



Objectives: The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is also hoped that these contests will provide an educational experience for both participants and spectators.

All contestants and coaches are expected to be thoroughly familiar with all the rules and regulations set forth herein.

GENERAL RULES AND REGULATIONS

I. Selection of Teams, Contestants and Eligibility

- A. Each county or Extension unit is invited to enter any number of Junior teams consisting of four (4) members plus one alternate and/or any individuals who have reached their 8th birthday by **January 1st of the current** (or begun the 3rd grade by Sept 1 of the previous year) but not yet reached their 14th birthday on **January 1st of the current year** and any number Senior teams and/or any individuals who have passed their 14th but not their 19th birthday as of **January 1st of the current year**.
- B. Teams may be selected by any procedure that is deemed appropriate by the county Extension office and the Horse Committee.
- C. Contestants must be bona fide 4-H Club members. It is suggested that members without horses be enrolled in the Horse Science Project.
- D. Contestants must compete for the county in which they are enrolled in 4-H unless that county does not have a horse bowl team for the contestant's age division. Only then can a contestant represent a county other than the one in which they are enrolled.
- E. Senior contestants may not have participated in a previous Eastern National 4-H Round up Horse Bowl Contest as an official member or alternate. Additionally, senior contestants cannot have previously been the high individual or on the high team at the Quarter Horse Congress Horse Bowl Contest. Junior contestants may compete in the junior division as long as age requirements are met, regardless of placing in prior state competition.
- F. Contestants may not have participated in any official, post-secondary (college) Horse Bowl Contest.
- G. Contestant and team entry and eligibility must be certified by the Extension Unit Leader or person designated by the Leader.
- H. Entries must be received by the announced entry deadline. Any teams or individuals not correctly registered by the entry deadline will not be eligible to compete in the state contest regardless of their participation or performance in a regional contest in said year.

II. Equipment

- A. Game Panels - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.
- B. Time Recorders - A stopwatch or other appropriate timing device will be required.
- C. Signal Device - This signal device shall be used by the timekeepers and shall have a very distinctly different sound from that associated with the game panel.
- D. Score Keeping Devices - Two devices will be needed: one, such as a blackboard, flip chart or electronic light display will be used to maintain team scores visible to the contestants and if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

E. Questions - All questions for the Junior contests must come from the two revised National 4-H manuals: Horse Science and Horses and Horsemanship, plus the AYHC Horse Industry Handbook (including all updates), AYHC HORSE SMARTS, the CHA Composite Manual by the Assoc. for Horsemanship Safety & Education, Equine Science: Basic Knowledge for Horse People of All Ages (J.T Griffith)
All questions for the Senior contests must come from: The Horse (2nd edition); the AYHC Horse Industry Handbook (including all updates), AYHC HORSE SMARTS, Illustrated Dictionary of Equine Terms, Coloring Atlas of Horse Anatomy, Feeding and Care of the Horse (2nd edition), Equine Science: Basic Knowledge for Horse People of All Ages (J.T Griffith)

1. There will be three (3) types of questions used.

- a. Regular questions: worth 2 points each during one-on-one competition, when only one member of each team may respond. A regular question is worth one point during OPEN questions, when any member of either team may respond. (Also see V-B4.) These questions will count toward individual and team scores.
- b. Toss-up questions: worth 1 point each and are open for response by any member of either team. The only difference between a regular and a toss-up question is that toss-up questions have a bonus question attached to each.
- c. Bonus questions. worth 3 point each these are attached to a correctly answered toss-up question, in the OPEN part of the game. All parts of the bonus question must be answered before any points will be awarded. No part of bonus questions will be repeated and no any additional information will be given to the contestants relative to the question. These points will count toward team scores only.

2. All questions will be arranged in game packets of 32 questions. Two to five of the questions may be bonus questions.

3. The "key word" of each question should be placed towards the end of the question as written, and true/false questions are unacceptable.

F. Facilities - At least one soundproof room is needed for each game in play. An additional "study" or "isolation" room should be available for contestants waiting to compete. This room should be conveniently accessible to the game room(s) but situated so game play cannot be heard.

III. *Officials*

A. Moderator (Quiz Person) - The moderator shall assume the direction of the games within that particular room, ask all questions, 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 allotted time for a question. The moderator will declare the game winner and shall at all times be in control of the games.

B. Referee Judges - At least two referee judges are recommended per game. At the Regional Contest these are to be supplied by the host of that Regional Contest. The judges must be knowledgeable horse persons, and should not have been associated with any competing teams from the region. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in games with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any questions and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.

C. Time Keeper - Unless this duty is assumed by the moderator or by a referee judge, the timekeeper will monitor all time intervals and designate when time of the response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.

- D. Score Keepers - The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants. A record of the individual scores of each contestant should also be maintained.

IV. Teams

- A. Each team shall consist of three (3) or four (4) members and an alternate. (Also see IV-A4 below.)
1. Three or four contestants shall be seated at the panel at any one time.
 2. During any game, one team member only may be replaced at the panel when:
 - a) the moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
 - b) captain of a team requests replacement of a team member with the alternate at the halfway break.
 3. The team member removed from a game becomes ineligible to return to that particular game. The team member removed and the replacement member are both eligible to participate in further games.
 4. If, for any reason, a team is unable to seat four members at one time, the following stipulations will apply to three member teams: (a) In one-on-one competition, the question assigned to the vacant chair will be addressed only to the contestant in the corresponding chair of the opposing team. ~~(b) No team bonus points may be earned.~~ (2017 deletion)

V. Coaches

1. On contest day no person is allowed to function as the coach for more than one team per age division or to accompany more than one team per age division into a contest room in a given round. If a county or multi-county group enters more than one team in an age division, an individual must be appointed on contest day by the official coach to accompany one/each named team into the games and serve as the official coach for that specific team in every capacity for that day. Once a person is named as coach, coaching changes may not be made for the duration of the contest day (except in the case of illness or emergency and must be addressed to the contest coordinators). No person is allowed to function as coach for more than one team per age division on contest day and no coach is allowed to accompany more than one team into a contest room in a given round. (2008 addition)

VI. Procedures of Play

A. Game Procedures

1. All contests shall be run with round-robin tournament format when 7 or fewer teams are present. The double-elimination tournament format shall be used when 8 or more teams are present, until the final 4 teams have been determined, at which time the final 4 remaining teams will continue competition in a round-robin format.
2. Questions asked in different games of the same round may be the same unless circumstances dictate otherwise.
3. It shall be the responsibility of the team coach to ensure that their team members do not overhear or discuss with others questions from games in the same round before that particular team has participated in that round.
4. After participating in a game, team members and coaches that will be continuing in the contest in further rounds shall remain quietly in the contest room until the conclusion of the round in progress.
5. There should be no unnecessary traffic between isolation rooms and contest rooms or discussion of questions that will be used again in other games. This is a matter of ethics and requires the cooperation of all.

B. Game Procedures

1. Each game will be divided into two halves based numbers of questions.
2. During the game, each question during one-on-one will be worth 2 points, all regular questions in the second half are worth one point each while toss-up questions will be worth 1 point and all bonus questions will be worth 3 points each.
3. A short pause will be called at the mid-point in each game. It is recommended that contestants be substituted at this time.
4. Procedures specific to age divisions are detailed below:

One-on-one play: During the first half of each game, only 1 member of each team will be eligible to respond to each question during both Junior and Senior Divisions. Eligibility to answer one-on-one questions will change with each question beginning with the chair 1 players on each team, and passing to the chair 2, 3 and 4 contestants of each team respectively, until all the remaining questions in the first half have been asked. Each question during one-on-one will be worth 2 points.

In the Senior division, an incorrect response will result in only 1 point being deducted. In the Junior division no points will be deducted for an incorrect answer. (See also VI-D3 a and b.) During the second half of games containing one-on-one play, all regular and toss-up questions will be worth 1 point and all bonus questions will be worth 3 points.

4. Regardless of question type (one-on-one, open, toss up, bonus), once a question is dead (either correctly answered or incorrectly answer by 1st team to buzz (Sr division) or both teams (JR division) and before the next question is read, the moderator shall read the full question (if it was not already read to the end) and state the correct answer (if not already given). (2017 addition)

C. Starting the Contest

1. Teams are assembled and seated at their respective panels and each contestant is given the opportunity to check their buzzer equipment.
2. A team captain is designated, normally to be seated nearest the moderator in chair 1 position.
3. The questions packet is opened by the moderator.
4. 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. Five seconds will be allowed following the complete reading of each question for contestants to activate a buzzer.
 - a) If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have 5 seconds after having been recognized by the moderator to begin the answer to the question.
 - 1) The repeating of the questions by the contestant shall not be considered the initiation of an answer.
 - 2) It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
5. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither no loss of points nor awarding of points to either team.
 - a) If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question to which no bonus is attached. If there are no questions left to attach it to, it shall be asked as a regular 1-point question.
6. If a buzzer is activated during the reading of a question or within the 5-seconds following the reading of the question:

a) Senior Division:

- 1) 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 of and the contestant activating the buzzer.
- 2) If the answer to any question, whether read to completion or not, is incorrect, the question shall not be repeated for the opposing team, and an appropriate 1-point penalty will be imposed against the team of and the contestant giving the wrong answer.

b) Junior Division:

- 1) If the answer to any regular or tossup question, whether read to completion or not, is incorrect, the question will be repeated for the opposing team. The opposing team will have 5-seconds to respond to the repeated question.
 - 2) No points will be deducted for incorrect answers or complete lack of an answer.
- c) If a question is thrown out at any point during the play of that question, both teams shall have the opportunity to answer the replacement/substitute question.
- d) If a bonus question is attached to an unanswered or incorrectly answered toss-up question (by both teams in the case of a Junior contest) or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question to which no bonus is attached.

7. If the question is correctly answered within the 5-second time limit, that team and individual score the appropriate number of points associated with said question.

8. Bonus Questions:

- a) If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question. A 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer. After the 10-second discussion period is over, the passing of notes to the team captain or designee WILL BE allowed.
- b) Successful completion of the answer will result in that team being awarded the number of points designated for that bonus question.
- c) All parts of the bonus questions 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 or an incorrect answer 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.

9. Team Bonus Points: In order to encourage full team participation, team bonus points will be awarded in each game to the teams that have **any three team members** correctly respond to at least 1 question other than bonus questions. This team bonus shall be worth 2 points, and may be earned repeatedly by each team in any given game.

- a) In order to obtain these team bonus points, any **THREE (3)** members of the team seated at the time must have correctly answered a question. If a team member who, already having answered a question correctly, is replaced by an alternate, **the substituted out team members answered question is void and shall not count towards the earning of the next team bonus points. (2017 revision)**

- b) Replacement of a member of a team after the team bonus has been earned will not cause a loss of points nor will it prevent the earning of additional team bonus points in that game.

c) ~~A short-handed team of 3 members may not earn team bonus points.(2017 deletion)~~

10. Time Outs: Either team captain or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.

D. First Half Play/One-on-One

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 chair 1 contestants of each team and progressing with subsequent questions to the chair 2, 3, and 4 contestants respectively (See VI-B4).
3. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 - a) If any contestants other than the 2 designated contestants respond, that individual will lose 2 points and the team of that individual contestant will lose 2 points.
 - b) If any contestant responds more than twice to questions directed to another contestant they shall be replaced at the panel by the alternate, if available. If no alternate is available, the remainder of the game will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
4. There will be no bonus questions asked during the one-on-one period.

E. Completing the Contest

1. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
2. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions asked remains constant.
3. Following the final question, the team with the highest number of points shall be declared the winner of that game.
4. In the event of a tie after the designated number of questions, 5 additional regular questions will be asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a 1-point advantage) will be declared the winner. Tiebreaker points do **not** get added to individual, team, or team bonus scores.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. Each coach and the scorekeeper are required to sign the official score sheets prior to leaving the contest room at the end of each game. Signing the score sheet verifies the accuracy of the scoring for that game. Once the scores sheets have been signed that will be the official final score for that game – **no** changes are allowed after the score sheets are verified & signed by each coach & the scorekeeper with the exception of correcting math errors, by the staff using the tabulation program.
7. There shall be no protest of any questions or answers following the declaration of the winner.

8. **Ranking of Teams** will be determined as follows:

- a) If double elimination games were played: When the final four teams head into round robin play all game scores from double elimination rounds are dropped resulting in all final four teams beginning round robin play with a score of zero. The team with the highest total score of all 3 played in round robin is the winner. The second highest score gets second place & so on down the line. Placing for 5th goes to the team with the highest score in the last bracket played (without being in the top 4) before round robin began & so on. Individual scores from double elimination remain in effect for calculating individual rankings.
- b) If round robin only is played: The team with the highest total score of all rounds played in round robin is the winner. The second highest score gets second place & so on down the line.

9. **Ranking of Individuals** will be determined as follows:

- a) The highest three individual scores from **ALL** games played are totaled and contestants are then ranked from highest 3-score total to lowest.
- b) If only two games were played by an individual only those two scores are used to create their individual 3-score total.

10. **Tiebreakers:**

- a) **Double Elimination Team Tiebreakers** are as follows:
 - i. Tiebreaker 1: total average of all games played in double elimination
 - ii. Tiebreaker 2: highest game score in double elimination games.
 - iii. Tiebreaker 3: total score of the top 2 games in double elimination games.
- b) **Round Robin Team Tiebreakers** are as follows:
 - i. Tiebreaker 1: if one of the tied teams is undefeated in all games played they shall be placed above the other team. (When the contest was started as double elimination the team must be undefeated in all double elimination games as well as all final four round robin games)
 - ii. Tiebreaker 2: the team with the greater average points per game across all games played in the contest shall be placed above the other team.
 - iii. Tiebreaker 3: the team with the higher total score of the top two (2) games from all round robin games played shall place higher (not including double elimination games played).
 - iv. Tiebreaker 4: the team with the greater number of bonus questions (not TEAM bonuses) answered correctly in all round robin games played shall place higher(not including double elimination games played)
- c) **Individual Tiebreakers** are as follows:
 - i. Tiebreaker 1: high average score for the entire contest.
 - ii. Tiebreaker 2: high individual game score for the entire contest.
 - iii. Tiebreaker 3: total number of points earned in the contest.
 - iv. Tiebreaker 4: higher individual score in last game played of round robin

11. **Advancement to State contest:**

- a) If less than five (5) teams compete in a division at regional's the winning team will advance to state. If five (5) to seven (7) teams compete in a division at regional's the top two (2) teams will advance to State. When eight (8) to eleven (11) teams compete in a division at regional's, the top three (3) teams will advance to State. When twelve (12) or more teams participate in a division at regionals, the top four (4) teams will advance to state.
- b) A team that completes the contest undefeated, but does not advance to state based on points, shall also advance to state in addition to the teams advancing to state as determined by rule VI E10-a above.
- c) Any teams that tie for a placing at the regional level that will advance to state shall advance without a tiebreaker round. (Note: ties need to be broken to award ribbons)

F. Protests of Questions and/or Answers

1. A protest of a question or answer of a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final. If, at any time after a judge's decision has been rendered, a person representing the team that made the protest fails to accept the judges' decision (e.g. continues to argue) that person will be expelled from that game. Note that the team can continue to play.
2. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a) A question is protested before an answer is given and the protest sustained - discard the question. No loss or gain of points will result for either team.
 - b) An answer is protested (either correct or incorrect) - at least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c) A question is protested after an answer is given (correct or incorrect) at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in (b) above.
3. Abuse of protest provisions will result in one or more of the following. (2013 addition)
 - a) dismissal of team coach from the contest area
 - b) dismissal (or replacement) of team captain
 - c) dismissal of entire team with forfeiture of any points or standing

Abuse of protest is defined as more than three (3) objections not upheld within a given game.

4. Spectators, parents and visitors may not protest any question, answer, or procedure during the course of play. They are encouraged, however, to submit in writing to the contest officials any suggestions, complaint or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct or any actions that are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
5. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources that are, in fact, erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer and, if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.

G. Recorders

Tape recorders, video cameras, camera phones, video phones, cell phones or any other voice or image recording devices may not be used at any time during the conduct of a game. Any use of such devices may lead to disqualification of the team.

H. Teams/Individuals Leaving Before Completing Competition (2015 addition)

1. These special rules are not to encourage individuals or teams to leave prior to completion of their contest day. The rules are being set in place to encourage communication with contest coordinators and for individuals and teams to plan accordingly. Any contest day is not guaranteed to be completed at a specific time due to the very nature of Horse Bowl and the fact that games taking varying lengths of time.
2. Any individual or team that is aware at the beginning of the contest day that they must leave at a specific time must notify the contest coordinator and the registration staff in advance of contest day. If possible, on contest day arrangements shall be made to complete games prior to the departure time. This must be agreed upon by all of that contest's coordinators and coaches involved. Special provisions will not be made to accommodate travel time or other avoidable issues.
 - a) Please note that games from different rounds are not able to be played consecutively due to the inability of contest coordinators to assure a fair contest for the remaining teams and their members. However, games within a round may be changed in the order of play to allow a member, members or a team to play a full game and depart the contest site. This may only be done prior to the start of the last round and with full knowledge, cooperation and participation of the contest coordinator and the remaining teams.
3. In the event any member(s) or entire team is/are unable or unwilling to complete the entire contest day, the following rules apply. (Note that "complete contest day" is defined as the completion of the last scheduled game that a particular member (s) or team(s) would participate in. It is neither defined as the completion of the final game nor as the completion of awards ceremony.)
 - a) If a single member or two (2) members of the team must leave prior to completion of contest day and a minimum of 3 team members remain, no loss of team points, standings or awards are forfeited. All individual points, standings and awards of the departing member(s) are forfeited. In the event the team advances to state in accordance with rule VI E11, the departed team member(s) may participate during the state contest.
 - b) If a member or members must leave prior to completion of contest and less than a full team (3 members) remains, they may continue to represent the team in the remainder of the competition. No other contestants from the competition are allowed to fill any of the vacated chairs for that team. Tabulation will be executed as though no team members left early. The team is eligible for team awards. Any team that finishes the day with less than 3 members shall advance to state in accordance with rule VI E11. Individuals who departed prior to completion of contest day will forfeit all individual points, standings and awards.
 - c) In the event an entire team must leave prior to the completion of the contest day, it is considered a complete forfeiture of individual and team points, standings and awards. Additionally that team is not eligible to advance to state.
 - i. If a team must leave the competition after the completion of double elimination play but before the start of round robin play, the team with the highest average score in double elimination that did not advance to round robin based on wins shall replace the departing team.
 - ii. If a team must leave the competition once round robin has begun all scores for games in which the departing team played to that point in round robin are thrown out and a bye is given to remaining teams that have yet to play the departing team. None of the points earned against the departing team in round robin shall be used in tabulation of either team or individual standings and awards for remaining competitors or teams. Furthermore, none of those points shall be used in determining advancement to state in accordance with rule VI E11.

4. In the case of a spontaneous emergency (i.e. family emergency, etc), should an individual or team need to leave before the completion of contest day the following rules apply:
 - a) Bracket adjustments will follow rule VI H3-c i and ii.
 - b) Tabulation of team and individual points, standing, awards and advancement to state will be as follows:
 - i. Departing team is allowed to retain points earned to that point in the contest and earn standings and awards in accordance with rules VI E8 and VI E10 as well as advance to state in accordance with rule VI E11.
 - ii. Departing individual(s) is/are allowed to retain all points earned to that point in the contest and earn standings and awards in accordance with rule VI E9 and VI E10.
 - c) As soon as possible proof of the emergency in some official written form must be submitted to State Equine Extension Specialist (currently D. Hagstrom) as verification of the authenticity of emergency. Should written proof not be provided the team and/or individuals forfeit all points, standings, awards and advancement to state as presented or announced on contest day.

VII. Equipment Failure –

It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the game.

A. Failure During a Game

1. If the device being used ceases to function during a game or is believed to be malfunctioning, a "time out" may be called by any contestant, the moderator, or by either coach.
2. If, after checking, it is determined that there is equipment malfunction, the faulty part or parts will be replaced and play resumed.
3. If the equipment failure occurs while a contestant is attempting to buzz in on a one-on-one question, and it is a clear and obvious equipment failure, and the contestant that "buzzed in" is also clear and obvious, the contestant should first be recognized and allowed to answer the question before the equipment failure is corrected.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the game added to or subtracted from this total.
 - a) If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the 2 questions asked immediately prior to determination of equipment failure may be recalled and 2 additional questions used.
5. Under no conditions shall there be a replay of a game in which there was equipment failure.
6. In the case of complete failure of equipment, contestants shall signal their responses to questions in a manner agreed upon by the moderator and referee judges. Their decision shall be final in all cases.

JUNIOR DIVISION REFERENCES

Equine Science: Basic Knowledge for Horse People of All Ages. (ES) By Jean T. Griffiths ISBN # 978-1-929164-42-4, www.HorseBooksEtc.com or 1-800-952-5813

CHA Composite Manual by: The Association for Horsemanship Safety and Education (CHA).
5318 Old Bullard Road, Tyler, TX 75703 ph: (800) 399-0138
<http://www.4-hmall.org/SearchResult.aspx?CategoryID=6396&type=educationalresources>

Horse Industry Handbook (HIH) including all updates - by the American Youth Horse Council,
<http://www.ayhc.com/product-page/horse-industry-handbook-1> 817.320.2005

Horse Smarts (HS) – by the American Youth Horse Council, 817.320.2005
<http://www.ayhc.com/product-page/horse-smarts>

Horses and Horsemanship (HH) and Horse Science (4H HS) 4H Manuals (revised in 2001)
<http://www.4-hmall.org/SearchResult.aspx?CategoryID=6396&type=educationalresources>

SENIOR DIVISION REFERENCES

Equine Science: Basic Knowledge for Horse People of All Ages (ES). By Jean T. Griffiths ISBN # 978-1-929164-42-4, www.HorseBooksEtc.com or 1-800-952-5813

Horse Industry Handbook including all updates - by the American Youth Horse Council,
<http://www.ayhc.com/product-page/horse-industry-handbook-1> 817.320.2005

Horse Smarts (HS) – by the American Youth Horse Council, 817.320.2005
<http://www.ayhc.com/product-page/horse-smarts>

Coloring Atlas of Horse Anatomy (CAHA) by Robert A. Kainer & Thomas O. McCracken. 2nd Edition.
Alpine Publications ISBN 1-57779-017-0 or ISBN 1-57779-021-9

Feeding and Care of the Horse (FCH) 2nd edition, by Lon D. Lewis (Williams and Wilkins). ISBN 0-683-04967-4 Blackwell Publishing Ltd www.blackwellprofession.com

Illustrated Dictionary of Equine Terms (DET), New Horizons Education Center, Inc. Alpine Publications.
PO Box 7027, Loveland CO 80537 1-800-777-7257

Contest questions will be distributed among the following categories.

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| a) Nutrition and Feeds | g) Training and Psychology |
| b) Breeding, Genetics, and Reproduction | h) Showing, Show Procedures and Uses |
| c) Anatomy-Parts of the Horse | i) Diseases and Unsoundnesses |
| d) Physiology-Body Systems | j) Parasitology |
| e) History and Evolution | k) Horse Judging, Conformation and Gaits |
| f) Breeds, Breed Associations, colors & markings | L) Tack, Equipment, and Housing |

ILLINOIS 4-H SENIOR HORSE BOWL REGIONAL CONTEST REGISTRATION

Registration due by March 2, 2020

REMIT FORM ONLY TO: County Extension Office
At least 2 business days prior to the entry deadline

Please make checks payable to:
University of Illinois

To pay fees with a TOF please email Debra
at hagstrom@illinois.edu for the C-FOAPAL

REMIT FORM AND PAYMENT TO:

Debra Hagstrom
1207 W. Gregory Drive
Urbana, IL 61801

Our county is planning on entering the following **SENIOR TEAM** (members must have passed their 14th but not their 19th birthday as of January 1, 2020): ENTRY FEE OF **\$25.00 PER TEAM**

Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
_____	_____	_____
<i>Coach's Name</i>	<i>Coach's email address</i>	

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Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
_____	_____	_____
<i>Coach's Name</i>	<i>Coach's email address</i>	

Our county is planning on entering the following **SENIOR INDIVIDUALS** (members must have passed their 14th but not their 19th birthday as of January 1, 2020). The day of the contest these contestants will be grouped to form multi-county teams. ENTRY FEE OF **\$5.00 PER PERSON when only entering individuals** (3 or more individuals=team)

Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____
_____	_____	_____
<i>Coach's Name</i>	<i>Coach's email address</i>	

County _____

Date _____

ILLINOIS 4-H JUNIOR HORSE BOWL REGIONAL CONTEST REGISTRATION

REMIT FORM ONLY TO: County Extension Office
At least 2 business days prior to the entry deadline

Registration due by March 2, 2020

Please make checks payable to:
University of Illinois

REMIT FORM AND PAYMENT TO:
Debra Hagstrom
1207 W. Gregory Drive
Urbana, IL 61801

Our county is planning on entering the following **JUNIOR TEAM** (members must have passed their 8th, but not reached their 14th birthday as of January 1, 2020): ENTRY FEE OF \$25.00 PER TEAM

Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____

Coach's Name Coach's email address

Our county is planning on entering the following **JUNIOR TEAM** (members must have passed their 8th, but not reached their 14th birthday as of January 1, 2020): ENTRY FEE OF \$25.00 PER TEAM

Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____

Coach's Name Coach's email address

Our county is planning on entering the following **JUNIOR INDIVIDUALS** (members must have passed their 8th, but not reached their 14th birthday as of January 1, 2020): The day of the contest these contestants will be grouped to form multi-county teams. ENTRY FEE OF \$5.00 PER PERSON when only entering individuals (3 or more individuals=team)

Name	Age as of 1/1/2020	Birthdate
1. _____	_____	_____
2. _____	_____	_____

Coach's Name Coach's email address

County Date

Illinois 4-H Horse Contests Reasonable Accommodation Request Form

Privacy Statement: The Illinois 4-H Horse Contests is requesting information to consider providing and/or implementing accommodations and/or adjustments to programs and activities for participating individuals with disabilities. The information you provide may be shared with Illinois 4-H Horse Contest organizers, volunteers, officials, and others as appropriate when considering a reasonable accommodation, and planning and implementing Illinois 4-H Horse Contests.

NOTE: This form should be completed when a reasonable accommodation is requested based on physical, mental or learning disabilities and/or other impairments. It is the responsibility of the individual (or parent/guardian, if under 18) to submit this form to the Illinois 4-H Horse Contest Superintendent (Debra Hagstrom at hagstrom@illinois.edu) at least 30 days before the contest date. It is the responsibility of the individual or parent/guardian to update the Reasonable Accommodation Request Form as abilities and needs change.

4-H Member's Name: _____ **Birth Date:** _____

Address: _____

Parent's Telephone: _____ **Parent's email address:** _____

County: _____ **Coach's Name** _____

Horse Contest, Date & Location: _____

1. Describe the nature of the individual's reasonable accommodation request.

2, Does the 4-H member have an IEP or 504 in this regard. Yes No

I understand that the information on this form may be shared with others in connection with the evaluation and implementation of the reasonable accommodation requests and in accordance with the foregoing Privacy Statement.

Signature of Parent/ Guardian or Individual (if over 18 yr old) _____
Date



COLLEGE OF AGRICULTURAL, CONSUMER & ENVIRONMENTAL SCIENCES
University of Illinois | U.S. Department of Agriculture | Local Extension Councils Cooperating
University of Illinois Extension provides equal opportunities in programs and employment.
If you need a reasonable accommodation to attend, call the registration office.