

MICHIGAN 4-H Equine Educational Expo **HANDBOOK**

The 4-H Equine Educational Expo is held annually on the campus of Michigan State University, East Lansing, Michigan. For more information please contact Taylor Fabus at 517-353-1748, FAX 517-353-1699 or email at tenlenta@msu.edu

Enclosed in this packet:

1. 4-H Equine Communication Contest Rules
2. 4-H Horse Bowl Contest rules
3. 4-H Hippology Contest rules

Entries should be made and signed only by Extension Staff, and counties need to adhere to any quotas and deadlines. Please type or print clearly on entry forms and check entries to ensure that members are in the correct age category and have entered the correct division. Staff and members are responsible for accurate and correct entries. Please give members and coaches a copy of their entry and contest rules.

Entry fees:

Counties should send all registration fees to *Account #: DN022677 subaccount 1062*
\$15.00 / participant / contest
(i.e., A team of 4 members = \$60.00)

Entry forms & a COPY OF THE TRANSMITTAL FORM should be sent to:

ANS Youth Extension Office
474 South Shaw Lane
Room 1287 Anthony Hall
East Lansing, MI 48824

There are no refunds. Ages are determined by the age the participant is on January 1 of the contest year. **Counties submitting entries in the various contests are responsible for furnishing older teens and/or adults to help with the various contests.**

Members who qualify for the 4-H Equine Educational Expo will be able to compete in only one of the following two contests: Horse Bowl, or Hippology. Participants may also enter a Communications Contest.

Eligibility rule for Equine Educational Expo contestants: Senior members who have competed in at least one approved and authorized interstate contest (national or regional) in the same contest area, are eligible to compete again in that contest area at the 4-H Equine Educational Expo, **however, their team may not be eligible to go on to national competition, depending on the contest they qualify for at the state level. For example, 4-H members may only participate once at the Eastern National 4-H Horse Round Up in a given contest area.**

In addition:

- 1) To participate in a national contest, no contestant may be older than 19 years of age as of January 1 of the contest year, and they must be at least 14 on January 1 of the contest year.
- 2) Equine Educational Expo contestants must **not have participated in any post-secondary coursework in the subject area or national 4-H competition**, and must not have participated in training for post-secondary competition in the subject area or national 4-H competition prior to the contest.
- 3) Teams qualifying for out-of-state competitions that have an open roster slot may have the opportunity to extend an invitation to an individual competitor (must have competed at 2017 4-H

Equine Educational Expo to be eligible) from another county to join their team for the out-of-state competition. Any substitutions must be approved by State Extension Specialist.

STATE 4-H EQUINE PUBLIC SPEAKING AND DEMONSTRATION CONTEST **OFFICIAL RULES**

Event Purpose:

1. To develop the public speaking and demonstration skills of 4-H members
2. To give 4-H members a venue to share their public speaking and demonstration skills.
3. To qualify young people for national 4-H public speaking and demonstration events (through placing 1st, 2nd or 3rd at this state event.)

Registration:

Registration should be completed and turned into your County 4-H staff by **March 28, 2017**. County staff will then forward all registration materials and entry fees to the State Equine Youth Extension Specialist by April 1, 2017. Entry fee is \$15.00 per person for each event entered. Questions about the event should be directed to the Horse Programs office at 517-432-5402 or email tenlenta@msu.edu.

Rules common to all contest areas:

1. Contestants must be 9, but not have reached his or her 19th birthday as of January 1 of the year in which this event is held. The contests will be divided into Junior (9 to 13 years) and Senior (14-19 years) divisions in each contest area.
2. All contestants must be members of 4-H in their county.
3. Post-secondary undergraduate students may participate in and/or complete freshman and sophomore level equine management or communications courses. College students completing a junior, senior or graduate level equine and/or communications course are ineligible to participate.
4. Individuals and teams who win the Senior Division public speaking, individual or team demonstration are eligible to compete at the Eastern National 4-H Horse Round-up in Louisville, KY. Contestants (including team alternates) may participate in only one contest per year at the Roundup. After competing in this contest, they are ineligible to compete in the same specific contest again. Contestants must not have competed previously in this contest in the Eastern National 4-H Horse Roundup in Louisville or the Western National 4-H Horse Classic in Denver, CO. States may only send one team per contest to a national event, either the Eastern or Western, but not both.
5. Individuals and teams who place second or third in the Senior Division public speaking, individual or team demonstrations are eligible to compete at the Quarter Horse Congress in Columbus, OH.

Public Speaking Rules & Resources

1. The subject must pertain to the horse industry. Speeches, not appropriately related to the horse industry can be disqualified at the discretion of the judges.
2. No visual aids may be used.
3. No coaching from parents or coaches during the speech.
4. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
5. A public address system will not be used during the contest, but a podium will be provided.
6. During the event, the contestants may introduce themselves by name, county and speech topic.
7. Speeches should be 7-10 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 7 minutes or over 10 minutes.
8. Contestants should cite their major references after the conclusion of their speech. This time will not be counted in the allotted time.
9. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
10. Contestants may use video recorders to tape **their own presentations**. It is the responsibility of the

coach/speaker to provide all necessary recording equipment.

11. No videotaping or photographing of presentations is allowed during the contest, except by respective coaches or their designees.

13. Two/Three judges will be used and judges will score each entry independently and assign scores. After all presentations are presented and scores are tabulated, judges may confer and discuss evaluations. Each judge assigns his or her final scores and then cumulative final scores are tabulated to determine the final placing. Contest superintendents may review and check tabulation of scores for mathematical accuracy.

14. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.

15. Improper attire will be a violation and appropriate points deducted on the scorecard. Improper attire will be determined at the discretion of the judges.

16. The judges will consider the questions listed under each section. The points on the score card will be as follows:

A. INTRODUCTION 10 points

1. Did the introduction serve to create interest in the subject?

2. Was the introduction short and to the point?

B. ORGANIZATION 15 points

1. Were the main points easy to follow?

2. Were the main points arranged in the best order?

3. Were the sentences short and easy to understand?

4. Was the speech interesting?

C. CONTENT AND ACCURACY 20 points

1. Were the facts and information accurate?

2. Was there enough information concerning the subject?

3. Was credit given to the sources of information, if it was appropriate?

4. Was the content appropriately related to the horse industry?

D. STAGE PRESENCE 15 points

1. Was the speaker neat and appropriately dressed?

2. Did the speaker talk directly to and look at the audience?

3. Was the speaker's posture erect, but not stiff?

4. Did the speaker refrain from leaning on the podium?

5. Did the speaker seem relaxed and at ease?

E. DELIVERY 20 points

1. Did the speaker have appropriate voice control?

2. Were all words pronounced correctly?

3. If notes were used, was it done without detracting from the speech?

4. Did the speaker seem to choose words at the time they were spoken as opposed to a memorized or ready-type delivery?

F. GENERAL 10 points

1. Did the speaker convey to the audience a sense of wanting to communicate?

2. Did the speech reflect the thoughts and personality of the speaker?

G. CONCLUSION 10 points

1. Was the conclusion short and interesting?

2. Did the conclusion properly wrap up the speech?

3. Could the speaker handle questions easily?

Individual Demonstration/Presentation Rules & Resources

1. The subject must pertain to the horse industry. Presentations not appropriately related to the horse industry can be disqualified at the discretion of the judges.

2. The presentation may be a demonstration or illustrated talk. All references to the term "presentation" in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message.

Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include but are not

limited to: handouts, posters, props, videos, slides, and computer generated media (PowerPoint, websites, etc.). No live animals may be used.

3. Contestants may use notes. However excessive use of notes may be counted against the contestant. This will be at the discretion of the judge(s).
4. A public address system will NOT be used during the contest.
5. Participants must supply their own props. Two tables and chairs will be provided for the presenter's use. **Contestants must provide all of their own equipment.**
6. Creative audio visual aids may be used but the contestant must be involved in making or designing them.
7. During the contest, the contestants may introduce themselves by name, county and presentation topic.
8. Presentations should be 9-12 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 9 minutes or over 12 minutes.
9. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
10. No coaching from parents or coaches during the presentation.
11. Contestants may use video recorders to **tape their own presentations**. It is the responsibility of the team coach/team to provide all necessary recording equipment.
12. No videotaping or photographing of presentations is allowed during the contest, except by respective team coaches or their designees.
13. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
14. Two/Three judges will be used and judges will score each entry independently and assign scores. After all presentations are presented and scores are tabulated, judges may confer and discuss evaluations. Each judge assigns his or her final scores and then cumulative final scores are tabulated to determine the final placing. Contest superintendents may review and check tabulation of scores for mathematical accuracy.
15. Ties will first be broken by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.
16. The judges will consider the questions listed under each section. The points on the score card will be as follows:

A. INTRODUCTION

10 points

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

B. ORGANIZATION

25 points

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

C. CONTENT AND ACCURACY 25 points

1. Were the facts and information presented accurate?

2. Was there enough information presented about the subject?

3. Were approved practices used?

4. Was credit given to the sources of information, if it was appropriate?

5. Was the content appropriately related to the horse industry?

D. STAGE PRESENCE

10 points

1. Were the presenters neat and appropriately dressed for the subject of the presentation?

2. Did the presenter speak directly to and look at the audience?

3. Was the presentation too fast or too slow?

E. DELIVERY

15 points

1. Did the presenter appear to enjoy giving presentation?

2. Did the presenter have good voice control?

3. Were all words pronounced correctly?

4. If notes were used, was it done without detracting from the presentation?
5. Did the presenter seem to choose words at the time they were spoken as opposed to a memorized presentation?

F. EFFECT ON AUDIENCE 5 points

1. Did the audience show an interest in the presentation?

2. Could the audience go home and carry out the idea?

G. SUMMARY 10 points

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

Team Demonstration/Presentation Rules & Resources

1. The subject must pertain to the horse industry. Presentations not appropriately related to the horse industry can be disqualified at the discretion of the judges.
2. The presentation may be a demonstration or illustrated talk. All references to the term “presentation” in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message.
Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include but are not limited to: handouts, posters, props, videos, slides, and computer generated media (PowerPoint, websites, etc.). No live animals may be used.
3. This is a Team Presentation where both participants should have an equal role in the presentation.
4. Contestants may use notes. However, excessive use of notes may be counted against the contestants. This will be at the discretion of the judge(s).
5. A public address system will NOT be used during the contest.
6. Participants must supply their own props. Two tables and chairs will be provided for the presenter’s use. **Contestants must provide all of their own equipment (a projector & laptop will be available).**
7. Creative audio visual aids may be used, but the contestant must be involved in making or designing them.
8. During the contest, the contestants may introduce themselves by name, state and presentation topic.
9. Presentations should be 10-15 minutes in length. Three points will be deducted from the total score on each judge’s score sheet for every minute (or fraction of a minute) under 10 minutes or over 15 minutes.
10. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
11. No coaching from parents or coaches during the presentation.
12. Contestants may use video recorders to tape their own presentations. It is the responsibility of the team coach/team to provide all necessary recording equipment.
13. No videotaping or photographing of presentations is allowed during the contest, except by respective team coaches or their designees.
14. Only the judge(s) may ask questions of the contestant in the contest. Each team shall be asked the same minimum number of questions. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
15. Two/Three judges will be used and judges will score each entry independently and assign scores. After all presentations are presented and scores are tabulated, judges may confer and discuss evaluations. Each judge assigns his or her final scores and then cumulative final scores are tabulated to determine the final placing. Contest superintendents may review and check tabulation of scores for mathematical accuracy.
16. Ties will be broken first by the judges’ accumulated delivery score, second by the judges’ accumulated organization score and third on content and accuracy score.
17. Judges will consider the questions listed under each section. The points on the score card will be as

follows:

A. INTRODUCTION **10 points**

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

B. ORGANIZATION **25 points**

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

C. CONTENT AND ACCURACY **25 points**

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

D. STAGE PRESENCE **10 points**

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

E. DELIVERY **15 points**

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

F. EFFECT ON AUDIENCE **5 points**

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

G. SUMMARY **10 points**

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

STATE 4-H HORSE BOWL
MICHIGAN 4-H Equine Educational Expo
OFFICIAL RULES

1. Objectives:

To encourage participants to obtain a more complete knowledge of horses and related subjects; to provide an educational horse program; to develop alertness and self-confidence; to demonstrate knowledge of horses and horse related subjects in a competitive setting where attitudes of friendliness and fairness prevail and to provide an educational experience for both participants and spectators alike.

2. Eligibility:

A. JUNIOR DIVISION:

- 1.) Junior Age Requirements - Contestants must be at least 9 years of age on January 1 of the current contest year and not be more than 13 years of age on January 1 of the current contest year.

B. SENIOR DIVISION:

- 1.) Senior Age Requirements - Contestants must be at least 14 years of age on January 1 of the current contest year and not be more than 19 years of age on January 1 of the current contest year.
- 2.) Senior contestants must not have participated in official post secondary university, college or technical school competitive events of a similar nature in the equine subject matter area.

- C. Every team competing in Regional or State competitions will be required to have their own coach or a designated supervisor during competition.

D. ALL DIVISIONS:

- 1.) Participants must be currently enrolled in a 4-H horse project in a Michigan county that they represent and must be approved by their County Extension staff or other authorized person. A contestant does not need to own a horse/pony to qualify for Horse Bowl.

E. Sr. & Jr. Novice team & Novice Individual (non-team) Contestants

- 1.) Junior and senior novice teams must have four members (one or two alternates are optional).
- 2.) Contestants may not compete in the novice division more than 2 years.
- 3.) Junior and senior novice contestants can be:
 - a. Members who have never competed in a 4-H Horse Bowl competition.
 - b. Members who competed as a novice contestant for the first time last year.
 - c. Senior members* who competed as junior contestants last year.

*Junior contestants entering the senior division this year have the option to compete as a senior novice contestant or as a regular senior contestant. They may compete on a team or in individual competition.

- 4.) A contestant who competes in the novice individual competition at the Regional level may enter the regular individual competition at the 4-H Equine Educational

Expo that same year. This contestant forfeits the eligibility to compete as a novice next year, however, he/she will be eligible to compete on regular teams or in regular individual competition.

- 5.) A novice member may be used as an alternate for a regular team entering State, interstate or national competition to fill a vacancy on a team that has a regular member who is unable to participate with the team.
- 6.) Novice contestants who go on to the State contest will not be allowed to return to the novice competition the next year, even if this might have been their first year as a novice.
- 7.) Junior and senior novice teams and non-team individuals are not eligible for out of state competition.

F. Jr. & Sr. Regular Teams & Regular Individuals (non-team) Contestants

- 1.) Regular junior and senior teams must have four members (1 or 2 alternates are optional).
- 2.) Regular junior and senior team and individual contestants can be:
 - a. Members who have never competed in a 4-H Horse Bowl competition.
 - b. Members who have competed in a novice division one or two years.
 - c. Members * who have competed as junior contestants last year.
*See rule E-4c above.
- 3.) Junior teams and non-team individuals are not eligible for out of state competition.

G. Number of Participants Allowed per County*:

**Please contact Taylor Fabus, tenlenta@msu.edu if you have additional youth interested (beyond your county quota).*

- 1.) Regional Competition: Each county may enter teams in the following divisions:

Regular Junior Teams	2 teams (A & B)
Novice Junior Teams	2 teams (A & B)
Junior Regular Non-Team Individuals	3 individuals
Junior Novice Non-Team Individuals	3 individuals
Regular Senior Teams	2 teams (A & B)
Novice Senior Teams	2 teams (A & B)
Senior Regular Non-Team Individuals	3 individuals
Senior Novice Non-Team Individuals	3 individuals

3. Registration:

A. State and Regional Competition

- 1.) Each team must consist of a team captain and three members.
- 2.) All team alternates must be registered with team members.
- 3.) All counties entering teams and/or individuals in State competition are required to have two trained volunteers to help with the contest. These two individuals must be listed on the team's entry form.

4. National 4-H Horse Bowl Competitions

- A. The top 3 State qualified senior teams may compete in authorized interstate competition.
- 1.) Qualified State senior teams are eligible for inter-state competition. Usually, the 1st place team goes to the Eastern National 4-H Horse Roundup, Louisville, Kentucky. The 2nd & 3rd place teams goes to All American Quarter Horse Congress in

Columbus, Ohio.

- 2.) Once a contestant has competed in two interstate Horse Bowl Contests, they are still eligible to compete in Michigan's 4-H Horse Bowl program. They may also compete in other State horse events and qualify for inter-state 4-H competition in another area.
- 3.) All qualified entries to interstate competition must be authorized by the State Extension Horse Specialist.
- 4.) In the event that an eligible team does not have enough available members to compete in the interstate contest, they may add (with the approval of the Extension Horse Specialist and appropriate county Extension staff members) another member from their county. These members must have competed in the current year's competition and meet all of the eligibility rules for the contest in which they are entering.

5. Junior and Senior References Books:

- A. Questions in the Michigan State 4-H Horse Bowl will be based on the information found in the following material, but will not necessarily be limited to these references only. If there are any conflicts between information provided in the following references, the most recent reference will take precedence.

1.) JUNIOR DIVISION

REV. 20164-H Horse & Pony Project Show Rules & Regulations

(available at: http://www.ans.msu.edu/extension/horse_youth_programs)

4-H 1229 4-H Horse Science

4-H 1228 4-H Horses and Horsemanship

Equine Science by Jean T. Griffiths (available at www.horsebooksetc.com)

2.) SENIOR DIVISION

REV. 2016 4-H Horse & Pony Project Show Rules & Regulations

(available at: http://www.ans.msu.edu/extension/horse_youth_programs)

4-H 1229 4-H Horse Science

4-H 1228 4-H Horses and Horsemanship

Equine Science by Jean T. Griffiths (available at www.horsebooksetc.com)

Illustrated Dictionary of Equine Terms by New Horizons Equine Education Center

Alpine Publications, Inc.

P.O. Box 7027

Loveland, CO 80537

The Horse (2nd edition) by Evans, Borton, Hintz & Van Vleck
W.H. Freeman & Co., 41 Madison Ave, New York, NY 10010.
800-903-3019

The Horse Industry Handbook - American Youth Horse Council
The Equine Collection-Dept. AYHC, PO Box 1539 Fort Lee, NJ 07024-1539
Phone: 800-952-5813

Feeding and Care of the Horse (2nd edition) by Lon D. Lewis

Williams & Walkins
P.O. Box 1610, Hagerstown, MD 21740
800-638-0672

American Youth Horse Council Leaders Manual
American Youth Horse Council, 4093-A Iron Works Pike,
Lexington, KY 40511-8434. Ph. 800-879-2942

6. Participation Rules for Regional and State Competition:

- A. To encourage promptness in Regional and State competitions, the following rules will apply.
- B. If a team/individual is unable to attend a scheduled contest, they should notify the contest official, contest coordinator or the Extension 4-H Horse Specialist. Check list of important dates for information on contest coordinators.
- C. If a team/individual is en route to the contest and encounters trouble, contest officials should be notified of the reason and approximate time of arrival. Contest officials will give fair consideration to the problem and determine what action is warranted: a slight delay in the contest or disqualifying the team.
- 1.) If team/individual tardiness makes it impossible to complete a round on schedule, they will be disqualified.
 - 2.) In a Regional qualification contest, if the game has not started and a team is disqualified because of tardiness or absence, the drawing for position will be done with those teams present.
- D. In a Regional round robin, rules C-1 & C-2 will apply. If a team is disqualified, the 5th place team, or if they decline, the 6th place team from the original qualification rounds will be invited to assume the existing score of the disqualified team and compete in the contest.
- E. In the State finals, if the contest has not started and a team is disqualified or does not appear, the 1st alternate, or if they decline, the 2nd alternate from the same Region as the disqualified team will be invited to play.
- 1.) If another team is not available, an appropriate bracket will be used for the teams that are present.
 - 2.) If a game is in session & a team is disqualified, an alternate team will be invited to assume the disqualified team's score & complete the contest. Alternate team will be selected according to the rules in this section.
 - 3.) In a State four team round robin, if an alternate team is not available to replace a disqualified team, the remaining teams will be repositioned to play a round robin with the teams that they have not yet played.

7. Team Game Structures for 4-H Horse Bowl Competitions:

- A. Types of Game Structures
- 1.) Qualification Games - Consist of 3 rounds of games that qualify 4 teams for Round Robin Competition. This is usually used when 6 or more teams are registered in

any one division.

- 2.) Round Robin Competition - A series of rounds that allows each team to play all of the other teams. Depending on the number of teams registered and the time frame, a round robin will be the first choice for any State or Regional competition structure.
 - 3.) Round Robin with Sit Out - This is a round robin competition with an odd number of teams. All teams play each other, however, each team will "sit out" 1 round. This is used when there are 3 or 5 regular teams.
 - 4.) Round Robin/Qualification Games Played with High Scoring Loser (HSL)
This is played with an odd number of teams. In the 1st round, the odd numbered team will play the HSL within that round. Since this team has already heard the round questions, a comparable set of questions will be used for this game. The odd numbered team will then play other teams in further rounds and other teams will play the HSL. This is a courtesy game. The HSL that plays this game can only use 1 score for that round. The higher score will be counted and the lower score will be dropped.
 - 5.) Brackets have been arranged for all regular teams/individuals and novice teams/individuals. The contest coordinator and staff have the authority to select the appropriate competition structure, based on the number of teams/individuals and the time frame involved.
 - 6.) Each regular team will compete in a total round robin if possible. If there are more than six teams in a division, three qualification games will be played. The four high scoring teams will play a four-team round robin.
- B. Novice Team Game Structure
- 1.) Novice teams and all individual competitors will play two games unless time permits three games.
 - 2.) Each game within a round will have the same set of questions and the study room rules will apply to all teams and individuals involved.
 - 3.) If only one novice team is entered, they have the following options:
 - A. To play the low scoring regular team. This is a courtesy game for the regular team and points earned or lost will not count.
 - B. They may forfeit their novice status and compete in the regular division, making them eligible to qualify for State competition.
- C. Game Position - A team's game position will be determined by a drawing. These position numbers will fit into a pre-numbered game bracket.
- D. Qualification Games Scores- Scores earned by each team in the qualification rounds will be tabulated giving each team a total score. Ties will be broken according to the rules established in the Tie Breaker section.

- 1) The top high scoring teams from the qualification rounds will then compete in a round robin consisting of three rounds of two games each. Qualification games scores will be dropped and each team will start the round robin with no points.

8. Individual Competition Game Structure:

A. Contestants will draw for a game position. They will take their position in a prenumbered bracket designed to guarantee a change of partners for the second round, unless there are only two contestants.

- 1.) Game rules will be the same as for teams, except that bonus questions will not be used. Team participation points and won game bonuses will not be awarded. All study room rules will apply (see section #14).
- 2.) During the individual and one-to-one questions, if eight members are seated, all of the game questions will be used (For exception, see b. below).
 - a. If there are less than 8 contestants, individual and one-to-one questions will be given to the chair number designated for those specific questions.
 - b. During the open question phase, all of the open questions will be used. The toss-up questions will become regular questions. Bonus questions will not be used.
- 3.) When an odd number of individuals play, the odd-numbered individual will play against time (unopposed). The seating arrangement should change in the next game(s) as to not allow this individual to play against time in more than one round if possible.
- 4.) When enough individuals are entered to warrant more than one game in the first round, these will be divided up to make each game as equal in size as possible.

9. Regional 4-H Horse Bowl Competition

- A. In Regional competition, regular team individuals and regular non-team individuals will be awarded points in 3 qualification rounds. The top 10 high scoring individuals will be placed. Teams entering the round robin will drop their team qualification scores and begin the round robin with no points.
 - 1.) If a total round robin is played, all points earned in those games, by both teams and individuals, will be accumulated for a final score.
 - 2.) Novice team individuals and novice non-team individuals will be awarded points in two rounds played. If a third round is played, these points will be included.
 - 3.) The top two highest scoring regular teams in the junior and senior division will represent their Region in the Michigan State 4-H Horse Bowl finals.

10. State Competition or State Finals

- A. In State competition, regular team individuals and regular non-team individuals will be awarded points in three qualification rounds. The top ten high scoring individuals will be placed.
 - 1.) The top ten individuals will carry their qualification scores into the round robin. The round robin scores will be added to the existing qualification score. The over-all top ten high scoring individuals will be placed after all team and individual ties are broken (See Tie Breaker rules).

- 2.) Non-team individuals will be awarded points in the three games played after ties are broken.
- 3.) The top three high scoring senior teams are qualified for interstate competition.

11. Game Questions

- A. In each division, each game within a round will have the same set of questions.
 - 1.) If there are an odd number of teams, a courtesy game will be played using the HSL. A comparable set of different questions will be used for the last game with the HSL in that round.
 - 2.) In certain game brackets, a team may be required to play twice within the same round. A different but comparable set of questions will be used.
 - 3.) When a HSL team plays a courtesy game within a round in their own division, the higher team score and the higher individual scores earned in the two games played (regular game or courtesy game) will be used. The lower score will be dropped.
 - 4.) If a round robin is played with an odd number of teams, it may be necessary for each team to sit out one round. The team that sits out may observe that round.

12. Using Alternates:

- A. Each team must consist of a team captain and three team members.
- B. Alternates are optional, but strongly recommended and must be registered with the team.
- C. The team captain, the designated coach or a staff member may call time out for an alternate replacement.
- D. The alternate may enter the game at any time. They may also start the game and be replaced by the regular team member.
- E. An alternate must report to the score keepers to be entered on the team score sheet.
- F. Alternates must not observe any game within their division until their team has played in that round.
- G. A team member removed from a game becomes ineligible to return to that particular game. The team member removed and the alternate member are both eligible to participate in further games in the competition.
- H. If the team member that is being replaced has earned their participation bonus, it must be forfeited and the member coming into the game must turn the bonus card around and earn it for his/her self.
- I. If the alternate is not used as a competing member in the contest he/she will be considered eligible to compete in the future competitions.
- J. Any contestant (regular member or alternate member) that is replaced during a game because of disciplinary action may not return to any further games in the competition.

13. Procedure for use of the Study Room:

- A. Study Room - a room will be designated for teams and non-team individuals to stay in until it is their turn to play.
- B. Holding Room - this room is for teams and non-team individuals to go to after they have played in a round.
- C. Because the same set of questions are used in all of the games within a round, it will be necessary to have study rooms for the teams/individuals who have not played in the current round.
 - 1.) During any round, only the competing teams/individuals, the teams/individuals that have already competed in the current round, staff members and spectators will be allowed in the game room.
 - 2.) Teams, non-team individuals, alternates and coaches that have not played in the current round must remain in the study room until it is their turn to play.
 - 3.) Study room monitors will be the team coaches or designated supervisors. Each coach/supervisor will be in charge of the study room during the game that precedes their turn to play. When it is a team's turn to play, the coach will accompany their team or individual(s) to the game room. The responsibility of monitoring the room is then charged to the coaches and/or supervisors of the next two teams to play.
 - 4.) Team/non-team individuals may stay in the game room after they have played or go to the holding room, until the next round begins.
 - 5.) Spectators, parents and friends of individuals and team members will not be allowed to enter the study room, nor will they be allowed to talk with the contestants on their way to the game room.

14. Scoring System

A. Point Value of Questions

CORRECT ANSWERS:

- 1.) Individual/One-to-One Questions - correct answer 2 pts.
- 2.) Regular Open Question - correct answer 1 pt.
- 3.) Team Toss-Up Question - correct answer 1 pt.
- 4.) Senior Team Bonus - 100% correct 3 pts.
- 5.) Junior Team Bonus - 100% correct 2 pts.
- 6.) Junior Team Bonus - 50% correct 1 pt.
- 7.) Team Participation Bonus - Full team participation 2 pts.
- 8.) Won Game Bonus 2 pts.

WRONG ANSWERS:

- 9.) Any Type of Question (except bonus) - incorrect answer -1 pt.
- 10.) Any Type of Question - Light on, no response/answer -2 pts.
- 11.) Any Type of Question - Light on, answered out of turn -2 pts.
- 12.) Acknowledgment Penalty - not acknowledged -1 pt.

B. Scoring of Questions (teams and individuals):

- 1.) Individual Questions - a question that may be answered by one specific individual. The first eight questions will be for each individual seated. The moderator will

identify the chair designated to answer each question. Each question has a plus two point value.

- 2.) One-to-One Questions - a question that is designated to a specific chair on each team (Question #9 is designated to the #1 chairs on each team). These two chairs are the only ones allowed to answer the question. The question has a plus two point value.
 - 3.) Open Questions - a regular question that is open to all contestants seated, usually requiring one answer. Occasionally, two or three simple answers are needed. All required answers must be correct. These questions have a plus one point value.
 - 4.) Toss-Up Questions - a question that has a bonus question attached. They often have 2 or more required answers. All answers must be correct to receive credit. Half points will not be awarded when only 50% of the multiple answers of the toss-up are correct. If the toss-up is answered incorrectly, the next regular question(s) become a toss-up, until one is answered correctly. The missed bonus is then attached to the correctly answered toss-up. A toss-up question has a +1 point value.
 - 5.) Bonus Questions-a question requiring multiple answers or a more difficult explanation. This is a free question given to the team that has correctly answered the toss-up to which it was attached. Only the required number of answers will be accepted. If there are 5 required answers, only the first 5 answers will be accepted. They will be used exclusively in the open question part of all games. Bonus question points count toward the team's score alone (never an individual's score).
 - a. Senior teams must have all required number of answers correct to receive 3 points.
 - b. Junior teams must have all required number of answers correct to receive 2 points. If half of the required number of answers are correct, (3 out of 5 or 2 out of 4), 1 point will be awarded.
 - c. There is no penalty for incorrect answers or if no answers are given to a bonus question.
 - d. If open questions are finished and 1 or 2 bonus questions have not been earned, these unearned bonus question(s) remain unasked. These questions will be replaced by questions from the Extra Questions List.
 - 6.) Extra Questions - These are questions used by judges as a replacement for question(s) that cannot be used for reasons determined by judges.
- D. Wrong Answers - All wrong answers receive a -1 point penalty, except on bonus questions.
- E. Acknowledgment Penalty - A member who answers without being acknowledged will receive a -1 point penalty.
- F. Response Penalty - Occurs when a member activates his/her buzzer and does not respond with an answer (right or wrong). A -2 point penalty will be given to the individual and their team in team competition or to the non-team individual in individual competition.
- 1.) A member who activates his/her buzzer or blurts out an answer when it is not their turn to answer will have a -2 point penalty applied to his/her individual and team

score in team competition or to the individual in non-team individual competition.

- G. Team Participation Points (teams only) - Two points will be awarded to the team score when all 4 members of the team have answered at least 1 question correctly.
- 1.) Each contestant will have a bonus card in front of them. The contestant will turn this card around so that the word "bonus" faces the score keepers, indicating that they have earned their share of the participation bonus. When all 4 bonus cards are showing the word "bonus," the team will receive the 2 point bonus. The individual who answered the question will receive the value of the question.
 - 2.) If the question is worth 2 points, 4 points will be added to the team's running score. If the question is worth 1 point, 3 points will be added to the team's running score.
 - 3.) After a team participation bonus has been earned, each member will turn his/her card around and attempt to earn the bonus again.
- H. Won Game Bonus - Two points will be awarded to the score of the team that wins a game. In the event of a tied game, the tie will be broken with a tie breaker game of 5 questions. If the teams remain tied, see Tie Breaker Methods 17 A.

15. Procedures of Play

- A. Game or Match Procedures
- 1.) Two teams are seated at their respective panels. The timer will then give each contestant the opportunity to check their equipment and be acknowledged by the control operator/timer.
 - 2.) Each contestant must sit in the seat designated at the time of registration.
 - a. Team captains will sit in chair #1.
 - b. For accurate individual score keeping, it is important for individuals to keep their seat position.
 - c. Non-team individual contestants will be seated according to a pre-arranged bracket for individual competition. Contestants will change seats in each round played.
 - d. Alternate members must report to the score keepers before being seated.
 - 3.) An appropriate set of questions is designated for each round played.
 - 4.) The moderator will read the first question (as with all succeeding questions) continuing to read until such time as a contestant activates his/her buzzer or the question is completed.
 - a. When the buzzer is activated, the timer will start the time after the contestant has been acknowledged. The contestant then has 5 seconds to begin his/her answer. The first answer given will be accepted as the official answer and will be evaluated by the judges for correctness. For questions with multiple answers, only the required number of sequential answers will be accepted (if 3 answers required, only the first 3 answers will be accepted).
 - b. It will be the responsibility of the timer to determine that an answer was started within the 5 seconds allowed. Repeating the question DOES NOT constitute the initiation of an answer.
 - c. Contestants answering a question without being acknowledged lose 1 point from individual score and team score will lose 1 point.

- d. If the question has been completely read and the contestant's answer is technically close, but not close enough, the judges may ask the contestant to repeat, spell their answer, ask for another term or be more specific or general, expand or explain.
 - e. If the answer given is correct according to the way the question was written, the point value will be awarded to the individual and team (if applicable).
 - f. If the answer given is incorrect, a minus one point penalty will be assessed to the individual and team (if applicable). The question will not be repeated for the other team. The moderator will give the correct answer and go on to the next question.
- 5.) If a contestant activates the buzzer during the reading of any question, the moderator will immediately cease reading the question.
- a. After being acknowledged, the contestant has five seconds to begin his/her answer based on the portion of the question already read.
 - b. If the answer is correct according to the way the question was written, the point value will be awarded to the individual and team (if applicable).
 - c. When the answer given is based on the portion of the question read and is correct for that portion but incorrect for the way the question was written, the answer is considered incorrect. This will result in the penalty for an incorrect answer.
- 6.) If the question was not completed by the moderator, the judges cannot ask the contestant for another term, to be more specific, expand their answer, or in any way, to explain their answer. The judges may ask the contestant to spell the answer given or to repeat their answer if it wasn't heard or spoken clearly.
- 7.) When a question is completed by moderator, the timer will start clock. If 10 seconds elapses without a contestant activating a buzzer, there will be no loss of points or awarding of points to individuals or teams.
- 8.) If a member activates the buzzer and does not start his/her answer within the 5 second allowable time, there will be a two point penalty imposed. This affects both the individual and the team.
- 9.) When asking toss-up questions to teams only, the moderator will identify the question by saying, "this is a toss-up question" before it is read.
- a. If the toss-up is answered correctly, that individual and team will receive the point and the attached bonus question.
 - b. If the toss-up has multiple answers, all required answers must be correct.
 - c. When the answer to a toss-up is incorrect, the next regular question(s) becomes the toss-up until one is answered correctly. The bonus question will follow that toss-up.
- 10.) Contestants will not be allowed to discuss regular, one-to-one, individual or toss-up questions with their team during the game.
- 11.) When a team receives the bonus question, the team should wait for the entire question to be read.
- a. A team that earned a bonus will be allowed to confer for 10 seconds. At the end of 10 seconds, the timer will call time. The captain or designated team member should activate the buzzer, be acknowledged and begin the

- answer in 5 seconds.
- b. The captain may answer or designate another member to answer. Once the answer has started, the captain or designated member will have 30 seconds to give all of the required answers.
 - c. Teammates may give the answers to the captain/designee during the answering process, however, the answers must come from the person designated to answer the bonus.
- 12.) Team Participation Points - These points apply to teams only. All staff members will be responsible for watching the team bonus signs in order to award the appropriate points when there is full team participation.
 - 13.) Won Game Bonus - At the end of a game, the team that has the highest score will receive the won game bonus. In the event of a tied game, the tie will be broken with tie breaker questions.
 - 14.) Replacing Questions - If the judges elect not to use a written question, it must be replaced from the extra questions written for the competition. This is necessary so that the total number of questions will remain equal in each match/game.
 - a. At times, answers are given that are in agreement with the official reference books, which may be erroneous or out of date. Every effort is made to eliminate such information. However, in the event that such a question is found, the judges may agree:
 - To accept the answer and give an explanation of the correct or up-dated information or replace the question.
 - Accept the correct answer, even though it is not in the 4-H reference materials.
 - Replace the question to the appropriate contestants.
 - b. When necessary, the replaced question will be given to the team or individual.

16. **Game and Individual Tie Breaker Methods**

Match Ties - In the event of a game tie in qualification/round robin games, it will be broken with five tie breaker questions. If a tie remains, another set of 5 questions will be used. The first team to have a 1 point advantage because of a point won or because the other team has lost a point, will be declared the game winner based on the scores earned or lost. The won game bonus (2 points) will be attached to the winners' score.

- B. Qualification Games - In Regional and State competitions, if there are more than 5 teams entered (8 teams in State competition) in any one division, all teams will play 3 qualification games. The top 4 high scoring teams (total points earned in qualification games) will continue to play a 4 team round robin.
 - 1.) The rank of teams (5th place and lower) will be determined on the basis of their accumulated scores in the three games of the qualification rounds after ties are broken.
 - 2.) Special recognition will be given to the top 10 individuals in the qualification games based on the accumulated scores earned after ties are broken.
 - 3.) Qualification Tie Breakers - Team and Individual

- TIE BREAKER #1 High team/individual score in any 1 qualification game.
- TIE BREAKER #2 Highest team/individual scores in 2 qualification games played.
- TIE BREAKER #3 Team/individual with the least number of wrong answers in the last 2 games played.

B. Round Robin Competition - The top 4 teams will drop the qualification scores and enter the round robin with no score. The rank of the top 4 teams will be determined on the basis of the highest accumulated scores earned in 3 rounds of the round robin after any ties are broken.

1.) Round Robin Tie Breaker - Teams

TIE BREAKER #1 The winner of a tie breaker game of 10 regular questions will break the tie.

TIE BREAKER #2 The first team to have a 1 point advantage because of a 1 point gain or because the other team has lost a point.

D. Individuals Qualifying for Round Robin Competition

1.) Individuals on teams that qualify for the round robin will keep their qualification game scores and add their individual round robin score to it. Individual rank will be based on the highest accumulated score in all games played after ties are broken.

2.) In State competition, the top 10 high scoring individuals in the qualification rounds will receive ribbon placings after all ties are broken.

3.) In round robin competition, individual ties will not be broken until after the last game in the round robin is played. If there is a tie in accumulated individual scores, ties will be broken according to the tie breaker rules.

4.) Special recognition will go to top 10 "over all" high scoring individuals, after all ties are broken.

5.) Round Robin Tie Breakers - Individuals

TIE BREAKER #1 High individual game score earned in any one round robin game using tie breaker rules.

TIE BREAKER #2 High individual scores earned in any two games played (qualification and/or round robin games).

TIE BREAKER #3 Least number of individual wrong answers in the last two games played.

E. Ending the Game - Round Robin

1.) If a team or individual tie cannot be broken with the tie breaker rules, the placing will be determined by the flip of a coin.

2.) In the event that a team is not present when a final tie needs to be broken with a game of tie breaker questions, the team present will receive the higher placing.

3.) If neither team is present to break this final tie, it will be broken by the toss of a coin by the contest referee or appointed staff member.

4.) Once a winner has been declared, there shall be no protest of any question or answer. All decisions of the judges panel, contest coordinator and appointed staff will be final.

F. Any questions or areas not covered by these contest rules will be given careful consideration by the Michigan 4-H Horse Bowl Committee or contest staff. All decisions are final.

17. Protection of Questions

A. Tape recording or copying any of the questions during any contest will not be allowed. Recording devices such as a video tape camera, movie camera or any other type of camera requiring auxiliary lights may not be used when a game is in progress.

B. Photographs are allowed before or after a game only when they are not disruptive to the contest.

18. Protest and Verification of Questions and/or Answers

A. Only protests that are made in a courteous, respectful manner will be acknowledged.

1.) A protest/verification of a question or answer may be called for by the team captain, a seated contestant or official team coach. The decision of the judges, moderator and referee is final.

2.) If the protest is acknowledged, play will be stopped and the designated officials will consider the protest and make a decision.

- 3.) To sustain a protest, at least two members of the designated judges' panel must agree to keep or replace a question or to determine the validity of an answer.
 - a. If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair, team or to all of the contestants depending on the type of question being replaced.
 - b. If the answer to a question needs verification, the judges will determine the validity of the answer. Points will then be added or subtracted as appropriate.
 - c. If a question was protested after an answer is given, the judges will determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced.

B. Abuse of the Protest Provisions

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

19. Awards

- A. State Finals Competition--placings
- | | |
|---|-------------------------------|
| 1.) Jr. & Sr. Regular Teams | 6 High Scoring Teams |
| 2.) Jr. & Sr. Team Ind.-Qualifying Rounds | 10 High Scoring Q.R. Ind. |
| 3.) Jr. & Sr. Team Ind.-Q.R. and R.R. | 10 Over-all High Scoring Ind. |
| 4.) Jr. & Sr. Non-Team Individuals | 10 High Scoring Non-Team Ind. |

**STATE CHAMPIONSHIP 4-H HIPPOLOGY CONTEST
MICHIGAN 4-H Equine Educational Expo
OFFICIAL RULES**

1. Objectives:

To test general knowledge and stimulate an interest in seeking out information and applying it to

questions, samples, and models.

2. Eligibility:

A. Junior Division:

- 1) Junior Age Requirements - Contestants must be at least 9 years of age on January 1 of the current calendar year, and not be more than 13 years of age on January 1 of the current calendar year.

B. Novice Junior Division:

- 1) Will consist of members (all members) who have never competed in the State 4-H Hippology Contest. Novice teams are not eligible for national or interstate competition.

C. Senior Division:

- Senior Age Requirements - Contestants must be at least 14 years of age on January 1 of the current calendar year, and not be more than 19 years of age on January 1 of the current calendar year.

Eligibility rule for Jamboree contestants: Senior members who have competed in at least one approved and authorized interstate contest (national or regional) per year, for 2 years, in the same contest area, are eligible to compete again in that contest area at the Michigan Horse Jamboree, however they may not be eligible to represent Michigan again in the same approved and authorized national contest area. (see general rules)

D. Novice Senior Division: Will consist of members (all members) who have never competed in the State 4-H Hippology Contest (in either the Junior or Senior Division). Novice teams are not eligible for national or interstate competition.

E. Cloverbud division: Must be age 5-8 as of January 1st of current year. Cloverbuds will be given the opportunity to participate, but will not be scored or placed. Each participant will be recognized. It is our hope and intention that this introduction at a young age will encourage Cloverbuds to return and compete in Hippology competition in future years.

F. All Divisions:

Participants must be enrolled in a 4-H project in the Michigan County they represent and be authorized by their County Extension staff person. Members are not required to own a horse to compete in this contest.

G. National and Interstate Competition

- 1) All entries must be authorized by the Extension Youth Horse Specialist and/or the State 4-H Leader.
- 2) In the event that an eligible team does not have enough available members to compete in the contest, they may add, with the approval of the Extension Youth Horse Specialist and appropriate county Extension staff members, other members from their county. These members must have competed in the current year's competition, and must meet all of the eligibility rules for that contest.

3. Number of Participants per County:

- A. Each county may enter unlimited teams plus individuals in one or more of the following divisions:

Junior Regular Division	Senior Regular Division
*Junior Novice Division	*Senior Novice Division

*See the definition of novice division under eligibility rules.

Each team is to be made up of either three or four members. When four are entered, the three team members with the highest scores will comprise the team total. Counties with less than three participants may enter them as individuals. All participants are eligible for individual awards.

4. Registration:

- A. Contestants should appear 30 minutes before their scheduled time, and they should leave the contest site as soon as they complete the contest. Any communication between teams that have competed, and those that have not, will be grounds for disqualification of both offending teams.

5. Awards:

- A. The following awards will be given in the four contest divisions:
- Top 10 scoring Individuals Overall
 - Top 6 scoring Teams
 - Top 10 scoring individuals - Examination phase
 - Top 10 scoring individuals - Station phase
 - Top 10 scoring individuals – Slide phase
 - Top 10 scoring individuals – Judging phase (*Senior Only*)

Each Cloverbud participant will be recognized during the Awards Program.

6. Contest Procedure:

- A. All county contestants and teams must report at the designated registration time, and must remain until all the county contestants and teams have completed all parts of the contest. No leaders or coaches will be allowed in the contest rooms after check-in has been completed.
- B. No talking will be permitted after the contest has started. Talking among contestants will result in disqualification. *Once in the testing area, passing of any information either written or oral, may lead to disqualification upon investigation of the matter.* Contestants may bring quiet, self-entertainment type materials with them for use in the holding room.
- C. The Holding Rooms are to be used before and/or after each phase during the contest. Contestants are expected to be respectful and follow the directions of the room monitor. *Disrespectful behavior on the part of a contestant may result in the disqualification of that contestant.*
- D. References for the contest:
- 1.) JUNIOR DIVISION

REV. 2016 4-H Horse & Pony Project Show Rules & Regulations
(http://www.ans.msu.edu/extension/horse_youth_programs)

4-H 1229 4-H Horse Science
4-H 1228 4-H Horses and Horsemanship

*4-H bulletins can be ordered from your County MSU Extension Office for a fee. If not available from your County Office, they can be ordered from MSU Bulletin Office, P.O. Box 231, East Lansing, MI 48824. If not available there, they can be ordered from www.4-Hmall.org.

The Official Horse Breeds Standards Guide

Fran Lynghaug
www.amazon.com and Tractor Supply Company (approx. \$25-\$40)

Equine Science: Basic Knowledge for Horse People of all Ages

Jean T. Griffiths
www.HorseBooksEtc.com Phone: 800-952-5813
ISBN#978-1-92916404204 to order from your local bookstore

Dover Saddlery- Apparel, tack and horse care items, for the English rider.

To request a free catalog please visit www.DoverSaddlery.com or call 888-234-6942

State Line Tack – Apparel, tack and horse care items, for the Western rider.

To request a free catalog please visit www.statelinetack.com

2.) SENIOR DIVISION:

ALL JUNIOR REFERENCE MATERIALS as well as the following:

The Illustrated Dictionary of Equine Terms, New Horizons Education Center Inc., Alpine Publications, P.O. Box 7027, Loveland, CO, 80537. ph: 800-777-7257, fax: 970-667-9157.

The Horse (2nd edition) by Evans, Borton, Hintz, Van Vleck
W. H. Freeman & Co., 41 Madison Ave, New York, N.Y., 10010
800-903-3019

The Horse Industry Handbook - American Youth Horse Council
The Equine Collection-Dept. AYHC, PO Box 1539 Fort Lee, NJ 07024-1539
Phone: 800-952-5813

Feeding and Care of the Horse (2nd edition) by Lon D. Lewis
Williams & Walkins
P.O. Box 1610, Hagerstown, MD 21740
800-638-0672

Coloring Atlas of Horse Anatomy
Dr. Robert Kainer & Dr. Thomas McCracken
Alpine Publications Inc.
P.O. Box 7027
Loveland, CO 80537
1-800-777-7257

Equine Science: Basic Knowledge for Horse People of All Ages

Jean T. Griffiths

www.HorseBooksEtc.com phone: 800-952-5813

ISBN#978-1-92916404204 to order from your local bookstore

Youth Leaders Manual – By the American Youth Horse council

The Equine Collection-Dept. AYHC, PO Box 1539 Fort Lee, NJ 07024-1539

Phone: 800-952-5813

E. Senior participants will begin with **judging 2 video halter classes**.

F. Explanation of Phases

If any of the contestants require a reader, a request must be made on the entry form. No reader will be provided unless it is requested on the entry form!

- 1) Examination Phase - Senior Division contestants will have 80 multiple choice, 20 true & false. Junior Division contestants will have 40 multiple choice, 10 true & false. Exam may consist of breeds, colors, activity, appointments, internal and external anatomy, etc.
- 2) Station Phase - Each area is called a Station. Each Station is numbered and represents a particular subject. A station may ask to identify tack, equipment, feed samples, internal & external parasites, diseases, gait and other equine activities. Seniors will have ten (10) stations and will have two (2) minutes per station. Juniors will have five (5) stations and will have three (3) minutes per station. Pencils will be provided.
- 3) Slide Test - 30 projected slides (Seniors) or 15 projected slides (Juniors) to be identified as to, but not limited to, breed, color, color pattern, activity, and proper appointments.
- 4) Judging Phase (Senior Divisions Only) - The contestants will be required to judge **two video halter classes**. The classes will consist of 4 horses. The breeds of the horses may include but are not limited to; Stock-type, Arabians, Morgans, Saddlebreds, Draft-type, etc. Contestants will not give oral reasons.
- 5) Team Problem (Senior Teams (Senior Individuals see note**) only) - The team problem will consist of a hypothetical problem relating to horse management. Teams will be allowed ten (10) minutes to discuss the problem, and five (5) minutes to present an oral defense, explanation, or solution, given by the entire team. It is important that all members of a team assist in the presentation. The teams will be scored on completeness, 40%; accuracy, 40%; and the presentation of the team as a whole, 20%. *A spontaneous team problem will also be presented to the judge and scored. Teams will be allowed no preparation time for the spontaneous team problem and will be given 5 minutes to present their answer to the judge.*

Problems to be given might include:

1. Plan a specific youth participation activity.
2. Set up an annual herd health program.
3. Design a stable of a given size for a specific number of horses.
4. Set up a nutritional feeding program.
5. Design a training program for a specific type of performance horse.

****NOTE FOR SENIOR INDIVIDUALS:** *Senior Individuals MAY be combined to form an exhibition team to provide an opportunity to experience the Team Problem phase. Scores will NOT count in Individual totals or against registered teams.*

7. County Volunteers:

- A. Each county must supply workers during the contest. Volunteers should check in during registration for assignments and instructions. For volunteers during Senior testing, sign in at Senior orientation for job assignments and instructions.

8. Tie Breaking:

- A. All ties overall, individual and team will be broken using the following sequence:
- 1.) Examination scores
 - 2.) Station scores
 - 3.) Slide Test scores

For all participants, ties within any phase are to be broken using the overall score of above listed (1.-3.) phases first. If further tie breaking is needed, the scores at each station, in order, will be used.

9. Lunches:

No lunch break is formally scheduled during the contest and participants must provide their own lunches. *All lunches should be packaged for each individual participant with their full name and county labeled on it for distribution during the contest. It is recommended any beverages be brought in re-sealable containers.*