Introduction  
Logical Order  
Pairs Used  
Conclusion  
Points Awarded \_\_\_\_\_

E 10-9	G 8-6	F 5-3	N 2

### KNOWLEDGE OF SUBJECT (20)

Major strengths  
Weaknesses  
Important differences  
Points Awarded \_\_\_\_\_

E 20- 16	G 15- 11	F 10-6	N 5-1

### APPROPRIATE TERMS USED (10)

Descriptive adjectives  
Correct names and parts  
Points Awarded \_\_\_\_\_

E 10-9	G 8-6	F 5-3	N 2

E = Excellent

G = Good

F = Fair

N = Needs Improvement

Total Score \_\_\_\_\_ (Max 50 points)

Judge's initials \_\_\_\_\_

Date \_\_\_\_\_

Judge's Comments: