

## 2023 New Mexico 4-H Online Invitational Horse Bowl Tournament

### Contest Rules (Approved 12/14/2022)

#### GENERAL INFORMATION

The Horse Bowl contest provides an opportunity for 4-H youth to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These Tournament **Matches will be played between 7 and 10 pm MST, Monday through Friday, between January 30 to February 3, 2023, over the Internet.** The tournament will be limited to the first 16 teams and/or 64 contestants entered in the online registration system. A county may enter as many teams and/or individuals as they wish so long as they are submitted in the **“first 16 teams and/or 64 contestants”** as mentioned above. Registrations beyond this limit will be placed on a waiting list, and the county agent will be notified if any vacancies arise. **Registration will open on January 4, 2023, and close by 5pm on January 23, 2023.** Each team’s position in the first round of play will be determined by a random draw by the contest host on January 25, 2023.

#### **I. ELIGIBILITY**

- A. All participants must be enrolled in the New Mexico 4-H Program, and each participant agrees to be bound by and follow the NM State 4-H Code of Conduct Contract. For purposes of this invitational contest, it is not required that participants be enrolled in the horse project in order to compete.
- B. **Participants will register through their local County Agent by 5 pm on January 23, 2023.** The entry fee of \$10 per participant will be paid to the local County Agent at the time of registration. County Agents will register their teams/individuals online with details provided to them from the contest host. Specific details, such as match schedules and log-in information, will be provided by January 25, 2023, to County Agents with teams registered by the entry deadline.
- C. Teams
  1. Each team shall consist of 4 members. Teams may be comprised of novice, junior, and senior NM 4-H members on a single team. If a county does not have enough participants to field a team of 4, then members from multiple counties may be combined (at the contest organizers discretion) to form a single team of 4 participants.

#### **II. HORSE BOWL QUESTIONS**

- A. Questions and the correct answers shall be typed on white 8½" x 11" paper with the page number of the reference where the correct answer is found.
- B. Questions used in this tournament will come from the following sources:
  - a. The 2021 and 2022 New Mexico 4-H Online Invitational Horse Bowl Tournament questions database developed from questions contestants submitted from the **NM 4-H Horse Project 100.B-6 (N-12).**
  - b. The Southeast District NM 4-H Horse Bowl Test Bank available at: <https://aces.nmsu.edu/4h/contests/sedistrict/documents/southeast-4-h-district-horse-bowl-test-bank-created-2015.pdf>
  - c. The Texas 4-H Horse Quiz Bowl Supplement available at: <https://animalscience.tamu.edu/wp-content/uploads/sites/14/2012/04/equine-youth-horse-quiz-bowl1.pdf>
  - d. The sample horse bowl questions from the North Carolina State University Extension Equine Husbandry website: <https://equinehusbandry.ces.ncsu.edu/equinehusbandry-educational-materials/sample-horsebowl-questions/>

### III. EQUIPMENT

- A. Participants will need an electronic device (PC, laptop, tablet, etc.) capable of connecting to the Internet to access the Zoom Client for Meetings platform (download: <https://zoom.us/download>) to receive the broadcast of the moderator reading the questions.
- a. Zoom recommends an internet speed of 1.5 megabits per second (mbps). You can test your internet speed by going to <http://www.speedtest.net/>. Please test your internet speed and Zoom capabilities during our planned contest windows of 6 to 9pm daily so you can be better prepared. The contest host cannot be held responsible for interruptions in Zoom broadcast or “buzzer” performance due to poor Internet connections. Therefore, participants understand it is their duty to secure suitable Internet connection for tournament play.
- B. Each participant will need an additional electronic device (smart phone, PC, laptop, tablet, ,etc.) capable of connecting to the Internet with the Google Chrome browser installed (download: <https://www.google.com/chrome/>). This device will serve as the participants “buzzer” used to ring-in to answer questions. It is recommended that participants disable any “screen display” sleep settings or time-out features as this can hamper the effective use of the device as the participants “buzzer”. Using Chrome, you will need to type in the following URL: <https://online.quizbowlsystems.com/>. Then enter the Match ID number you are provided by the contest organizer to enable your buzzer device. The QuizBowlSystems platform will provide a clear indication of the first contestant to respond to a question, and it has the appropriate built-in time keeping settings.
- C. Score Keeping: Score will be kept manually on a form to record individual as well as team points. Two separate score keepers will be used to arrive at the final point tally. Unfortunately, it is not possible for the running score to be posted on the buzzer device. However, contest officials will announce the current score for the match at the following points: end of the ONE-ON-ONE Questions, when 10 questions remain in the overall match, when 5 questions remain in the overall match, and at the completion of the match once final scores have been verified.

### IV. OFFICIALS

- A. Moderator- The moderator shall assume the direction of the matches within that particular room, ask all questions, and designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the match winner and shall at all times be in control of the matches.
- B. Referee Judge: The contest moderator, or his/her designee, will serve as the sole referee judge to determine the accuracy and validity of participant answers.
- C. Time Keeper: The official time keeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment and buzzer system.
- D. Score Keepers - At least two individuals shall be used to keep score for each contest.

### V. PROCEDURES OF PLAY

- A. Match Procedures
1. Each match will be divided into two parts based on number of questions (30 questions per round).
  2. In the first part of the match, during the one-on-one competition, only one member of each team will be

eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. There will be a total of 16 questions asked during the first part of the match. During the second part of the match any individual on either team may respond to any of the 14 questions.

3. If a question is thrown out by the moderator, it will be replaced by another question so that the total number of questions to be asked remains consistent.

## B. Starting the Match

1. Participants are expected to log in to Zoom and the buzzer system promptly at the scheduled start time for their specific match. The contest moderator will ask participants from both teams to individually test their “buzzer”. The contest time keeper will verify that each buzzer is working properly prior to the start of play. If a registered participant has not entered the match prior to the completion of the “buzzer test,” they will not be allowed to enter the match later.
2. If a team can’t comply with the technology requirements and/or rules, they will forfeit the scheduled match to the opposing team that does comply with the rules and requirements.
3. The question packet is opened by the moderator. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question. It is important that the participant be recognized by the contest moderator PRIOR to speaking their answer. If they do not, they will lose points. See section VIII. Scoring.
4. The contestant activating the buzzer shall have five (5) seconds AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR to begin the answer to the question.
  - a. The repeating of the question by the contestant shall not be considered the initiation of an answer.
  - b. It shall be the responsibility of the moderator to determine if an actual answer is started within the 5-second period.
5. If the answer to a question is incorrect, that team and individual loses one point.
6. If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion the moderator will reread the question for the other team. If answered correctly the appropriate points will be awarded. If answered incorrectly no penalty points will be imposed.
7. If a member of a team activates a buzzer and an answer has not been started within the 5-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer. The question will be turned over to the other team.

## C. One-on-One Questions

1. The moderator shall indicate clearly the start of one-on-one play.
2. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4

contestants, respectively.

3. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.

**a. If any contestant other than the two designated contestants responds, that individual and the team will lose two points each time this occurs.**

4. The point value of a response to a one-on-one question will be as follows:

a. Correct response = +2 points (individual and team)

b. Incorrect response = loss of 1 point (individual and team)

c. If both contestants to whom a question is addressed fail to signal an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.

#### D. Toss-Up Questions

1. The moderator shall indicate clearly the start of toss-up questions.

2. The point value of a response to a toss-up question will be as follows:

a. Correct response = +1 point (individual and team)

b. Incorrect response = loss of 1 point (individual; and team)

c. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant/team shall lose or gain points. The answer will be given and the next question read.

#### E. Team Participation Bonus Points

1. To encourage full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points by repeating the process specified for team bonus awards.

2. To obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.

3. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time Team Bonus points are awarded the team may again begin accumulating credits for Team Bonus points.

#### F. Completing the Match

1. Following the final question, the team with the highest number of points shall be declared the winner.

2. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared

the winner. Tie breaker points do NOT get added to individual scores.

3. Once the moderator has declared a winner based on the official scores, the match is complete.

## VI. CONTESTANT CONDUCT

- A. **By entering this contest, the contestant pledges** that I will neither give nor receive external aid during the course of match play and my answers will be solely my own work. I also agree that I have been provided a copy of the contest rules and technology requirements required to play in the tournament.
- B. Unseemly behavior, unsportsmanlike conduct, or any actions, which are generally accepted as detrimental to the contest, may subject the perpetrators of such actions to disqualification from the contest. The Zoom Room monitor, or their designee, will monitor participants for any questionable behavior, such as the appearance of receiving aid from anyone. **If questionable behavior is observed**, the Zoom Room monitor, or their designee, will provide a verbal warning to the contestant, and anyone at their location involved, to refrain from such behavior. If the behavior continues, then the Zoom Room monitor, or their designee, will issue a second warning to refrain from any such behavior. If the questionable behavior by the contestant, or anyone at their location involved, continues to be observed such that the Zoom Room monitor, or their designee, must issue a third warning, at this time the contestant will be removed from the match and barred from participating in any future parts of the competition. The contestant will also be ineligible to receive any awards as a result of their participation. In terms of the team competition, the remaining team members are eligible to continue in the competition without the barred team member if they choose to do so. This team may not substitute a contestant onto the team once an original team member has been barred from competition. For team awards, the points earned by the barred contestant up until the time they are banned from competition will count towards overall team points. Any decisions made by the contest host committee are final.
- C. There may at times be answers given to questions, which are in agreement with the recommended source, which are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the decision of the moderator is final.
- D. Participants, parents, coaches, or agents may not protest any question, answer, or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions or complaints at the conclusion of the match.

## VII. SCORING

### 1. One-on-One Questions

- A. Correct..... + 2 individual and team
- B. Incorrect. .... - 1 individual and team
- C. A contestant other than the two designated contestants responds..... - 2 individual and team

### 2. Toss-Up Questions

- A. Correct..... + 1 individual and team
- B. Incorrect ..... - 1 individual and team

### 3. Miscellaneous

- A. **Fail to signal or contestant not acknowledged by moderator. .... - 1 individual and team**

B. Fail to answer after signaling intent to answer is an incorrect answer.

4. Team Bonus Points (every member has answered a question) .....+2 team

### **VIII. AWARDS**

A. Individual Awards: Scores will be kept for and the top 10 individuals in each age division (novice, junior, and senior) will receive awards based upon the total number of points that they accumulate in the tournament.

1. Ties for individual awards will be broken on the basis of:

- a) Scores from highest round.                      b) Scores on first round.                      c) Scores on second round.

B. Team Awards: The first through fourth place overall teams will receive awards based on their final standing in the tournament bracket as follows.

1. 1<sup>st</sup> place Team: Winning team of final match

2. 2<sup>nd</sup> place Team: Losing team in final match

3. 3<sup>rd</sup> place Team: highest scoring team from semi-finals that does not advance to the final match

4. 4<sup>th</sup> place Team: 2<sup>nd</sup> highest scoring team from semi-finals that does not advance to the final match

C. In the event of a tie, the tie will be broken by a coin-toss.

D. A virtual awards ceremony will be held online to recognize the highest placing teams and individuals. Further details will be given during the online matches.