



Idaho 4-H Horse Bowl Procedures and Rules ***(Effective: October 1, 2024)***

This publication was designed to provide a consistent protocol in conducting club, county, district, and state horse bowl contests throughout Idaho.

OBJECTIVE

The primary objective of Horse Bowl contests is to provide Idaho 4-H members an opportunity to demonstrate their knowledge of equine-related matters in a fun and friendly competitive setting, while providing an educational experience for both participants and spectators.

ELIGIBILITY

Contestants must be currently enrolled in the Idaho 4-H program. Contestants do not have to be enrolled in the horse project but may be assessed an additional fee to participate in the contest. All ages are as of January 1st of the current year. As Horse Bowl is designed specifically as a team event, teams shall consist of Junior (ages 8 – 13) and Senior (ages 14 – 18) divisions. Mixed age teams are permitted; however, the age of the oldest team member will determine in which division the team competes. At the club, county, and district levels, individual participation is permitted at the discretion of that contest's management in order to help form teams.

DRESS CODE

Participants are to wear appropriate English or Western attire throughout all contests and at awards presentations. Accepted English attire includes breeches/jodhpurs, tall or short hard-soled boots, shirt with collar, and jacket; Derby hats or helmets are optional. Accepted Western attire includes long pants and belt, Western hard-soled boots, and long-sleeved shirt with collar, which must be tucked into pants; Western hats are optional. Direct any questions regarding attire to the Contest Committee, prior to contest start. Violations of attire rules will result in disqualification.

CODE OF CONDUCT

All contestants, coaches, volunteers, and parents are expected to follow these rules and the 4-H Code of Conduct listed in Idaho 4-H Policies and Procedures. Failure to comply may result in removal from the contest area, disqualification, and/or forfeiture of any possible awards.

TEAMS

1. Each team shall consist of not less than four (4) or more than five (5) members, plus one (1) coach.
2. Seat Position: Only four (4) contestants shall be seated at the panel at any one time.
 - a. 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 or the competition. *{Match = refers to each time two teams compete against one another; sometimes called a game}*
3. The coach and alternate of each team shall sit in an area designated by the moderator.
4. Alternates:
 - a. Only one substitution may occur per match.
 - b. Substitutions may be made when:
 - i. The moderator, team captain, or team coach deems it impossible for one of the seated

- members of the team to continue, or
 - ii. The captain or coach of a team requests the replacement of a team member.
 - c. The team member removed from a match becomes ineligible to return to that same match. The team member removed and the team alternate are both eligible to participate in further matches (unless removed for disciplinary reasons).
 - d. Members removed for disciplinary reasons, are disqualified from the contest and will forfeit all individual and team awards.
 - e. Use of a five (5)-member team is strongly recommended, but not required.
5. **Holding Area:** Between matches, a holding area will be designated for teams and coaches, where they are to remain until they are escorted to the contest room. Coaches are responsible for the supervision of their teams. Youth and coaches are not to leave this assigned area except to use the restrooms. No other adults or youth will be allowed in the holding area throughout the competition. Upon double-elimination, teams and coaches will be excused from the holding area.
6. **Double Elimination:**
- a. Double elimination brackets will be used. Each team will play in a pre-numbered position, according to the position number drawn by the team captain.
 - b. Every team will have the opportunity to participate in a minimum of two matches. A total of two losses automatically eliminates a team from the competition.

EQUIPMENT

1. **Game panels:** An appropriate device (i.e. buzzer system) will be used which will provide a clear indication of the first contestant to respond to a question.
2. **Time Recorders:** A stopwatch or other appropriate time device will be required.
3. **Scorekeeping Devices:** Two (2) devices will be needed. The first device – such as a blackboard, flip chart or electronic light display – will be used to maintain team scores that are visible to the table scorekeeper, contestants, moderator and, if possible, to the spectators. The second device will maintain a written record of overall team and individual contestant scores.

EQUIPMENT FAILURE

1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of the match. (Note: Contest officials are strongly encouraged to procure at least one back-up buzzer system.)
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, coach or contest official.
3. If after checking it is determined that there is an equipment malfunction, the faulty part(s) will be replaced and play resumed.
4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match will be added to or subtracted from this total.
5. However, if both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to the determination of 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 equipment failure.

OFFICIALS

1. **Moderator:** The moderator shall assume the responsibility for running the matches within that contest room. They shall read all questions, designate contestants to answer questions and accept or reject all answers, unless the question and/or answer is challenged. The moderator will declare the match winner and shall at all times be in control of the matches.
2. To promote an educational experience, the correct answer will be given for any unanswered questions or where the response was ruled incorrect. The moderator will not repeat (reread) any of the questions. If a question is interrupted before it was read to completion, the entire question may be read after the contestant has completed their response, before giving the answer.
3. **Referee Judges:** At least two (2) referee judges are required; judges should be knowledgeable horse

persons. The referee judges rule jointly with the moderator on the acceptability of any challenged questions or answers. In cases of challenge to a question and/or answer, both judges or one judge and the moderator must agree on the acceptability of the question and/or answer.

4. All of the game questions will have a reference code and page number. The required reference books will be available to look up information or to verify answers. The judges' panel will be allowed to verify an answer, or the validity of a question.
5. Misread or invalid questions and/or answers may be replaced at the discretion of the moderator and/or judges. If the moderator and/or judges elect to not use a game question, it must be replaced by another questions so that the total number of questions to be asked will remain equal in each match.
6. The first answer given will be accepted as the official answer, including multiple response questions. All answers must be correct for the way the question is written.
7. If an answer was not clearly heard, the contestant may be asked to repeat their answer. A contestants may NOT change their original answer.
8. If a question was read to COMPLETION and the answer given is "in the ballpark", the moderator and/or judges may ask the contestant to be more specific or to expand, explain, or clarify their answer. Prompting during the contestant's response is not allowed.
9. If the question was INTERRUPTED, the moderator and/or judges may NOT ask for any kind of clarification. If the answer 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.
10. Answers given that mean the same as the expected answer will be accepted. If the answer given is different than the expected answer, it will be referred to the judges' panel for a decision; officials should accept answers that are technically or logically correct.
11. It is important for the moderator and/or judges to give reasons for not accepting an answer.
12. **Timekeeper:** The timekeeper shall handle all controls of the game equipment, monitor all time intervals and indicate when response times have been exceeded. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.
13. **Scorekeepers:** Scorekeepers are responsible for accurately documenting team and individual contestant scores. At least two (2) individuals shall be used to keep score for each contest room.
 - a. The visual scorekeeper shall record the team scores on a blackboard, overhead projector or flip chart in such a manner that all points awarded or taken from each team may be checked. The visual scores will be set up so that they are visible to the table scorekeepers, contestants, moderator and, if possible, the spectators.
 - b. Table scorekeeper(s) shall keep written records of team and individual scores; this written record will serve as the official scores. A special scoresheet will be provided to table scorekeepers. *{Note: the use of an additional table scorekeeper is strongly encouraged.}*
 - c. The visual and written scores will be verified for accuracy at the completion of the one-on-one questions and again at the completion of each match. The written record of the scores must match the visual scores.
 - d. If using only one table scorekeeper and one visual scorekeeper, the visual scorekeeper should also keep track of individual scores.

CONTEST

Organizers are encouraged to hold an orientation session for all contestants, coaches and spectators to review expectations, facilities, procedures, etc. prior to starting the contest. During this time, each captain should draw to determine their team's starting position on the double-elimination brackets.

1. Basic Match Protocols

- a. Each match shall consist of two parts. The first half (one-on-one) shall have 16 questions; the second half (open) shall have 16 regular/toss-up questions and 3 bonus questions.
- b. The first answer given will be accepted as the official answer, including answers to multiple response questions. Even if misstated and immediately corrected, it is still incorrect.
- c. During the first half (one-on-one competition) only one member of each team will be eligible to respond to the question. This eligibility rotates with each question, starting with contestants in seats #1, then #2, #3 and #4 respectively, until all the one-on-one questions have been asked.

{Note: There must be an equal number of one-on-one questions per contestant; see 1.a. above}

- d. During the second half (open competition) any individual on either team may respond to regular and toss-up questions. (Toss-up questions are slightly more difficult than regular questions and have a bonus question attached to them.)
- e. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked. If a question is answered incorrectly, the other team is NOT given the opportunity to answer the question. Should the match end with an unanswered bonus question, the bonus question will not be utilized.
- f. If a question is thrown out either due to poor reading by the moderator or by a decision of the contest officials, it will be replaced by another question so that the total number of questions to be asked remains consistent.
- g. Time outs:
 - i. Team captains, coaches or contest officials may call for a "time out" for clarification of a rule or score, to replace a member with the team alternate, or to allow for unexpected problems.
 - ii. Time outs may be called only after a question has been answered and before the start of the next question.
 - iii. Time outs may not exceed five (5) minutes. If after a 5-minute delay, a team member is unable to participate, that team member will be excused from the remainder of that match and replaced with an alternate, if available (provided that alternate has not already participated in the current match). If no alternate is available or eligible, that team will play the remainder of the match with less than a full team. The excused member can return for future matches (unless excused for disciplinary reasons).

2. Starting the Match

- a. Teams are assembled, taking their designated seat position at the respective panels. (Seat positions must be declared prior to the contest and contestants must remain in this seat for the duration of the contest, except when replaced by the alternate.)
- b. Team captains shall be positioned in seats #1 (seats closest to the moderator).
- c. Only parents and spectators representing each team may be in the contest room. Parents, spectators, contestants, and/or coaches from other teams may NOT observe other teams' rounds until their team has been eliminated. If parents and/or spectators violate Horse Bowl rules or 4-H Code of Conduct, parents and/or spectators may be removed from the competition area.
- d. Each contestant shall be given the opportunity to check or test the equipment.
- e. The question packet is opened by the moderator.
- f. Reading the Questions:
 - i. Before reading the question, the moderator will identify the type and the number of the question and will designate which contestants are eligible to respond.
 - ii. The moderator will read the first question (as with all succeeding questions) to completion, or until a contestant activates their buzzer.
 - iii. If a buzzer is activated during the reading of any question, the moderator will immediately CEASE reading the question.
 - iv. The moderator may NOT repeat the question prior to the contestant's response (*if needed, the question may be repeated before giving the correct answer.*)
- g. Answering the Questions:
 - i. Contestants must wait to be acknowledged by the moderator before beginning their answer.
 - ii. If a contestant begins their answer prior to being acknowledged by the moderator, a one-point acknowledgement penalty (-1 point) will be imposed on that individual and team. (No points shall be gained or lost for the contestant's response to that question.)
 - iii. After being acknowledged by the moderator, the contestant activating the buzzer shall have five (5) seconds to begin their answer to the question. The answer must be completed within 20 seconds.

- iv. Repeating the question by a contestant shall not be considered as the initiation of their answer. It shall be the responsibility of the moderator and timer to determine if an actual answer is started within 5 seconds and completed within 20 seconds.
 - v. If the contestant fails to start their answer within five (5) seconds, a two-point no answer response penalty (-2 points) will be imposed on that individual and team.
 - vi. If the contestant fails to end their answer within twenty (20) seconds, the answer shall be considered incorrect and one-point (-1) will be deducted from that individual and team for an incorrect response. (*Note: bonus questions must be answered within 30 seconds*).
- h. Determining if Answers are Correct:
- i. The first answer given will be accepted as the official answer, including multiple response questions.
 - ii. If an answer was not clearly heard, the contestant may be asked to repeat their answer. A contestant may NOT change their original answer.
 - iii. If a question was read to COMPLETION and the answer given is "in the ballpark", the moderator and/or judges may ask the contestant to be more specific or to expand, explain, or clarify their answer. Prompting during the contestant's response is not allowed.
 - iv. If the question was INTERRUPTED, the moderator and/or judges may NOT ask for any kind of clarification. If the answer 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.
 - v. Answers given that mean the same as the expected answer will be accepted. If the answer given is different than the expected answer, it will be referred to the judges' panel for a decision; officials should accept answers that are technically or logically correct.
 - vi. For all incorrect answers (except bonus questions), one point (-1) will be deducted from the individual and their team score.
- i. To promote education, the moderator (and/or judges) shall provide the correct answer to any incorrect or unanswered questions.
- j. An out-of-turn response penalty occurs if a contestant other than the one to be acknowledged by the moderator responds to any question during a match. No points shall be gained or lost due to the out-of-turn contestant's response to the question; however, the first offense shall result in a two (-2) point out-of-turn penalty being imposed on that individual and their team scores.
- i. If any contestant responds out of turn twice during the same match, they shall incur an additional two (-2) point individual and team penalty and be removed for the remainder of the match. They may be replaced by an alternate if one is available and eligible (having not already participated in that match). If an alternate is not available, the remainder of the match will be played with less than the full team, and all one-on-one questions normally addressed to the eliminated contestant will be addressed to the contestant in the opposite numbered chair. The eliminated contestant may return to participate in future matches within the contest.
 - ii. If any contestant receives a third out-of-turn response penalty at any time during the contest, they shall incur an additional two (-2) point individual and team penalty, and that contestant will be disqualified from the competition and forfeit any awards.

3. **First Half (One-on-One Competition)**

Regular questions shall be addressed to only one member of each team. These points will count toward individual and team scores.

- a. The moderator shall clearly indicate the start of One-on-One competition play.
- b. Each question shall be addressed to only one member of each team, beginning with the contestants in seat #1 (seats closest to the moderator) and progressing with subsequent questions going to the contestants in seats #2, #3 and #4, respectively.
- c. The moderator shall indicate prior to the reading of each question which two contestants are

eligible to respond.

- d. No bonus questions will be asked during the first half (One-on-One) of any match.
- e. Scoring for One-on-One questions will be as follows:
 - i. Correct response = +2 points (individual and team score)
 - ii. Incorrect response = -1 point (individual and team score)
 - iii. Responds before being acknowledged = -1 point (individual and team score)
 - iv. Ineligible contestant responds = -2 points (individual and team score)
 - v. Neither contestant buzzes in = no gain or loss of points; proceed to next question.

4. **Second Half (Open Competition)**

Regular and Toss-up questions are open to response by all contestants. These points will count toward individual and team scores.

- a. The moderator shall clearly indicate the start of Open Competition play.
- b. Scoring for Open Competition – regular and toss-up questions will be as follows:
 - i. Correct response = +1 point (individual and team score)
 - ii. Incorrect response = -1 point (individual and team score)
 - iii. Responds before being acknowledged = -1 point (individual and team score)
 - iv. Ineligible contestant responds = -2 points (individual and team score)
 - v. Neither contestant buzzes in = no gain or loss of points; proceed to next question.

5. **Second Half (Bonus Questions)**

Bonus questions are directed to teams whose member has just correctly answered a toss-up question with a bonus attached. Bonus questions typically require multiple parts for a complete answer. These points will count toward team scores only (not individual scores nor toward team participation bonuses).

- a. The moderator shall indicate clearly the toss-up question has a bonus question attached.
- b. If a bonus question is attached to a toss-up question that was unanswered or incorrectly answered, that bonus question is transferred to the next question. This process can continue until reaching the next toss-up question with a bonus attached, at which point the previous bonus question is discarded.
- c. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question. The team should allow the moderator to read the complete question. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
- d. The team will be given ten (10) seconds to confer to determine their answer.
- e. At the end of the 10-second period is signaled by the timer. At that signal, the team captain or their designee has 5 seconds to begin their answer and must complete their answer within 30 seconds.
- f. Only one member of the team will answer, however other team members may feed information to the individual answering.
- g. All required parts of the bonus question must be answered correctly before any points will be awarded; no partial points permitted.
- h. Scoring for Bonus questions will be as follows:
 - i. Correct response = +3 points (add to team score only)
 - ii. Incorrect response = no points lost
 - iii. No answer = no points lost

6. **Entire Match (Team Participation Bonus)**

- a. In order to encourage full team participation, each team member will have a bonus "card" at the game table.
- b. When a team member correctly answers a one-on-one, regular or toss-up question, they turn their "card" to face the scorekeepers. Once all four contestants seated at the table have correctly answered, the team is awarded a two-point team participation bonus (+2). *{Remember to add the point value of the correctly answered question that created the team bonus to the individual and team's score.}*
- c. When an alternate comes to the game table, if a bonus "card" is showing for that chair, it must be forfeited (turned around) and earned by the contestant coming into the game.

- d. After being credited for the team participation bonus, all members of that team turn their bonus "cards" back around. From that point, the team has an opportunity to begin earning correct responses towards their next team participation bonus.
- e. Multiple team participation bonuses are possible within any given match.
- f. Correct responses do not carry forward to subsequent matches.

7. **Completing the Match**

- a. Following the final question, the scorekeepers will verify each team's score to ensure accuracy. Once completed, the moderator will declare the team with the highest number of points the winner of that match. Contestants and coaches will then be excused back to the holding area to await future matches, if applicable.
- b. Once the moderator has declared a winner based on the scores, there shall be no protest.
- c. **Ties**
 - i. In the event of a tie after the designated number of questions, five (5) additional tiebreaker questions will be asked, to which any contestant can respond.
 - ii. Tiebreaker questions are scored the same as open/toss-up questions (+1 point if correct, -1 if incorrect). Tiebreaker points do not get added to individual, team or team bonus scores; they are used to break match ties only.
 - iii. If a tie still remains after the five tie-breaker questions, 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 match winner.

PROTESTING

1. Only protests that are made in a courteous, respectful manner will be acknowledged. Every effort will be made to be fair, courteous and understanding to the contestants and coaches.
2. Only the team captain or coach may call for an "official" protest of a question or the answer to a question. Protests must be made before the reading of the next question.
3. If an "official" protest is acknowledged, play will be suspended until the protest is resolved.
 - a. The protesting team and/or coach must be able to immediately indicate in the current references where the information in question is located.
 - b. The moderator and the referee judges will consider the protest, and at least two of the three must agree on the ruling. Their decision in all cases is final.
 - c. A 1-point team penalty will be assessed if the protest is not upheld (this is in addition to the 1-point individual and team deduction assessed for the incorrect answer).
4. If a protest is sustained, the moderator will take one of the following actions:
 - a. If the question is determined by the officials to be a poor question, the question will be replaced and will be asked to the specific chairs on each team (if a One-on-One question) or to all contestants seated at the game table (if an Open question).
 - b. If the answer to the question is protested, the designated judge's panel will determine the validity on the answer. Points will be awarded or subtracted as appropriate.
 - c. If the question is protested after an answer is given, the designated judge's panel will determine the validity of the protested question. If the question is deemed valid, points will be awarded or subtracted as appropriate. If the question is deemed invalid, then the question will be replaced.
5. Abuse of protest provisions may 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 contest.
 - c. Dismissal of entire team from the contest, with forfeiture of any points or standing.
6. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest.
7. Any contestant, coach, family member, friends, or spectators, exhibiting UNSPORTSMANLIKE CONDUCT, BEHAVIOR OR ACTIONS DETRIMENTAL TO THE CONTEST, will be subject to dismissal from the immediate contest area.

INFORMATION SOURCES

1. Questions used in this contest for all age divisions will come from the official reference list sources found at the end of this publication.
2. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.
3. No source of information is infallible. At times there may be answers given to questions, which are in agreement with the recommended sources, which are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event one occurs, the referee judges and moderator may agree to:
 - a. Accept the answer and give an explanation of the correct or up-dated information for future use of the question.
 - b. Accept only the answer provided.
 - c. Replace the question to the appropriate contestants

ELECTRONIC DEVICES, RECORDERS AND TRANSCRIPTION

1. Other than official contest equipment, electronic and recording devices (including, but not limited to tape recorders, video cameras, movie cameras, computers, iPads, tablets, cell phones, etc.) are not to be used in the contest rooms or holding areas.
2. Photographs will be permitted only immediately before or following the match, provided they do not interrupt the contest proceedings.
3. Transcribing contest questions by any means during the competition is prohibited. There will be no hand-written, typed or in any way recorded documentation of questions.
4. Violations of these provisions will result in the affiliated team being immediately eliminated from the contest and any potential awards earned forfeited.

TIMEKEEPER QUICK REFERENCE

5 seconds:

- For contestants to activate buzzer after question is read
- To start answer after being recognized by the moderator
- To start bonus question answer, after team confers for 10 seconds

10 seconds:

- For team to confer on bonus question

20 seconds:

- For contestant to complete answer to one-on-one, regular and toss-up questions

30 seconds:

- For the designated team member to complete answer to bonus questions

5 minutes:

- Maximum time allowed during a called "time out"

SCOREKEEPER QUICK REFERENCE

1. First Half (One-on-One Questions)

- a. Correct **+ 2** individual and team
- b. Incorrect..... **- 1** individual and team

2. Second Half (Regular & Toss-Up Questions)

- a. Correct **+ 1** individual and team
- b. Incorrect..... **- 1** individual and team

3. Second Half (Bonus Questions)

- A. Correct..... **+ 3** team
- B. No answer or Incorrect answer No points lost

4. Entire Match (Team Participation Bonus)

Every time each seated member of a team has correctly answered at least one question, that team gets **+2** points. No answers will accumulate toward another team bonus for that team until the pending team bonus has been awarded.

5. Tiebreaker Questions (points do not count toward individual scores or team participation bonuses)

- a. Correct **+ 1** team
- b. Incorrect..... **- 1** team

6. Penalties (assessed throughout the entire match)

- a. Acknowledgement penalty **- 1** individual and team
{Designated contestant responses prior to being acknowledged; no points awarded or deducted for their response – regardless of whether correct or incorrect}
- b. No-answer penalty..... **- 2** individual and team
{Contestant does not begin their answer to a one-on-one, regular or toss-up question within 5 seconds after being acknowledged by the moderator}
- C. Out-of-turn Response penalties:
{Occurs when anyone other than the contestant acknowledged, or to be acknowledged, responds}
(1st offense)..... **- 2** individual and team
(2nd offense in same match; penalty and contestant eliminated from match)..... **- 2** individual and team
(3rd cumulative offense; penalty and contestant eliminated from contest) **- 2** individual and team

6. Protests

- A. Not upheld..... **- 1** team point (in addition to the -1 point for incorrect answer)
- B. UpheldScore is corrected, no penalty points are assessed
- C. Abused..... Entire team is disqualified, forfeiting all individual and team awards

RECOGNITION

Recognition will be based on a predetermined procedure of play.

1. **Individual Recognition:** Recognition should be given to the top five (5) individuals competing on Junior teams and the top five (5) individuals competing on Senior teams.
 - a. Awards will be based on scores kept for each individual contestant. Only those contestants who have participated in three (3) or more matches will be considered for the top individual awards. The three (3) high match scores for each individual will be used in cases where individuals participate in more than three (3) matches. Contestants' must have a score greater than zero to be eligible for an individual award. *{Exception: At club, county and/or district contests with limited participation, contest officials can opt to use the scores from just two (2) matches, instead of three (3) when determining individual awards.}*
2. **Individual Ties:** Ties for individual awards will be broken on the basis of
 - a. High average score for the entire contest
 - b. High individual match scores
 - c. Total number of points earned in the contest.
3. **Team Recognition:** Within team competitions, recognition is encouraged for the top three (3) Junior and top three (3) Senior teams.
 - a. The rank of teams will be determined on the basis of their position within the double elimination brackets.
 - i. After two losses, teams eliminated in the same round will be placed on the basis of which team had the higher score in the eliminating round.
 - ii. If teams eliminated in the same round have the same score, the following tiebreakers will apply:
 1. High average score for the entire contest
 2. Highest match score
 3. Total score of the two matches.

STATE CONTEST ELIGIBILITY

Each of the four 4-H Extension Districts may enter three (3) Junior teams and three (3) Senior teams, consisting of 4 – 5 members per team. The use of 5-member teams is strongly encouraged but is not required. Teams may consist of members from the same club, same county, or multiple counties within that district at the discretion of their district coordinator. Each contestant shall be eligible for individual and team awards.

NATIONAL CONTEST ELIGIBILITY

1. *The top three (3) senior teams MAY qualify for national contests IF the team meets the state and national contests' requirements and deadlines.*
2. *Teams must complete and return the national contest interest form by the state's deadline in order to compete at Eastern National 4-H Roundup or All-American Quarter Horse Congress.*
3. *State will pay the entry fee for Eastern National 4-H Roundup only. Contestants and chaperones are responsible for all other expenses.*
4. *At least one officially certified, approved adult volunteer must accompany each individual/team.*
5. *Teams may choose other regional/national contests IF they meet the contests' requirements and deadlines.*
6. *All individuals, teams, coaches, and chaperones representing Idaho 4-H, must follow national contest rules and must follow current Idaho 4-H Policies and Procedures.*

POSSIBLE REGIONAL/NATIONAL CONTESTS

1. Eastern National 4-H Roundup, first weekend in November, Louisville, KY; 1 team per state;
<http://www.4hroundup.com/>
2. All American Quarter Horse Congress, mid-October, Columbus, OH; 2 teams per state;
<https://www.quarterhorsecongress.com/youth-contests>

REFERENCE LIST/SOURCE ABBREVIATION

Questions used in this contest for ALL divisions will come from the most recent edition of the official sources listed below.

- HH** Horses and Horsemanship #72670, 2001 Edition
<https://shop4-h.org/products/horse-program-curriculum-horses-horsemanship>
- HSc** Horse Science #72671, 2001 Edition <https://shop4-h.org/products/horse-program-curriculum-horse-science>
- PNW** The 4-H Horse Project, PNW 587, 2013 Edition
<https://catalog.extension.oregonstate.edu/sites/catalog/files/project/supplemental/4-h130/pnw587-00.pdf>
- DET** Illustrated Dictionary of Equine Terms, by New Horizons Equine Education Center, Inc.; Dogwise (Alpine) Publications, 403 S. Mission St., Wenatchee, WA 98801
<https://www.dogwise.com/horses/>; 1-800-776-2665; mail@dogwise.com
- FCH** Feeding and Care of the Horse, 2nd Edition, by Lon D. Lewis Wiley-Blackwell, 111 River Street, Hoboken, NJ 07030; phone (201) 748-6000; www.wiley.com
- HIH** Horse Industry Handbook, by American Youth Horse Council (AYHC), last updated 2021; 1 Gainer Rd, McDonald, NM 88262; phone (817) 320-2005; www.ayhc.com
- HSm** Horse Smarts: An Equine Reference and Youth Activity Guide; American Youth Horse Council (AYHC); 1 Gainer Rd, McDonald, NM 88262; phone (817) 320-2005;
www.ayhc.com
- ES** Equine Science – Jean T. Griffiths; American Youth Horse Council (AYHC); 1 Gainer Rd, McDonald, NM 88262; phone (817) 320-2005; www.ayhc.com
- CAHA** The Coloring Atlas of Horse Anatomy, by Robert A. Kainer and Thomas O. McCracken; Dogwise (Alpine) Publications, 403 S. Mission St., Wenatchee, WA 98801;
<https://www.dogwise.com/horses/>; 1-800-776-2665; mail@dogwise.com
- TH** The Horse, 3rd Edition, by J. Warren Evans, Rhonda M. Hoffman, Jessica L. Petersen, L. Dale Van Vleck; Waveland Press, 4180 IL Route 83, Suite 101, Long Grove, Illinois 60047; phone 847-634-0081; <https://www.waveland.com/browse.php?t=752>;
info@waveland.com

***NOTE:** In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

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