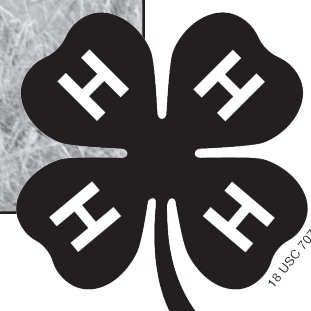
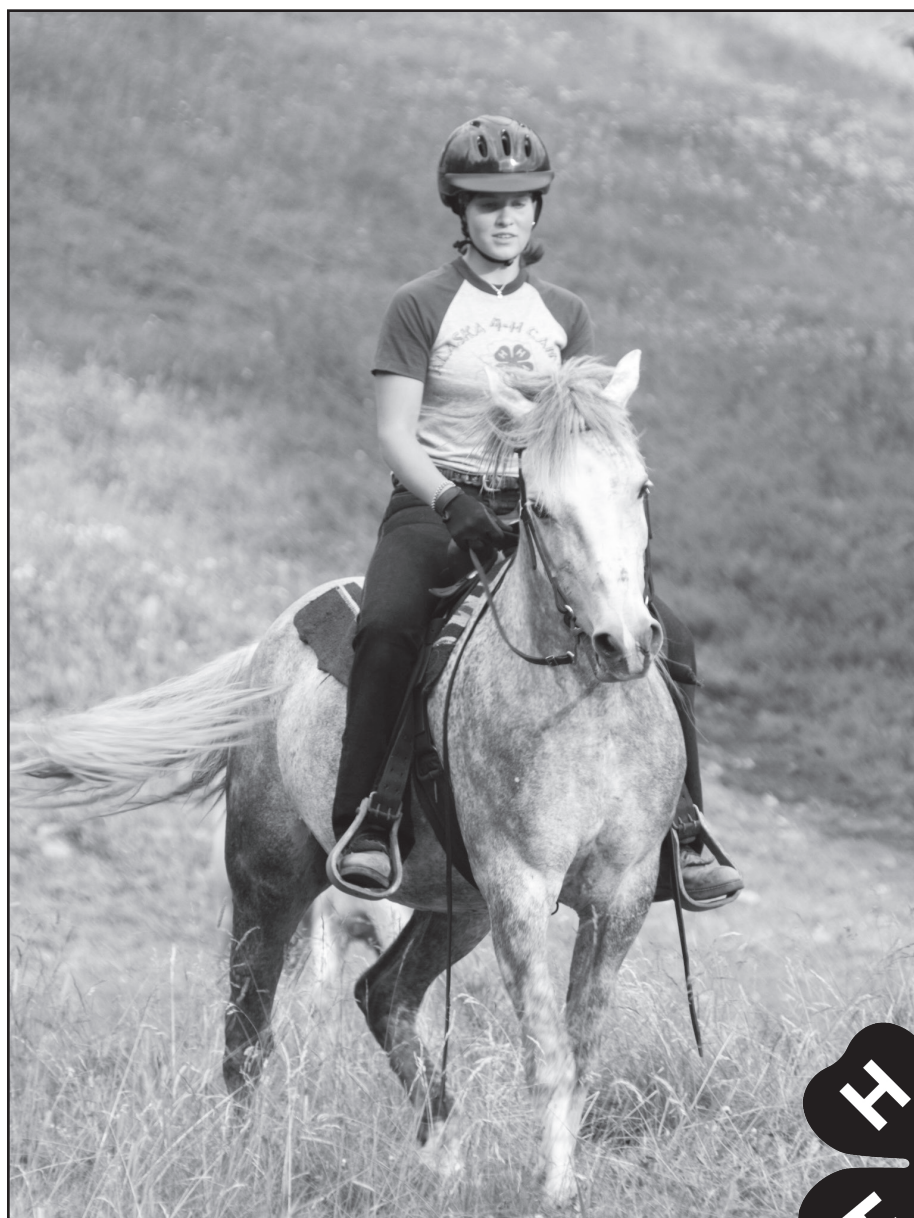




ALASKA STATE 4-H HORSE CONTEST RULES BOOK



ALASKA STATE 4-H HORSE CONTEST RULES BOOK

Table of Contents

Demonstration Contest Rules	1
Public Speaking Contest Rules	3
Bowl Contest Rules.....	5
Hippology Contest Rules	11
Judging Contest Rules.....	13

CLOTHING FOR ALL CONTESTS

English or Western attire must be worn during the contest. English or Western attire or club shirts must be worn at the awards presentation. No open-toed shoes or sandals, crop-top shirts or shorts will be allowed. Shirts must be tucked in.





ALASKA STATE 4-H HORSE DEMONSTRATION CONTEST RULES



CONTESTANTS AND ELIGIBILITY

1. Individuals may enter either the Demonstration Contest or the Public Speaking Contest, but not both.
2. There is an individual contest and a team contest. A team consists of two members.

Presenters will be divided into groups:

Group 1: Individuals 8-11 years of age

Group 2: Individuals 12-14 years of age

Group 3: Individuals 15-18 years of age

Group 4: Team members 8-11 years of age

Group 5: Team members 12-14 years of age

Group 6: Team members 15-18 years of age

1. Contestants must be enrolled in 4-H and dues paid.
2. Contestants must be 8 and not older than 18 years of age by August 15 of the previous year.

INSURANCE

Districts are required to verify that all participants are covered by insurance before attending the State Contest.

CODE OF CONDUCT

All contestants, coaches, parents and spectators are expected to conduct themselves in an appropriate manner at all times. At no time will disrespectful behavior (be it toward contest officials, other contestants or coaches, or the general public) be tolerated. Failure to comply may result in immediate disqualification of any individuals, teams and/or family members of the violator.

CONTEST RULES

1. The subject matter must pertain to the horse industry. Demonstrations or presentations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. Presentations may be either of demonstration or illustrated talk format. 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 judges.
4. A public address system will not be used in the contest.
5. Creative audio visual aids may be used, but the contestants must be involved in making or designing them.
6. During the competition, the contestants may introduce themselves by name, state and presentation topic.
7. Presentations should be 9-12 minutes in length for youth ages 15-18, 7-10 minutes for youth ages 12-14, and 5-8 minutes for youth ages 8-11. One point will be deducted from the total score for each minute or fraction of a minute under or over the length of time by each of three judges, for a three-points per minute total deduction. After the individual or team has been introduced by the superintendent, the time will start once the contestant(s) begin(s) to speak.
8. Contestants should cite their major reference materials at the end of the presentation. This time will not be counted in the allotted time.
9. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question, then answer it.
10. Contestant order will be determined by a random drawing and announced at the coaches meeting.
11. For educational purposes the management may videotape all demonstrations with individual or team consent.
12. Once an individual or team has started their demonstration (in this case it is after they have been introduced by the superintendent), they may not receive assistance from any coach, parent, audience member or other person, which includes, but is not limited to, the stroking of any key on a computer or other audio visual device. The

penalty for violating this rule is disqualification.

13. Ties will be broken by: first, the judges accumulated delivery score; second, the judges accumulated organization score; and third, on content and accuracy scores.
14. Judges will consider the questions listed under each section. Points on the score card will be as follows:

DEMONSTRATION SCORECARD

A. INTRODUCTION (10 points)

1. Did the introduction create interest in the subject?
2. Was the introduction short and to the point?
3. Was a catchy title used?

B. ORGANIZATION (25 points)

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

C. CONTENT AND ACCURACY (25 points)

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

D. STAGE PRESENCE (10 points)

1. Was the presenter neat and appropriately dressed for subject of presentation?
2. Did the demonstrator speak directly to the audience?
3. Did the demonstrator look at the audience?
4. Was the demonstration too fast or too slow?
5. Was good teamwork displayed? (Team presentation — generally not advisable for one person to do all the talking and the other one all the presenting.)

E. DELIVERY (15 points)

1. Did the presenter appear to enjoy giving presentations?
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 speech?
5. Did presenter seem to choose words at the time they were spoken (natural vs. memorized)?

F. EFFECT ON AUDIENCE (5 points)

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

AWARDS

1. Awards will be announced. Ribbons to the top three (3) individuals and the top three (3) teams.

EQUIPMENT

1. The contest officials will supply one table and one easel. Any other equipment needs must be made through special arrangements with superintendents a minimum of thirty (30) days in advance. Management will not be held responsible for failure of A/V equipment to operate properly.



ALASKA STATE 4-H HORSE PUBLIC SPEAKING CONTEST RULES



CONTESTANTS AND ELIGIBILITY

1. Individuals may enter either the Public Speaking Contest or the Demonstration Contest, but not both.
2. This is an individual contest.
 - Group 1: Individuals 8-11 years of age**
 - Group 2: Individuals 12-14 years of age**
 - Group 3: Individuals 15-18 years of age**
1. Contestants must be enrolled in 4-H and dues paid.
2. Contestants must be 8 and not older than 18 years of age by August 15 of the previous year.

INSURANCE

Districts are required to verify that all participants are covered by insurance before attending the State Contest.

CODE OF CONDUCT

All contestants, coaches, parents and spectators are expected to conduct themselves in an appropriate manner at all times. At no time will disrespectful behavior (be it toward contest officials, other contestants or coaches, or the general public) be tolerated. Failure to comply may result in immediate disqualification of any individuals, teams and/or family members of the violator.

CONTEST RULES

1. The subject matter must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. No visual aids may be used, including the use of handouts such as bibliographies and pamphlets. Contestants will be disqualified for using any visual aid, including handouts, prior to, during and after the speech.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will not be used, but a podium will be provided.
5. During the competition the contestants may introduce themselves by name, district and speech topic.
6. Speeches should be 7-10 minutes in length for youth ages 15-18, 5-8 minutes for youth ages 12-14, and 3-6 minutes youth ages 8-11. One point will be deducted from the total score for each minute or fraction of a minute under or over the length of time by each of three judges for a three points per minute total deduction. After the individual has been introduced by the superintendent, the time will start once the contestant begins to speak.
7. Contestants should cite their major reference materials at the end of the competition. This time will not be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question, then answer it.
9. Contestant order will be determined by a random drawing and announced at the coaches meeting.
10. Ties will be broken by: first, the judges accumulated delivery score; second, the judges accumulated organization score; and third, on content and accuracy scores.
11. For educational purposes the management may videotape all speeches with individual consent.
12. Judges will consider the questions listed under each section. Points on the score card will be as follows:
 - A. INTRODUCTION (10 points)**
 1. Did the introduction 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 best order?
3. Were sentences short and easy to understand?
4. Was the speech interesting?

C. CONTENT AND ACCURACY (20 points)

1. Were facts and information accurate?
2. Was there enough information concerning the subject?
3. Was credit given to sources of information, if appropriate?
4. Was content appropriately related to the horse industry?

D. STAGE PRESENCE (15 points)

1. Was the speaker neat and appropriately dressed?
2. Was the speaker friendly?
3. Did the speaker talk directly to the audience?
4. Did the speaker look at the audience?
5. Was the speaker's posture erect, but not stiff?
6. Did the speaker refrain from leaning on podium?
7. 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. Did the speaker's facial expressions reflect the mood of the speech?
4. Were notes used without detracting from the speech?
5. Did the speaker seem to choose words at the time they were spoken (natural vs. memorized)?

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?

AWARDS

1. Awards will be announced. Ribbons to the top three (3) individuals.

EQUIPMENT

1. Contest officials will supply a portable podium that may or may not be used.



ALASKA STATE 4-H HORSE BOWL CONTEST RULES



GENERAL INFORMATION

The Horse Bowl contest provides an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. These contests will provide an educational experience for both participants and spectators.

CONTESTANTS AND ELIGIBILITY

1. Each district may enter two (2) teams of four (4) or five (5) contestants. One team member will be designated as alternate if five (5) are entered. Teams are selected as the top two (2) from their district contest. If there are not enough individuals to justify a district contest, the 4-H agent or faculty, with the help of the horse development representative, will select the teams by any procedure they see fit.
 - a. The state contest has enough space to handle 12 teams. We will take as many as possible for the contest, but if the number exceeds 12, then districts that are bringing more than two teams will be asked to remove a team. It is important that the districts have a ranking order in place in case this happens. This could be done by holding a district contest.
2. Contestants must be 8 and not older than 18 years of age by August 15 of the previous year.
3. Contestants must be enrolled in 4-H and dues paid.

INSURANCE

Districts are required to verify that all participants are covered by insurance before attending the State Contest.

GRIEVANCES

Any protest must be submitted in writing (along with a \$25 deposit) not less than one hour prior to the scheduled awards presentation. Protests will be reviewed by a three-member Grievance Committee. Deposits will be forfeited if the protest is not sustained. **Decisions of Grievance Committee are FINAL.**

CODE OF CONDUCT

All contestants, coaches, parents and spectators are expected to conduct themselves in an appropriate manner at all times. At no time will disrespectful behavior (be it toward contest officials, other contestants or coaches, or the general public) be tolerated. Failure to comply may result in immediate disqualification of any individuals, teams and/or family members of the violator.

HORSE BOWL QUESTIONS

1. **Questions for the Horse Bowl will come from the following official references:**
 - Alaska State 4-H Horse Rule Book for Shows and Activities (AKH-00002)
 - Horse Industry Handbook: A Guide to Equine Care and Management
 - PNW Project Horse (PNW 587)
 - Illustrated Dictionary of Equine Terms, New Horizons Equine Education Center
 - Equine Science, 5th edition, Rick Parker
 - Feeding and Care of the Horse, Lon D. Lewis
 - Horse Smarts: An Equine Reference & Youth Activity Guide (American Youth Horse Council)
2. **There will be three types of question used.**
 - a. ONE-ON-ONE questions to which individual contestants may respond. These points will count toward individual and team scores.
 - b. TOSS-UP questions are open to response by all contestants. These points will count toward individual and

team scores. Five toss-up questions will have a bonus question attached and in general will be somewhat more difficult.

c. **BONUS** questions are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question, which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer; however, other team members may feed information to the individual answering.

EQUIPMENT

1. **Game Panels:** An appropriate device will be used that 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. **Score Keeping Devices:** Two devices will be needed: one, such as a blackboard or flip chart, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.

OFFICIALS

1. **Moderator (Quiz Person):** The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allocated time for a question. The moderator will declare the match winner and shall at all times be in control of the matches.
2. **Referee Judges:** At least two referee judges are recommended. The judges must be knowledgeable horse persons. One referee judge (or the moderator) should, if possible, be a veterinarian. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
3. **Time Keeper:** Unless this duty is assumed by the moderator or by a referee judge, the time keeper will monitor all time intervals and designate when time of response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a time keeper.
4. **Score Keepers:** At least two individuals shall be used to keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and the scores are clearly visible to the moderator and to the contestants. The second score keeper shall be used to maintain a record of the individual scores of each contestant.

TEAMS

1. Each team shall consist of not less than four (4) or more than five (5) members.
2. Only four (4) contestants shall be seated at the panel at any one time.
3. There will be only one coach designated during any given round.
4. The coach and alternate of each team shall sit in an area designated by the moderator.
5. Coaches will not be allowed in the holding room during rounds.
6. During any match, one (1) team member only may be replaced at the panel when:
 - a. The moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
 - b. The captain or coach of a team requests the replacement of a team member.
7. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

PROCEDURES OF PLAY

1. **Match Procedures**
 - a. Each match will be divided into two parts based on number of questions (36 questions per match plus 5 bonus questions).

- b. In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e., 16 questions).
- c. During the second part of the match any individual on either team may respond to a question (20 total questions).
- d. The contestant activating the buzzer shall have five (5) seconds, AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR, to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator will immediately cease reading the question.
- e. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
- f. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains consistent.
- g. Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.

2. Starting the Contest

- a. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
- b. A team captain is designated and is seated at the direction of the moderator in position number one.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question.
- e. The contestant activating the buzzer shall have five (5) seconds AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR to begin the answer to the question.
 - 1. The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - 2. It shall be the responsibility of the time keeper or the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
- f. If the answer to a question is incorrect, that team and individual loses one point.
- g. If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion the moderator will reread the question for the other team. If answered correctly the appropriate points will be awarded. If answered incorrectly no points will be imposed.
- h. If a member of the team activates a buzzer and an answer has not been started within the 5-second allowable time, there will be an appropriate 1-point penalty imposed against the team and the contestant activating the buzzer. The question will be turned over to the other team.
- i. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be no loss of points, nor awarding of points to either team.

3. One-on-One Questions

- a. The moderator shall indicate clearly the start of one-on-one play.
- b. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants, respectively.
- c. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 - 1. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
 - 2. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated

contestant will be addressed only to the opposing contestant.

- d. There will be no bonus questions asked during the one-on-one period.
- e. The point value of a response to a one-on-one question will be as follows:
 - 1. Correct response = +2 points (individual and team)
 - 2. Incorrect response = loss of 1 point (individual and team)
 - 3. If both contestants to whom a question is addressed fail to signal an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given by the moderator, and then they will read the next question.

4. Toss-Up Questions

- a. The moderator shall indicate clearly the start of toss-up questions.
- b. The point value of a response to a toss-up question will be as follows:
 - 1. Correct response = +1 point (individual and team)
 - 2. Incorrect response = loss of 1 point (individual; and team)
 - 3. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given by the moderator, and then they will read the next question.

5. Bonus Questions

- a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
- b. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.
- c. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the time, a 5-second period is then permitted for the team captain or designee to begin the answer.
- d. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
- e. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the question.
- f. The point value of a response to a bonus question will be as follows:
 - 1. Correct response = 3 points
 - a. Does not count toward team participation bonus points
 - 2. Incorrect response = no points lost
 - 3. No answer = no points lost

6. Team Participation Bonus Points

- a. In order to encourage full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. After having earned this team bonus once within a match, both teams are eligible to earn an additional bonus of 2 points by repeating the process specified for team bonus awards.
 - 1. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
 - 2. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time team bonus points are awarded the team may again begin accumulating credits for team bonus points.

7. Completing the Contest

- a. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- b. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner. Tie breaker points do NOT get added to individual scores.
- c. Once the moderator has declared a winner based on the scores, there shall be no protest.

- d. There shall be no protest of any questions or answers following the declaration of the winner.

PROTESTING

1. The protest of a question or answer to a question may be made only by a team captain or coach and then only at the time a particular question is read or the answer is given. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
2. When protest is made, play will be suspended until the protest is resolved.
 - a. The protesting team and coach will be given 3 minutes to support their protest.
 - b. Reference source material will be available in the contest room for their use.
 - c. A 1-point team penalty will be assessed if the protest is not upheld.
3. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a. A question is protested before an answer is given and the protest sustained – discard the question. A substitute question will be read.
 - b. An answer is protested (either correct or incorrect) — at least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect) – at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may be then discarded at no loss of points and a substitute question will be read, or the question may be allowed with the appropriate gain or loss of points as in 3b above.
4. 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 team captain.
 - c. Dismissal of entire team with forfeiture of any points or standing.
5. 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. Unseemly behavior, unsportsmanlike conduct or any actions that are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
6. No source of information is infallible. There may at times 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 of such occurrence, the referee judges and moderator may agree to:
 - a. To accept the answer and give an explanation of the correct or up-dated information for future use of the question.
 - b. To accept only the correct answer.
 - c. Replace the question to the appropriate contestants
 - d. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

SCORING

1. One-On-One Questions
 - A. Correct +2 individual and team
 - B. Incorrect -1 individual and team
 - C. A contestant other than the two designated contestants responds -2 individual and team
2. Toss-Up Questions
 - A. Correct +1 individual and team
 - B. Incorrect -1 individual and team
3. Bonus Questions
 - A. Correct +3 team
 - B. Incorrect No points lost

4. Miscellaneous
 - A. Fail to signal or contestant not acknowledged by moderator -1 individual and team
 - B. Fail to answer after signaling intent to answer is an incorrect answer.
5. Team Bonus Points

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 a second team bonus for that team until the first team bonus has been awarded.
6. Protesting
 - A. Not upheld..... -1 team point
 - B. Upheld..... No penalty points lost
 - C. Abused Dismissal of team and loss of all points

AWARDS

1. Team Awards

- a. Team awards will be based on a predetermined procedure of play.
 1. The exact procedure to be followed must be determined by the number of teams participating and the time allocated for the contest.
 2. Double elimination brackets will be used.
- b. Every team will have an opportunity to participate in a minimum of two matches.
- c. Top three teams will receive ribbons.

2. Individual Awards

- a. Scores will be kept for each individual contestant, with the high five individual contestants receiving ribbons.
- b. Only those contestants who have participated in two or more matches will be considered for the top individual awards.
 1. The two high match scores for each individual will be used in cases where individuals participate in more than two matches.
 2. Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual round scores; and third, total number of points earned in the contest.

EQUIPMENT FAILURE

1. It shall be the responsibility of each contestant to assure themselves that all equipment is operating correctly at the start of the match.
2. If the device being used ceases to function during a match or is believed to be malfunctioning, a “time out” may be called by any contestant, the moderator or either coach.
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 added to or subtracted from this total.
 - a. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of equipment failure may be recalled and two (2) additional questions used.
5. Under no conditions shall there be a replay of a match in which there was equipment failure.

RECORDERS, CAMERAS, CELL PHONES AND BEEPERS

1. Tape recorders may not be used at any time during the conduct of a match.
2. NO recording devices such as video-tape cameras, movie cameras or any other type of camera and may be used during the conduct of a match.
3. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the contest.
4. Please TURN OFF cell phones and beepers when in contest room.
5. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing or computer use in the contest rooms. Affiliated teams will be eliminated from the competition.



ALASKA STATE 4-H HORSE HIPPOLOGY CONTEST RULES



Hippology is an activity that can make learning fun for 4-H members by letting them exhibit their knowledge and understanding of equine science and husbandry in a friendly but competitive setting.

The Hippology Contest has four (4) different phases:

1. Examination Phase
2. Station Phase
3. Judging Phase
4. Team Problem

CONTESTANTS AND ELIGIBILITY

1. Districts are invited to enter two (2) teams of not more than four members. On teams consisting of four members, all will compete; however, the lowest score in each phase will be dropped. For those teams consisting of three members, all members' scores will count in determining individual and team awards.
2. Teams may be selected by any means appropriate to the district they represent and must be certified as eligible by the district 4-H agent.
3. Contestants must be 8 and not older than 18 years of age by August 15 of the previous year.
4. Contestants must be enrolled in 4-H and dues paid.

THE CONTEST

1. **Examination Phase** — 100 points — This phase of the contest will be timed and could take up to an hour and may include a mixture of the following:
 - a. Written exam.
 - b. Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
 - c. Anatomy, which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.
2. **Station Phase** — 100 points — This phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Members will be allowed two (2) minutes at each station. Contestants will be given a sheet of paper to write their answers on; **DO NOT WRITE ON THE STATION PAPER.** At the end of two minutes a timer will announce that contestants need to turn their back to the station. They will then move to the next station and stand with their back to it until they are told to start. This will happen until they have completed all stations; they will then leave the room.

Examples of stations that may be used are:

- a. Identification of:
 1. Various types of saddles (actual or pictures) and parts of saddles.
 2. Tack, bits, bridles, horse shoes and parts of shoes.
Tools and equipment, and assembly of specific parts of various pieces of equipment.
Grains and forages used in equine rations including various forms of methods of preparation.
 3. Internal and external parasites based on actual samples, pictures or life cycle charts and/or damage caused.
 4. Blemishes and unsoundnesses.
 5. Age of equines based on teeth.
- b. Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc. to assess horse health.
- c. Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.

3. **Judging Phase** — 100 points — Contestants will be required to place at least two (2) classes consisting of one (1) halter or conformation class and one (1) performance class. Every effort will be made to use the same horses that are being used in the judging contest, with the placing to be simultaneous with contestants in the judging contest, and with the same official placings and cuts that apply to the judging contest. In extreme emergency, pictorial, video and/or classes may be used, in which case they would be especially prepared for the event.
4. **Team Problems** — 100 points — All teams will be presented with the same problem(s). The judge will present the team with the problem and they will have five minutes to prepare. The team will then have five minutes to present an oral solution or series of suggested procedures relative to the problem to the judge. Each member of each team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures, and the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation. Examples of the possible team problems might include:
 - a. Balancing a horse's ration.
 - b. Farm management recommendations for specific horse operations (e.g., breeding, training, boarding, nursery, lay-up, etc.).
 - c. Considerations for the establishment of a new horse facility (stable to be used for a specific purpose).
 - d. Recommendations for selecting, locating and purchasing horses for specific uses.
 - e. Behavior problems — causes, management of and corrections.
 - f. Training and conditioning programs — equipment, schedules, methods, nutrition, problem avoidance.
 - g. Breeding and/or leasing contracts — specific clauses for insurance, liability, payments, care, termination, transport, etc.
 - h. Teaching lessons in horse management (specific subject to be announced) to a group of 9- to 11-year-old beginner 4-Hers. Where, how long, how much information, hands-on experience, reinforcement and testing evaluation will be considered.
 - i. Explanation of use or assembly of specific equipment.
 - j. Demonstrate skill or ability to use specific equipment.

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

TIE-BREAKING

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

1. Examination scores
2. Station scores
3. Judging scores

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

AWARDS

1. Awards will be presented to the top three (3) individuals in the following areas: Examination Phase, Station Phase and Judging Phase.
2. Top three (3) teams will receive awards based on the overall combined scores.

REFERENCE MATERIAL

Questions for the Hippology Contest will come from the following official references:

- | | |
|--|--|
| • <i>Alaska State 4-H Horse Rule Book for Shows and Activities</i> (AKH-00002) | Horizons Equine Education Center |
| • <i>Horse Industry Handbook: A Guide to Equine Care and Management</i> | • <i>Equine Science</i> , 5th edition, Rick Parker |
| • PNW Project Horse (PNW 587) | • <i>Feeding and Care of the Horse</i> , Lon D. Lewis |
| • <i>Illustrated Dictionary of Equine Terms</i> , New | • <i>Horse Smarts: An Equine Reference & Youth Activity Guide</i> (American Youth Horse Council) |
| | • Ohio State Equine Learning Laboratory Kit |



ALASKA STATE 4-H HORSE JUDGING CONTEST RULES



The Alaska Youth Horse Judging Contest is an educational experience that gives youth a greater understanding of horse selection and performance evaluation. Participants gain experience in the decision-making process by determining and ranking four horses in a class from the most desirable to the least desirable traits/performance. Participants develop speaking skills through individually presenting an oral defense of their placing.

The State Contest determines qualification for national events. It is open to only those who qualify from districts in Alaska. Youth may participate as individuals or as team members.

Objectives

- Teach youth the principles of horse selection and performance evaluation as related to equine recreational activities.
- Stimulate youth achievement by providing the opportunity for competitive learning experience in an area of their special interest.
- Help youth develop positive attitudes about their own abilities and their relationships with others.

CONTESTANTS AND ELIGIBILITY

1. Contestants must be enrolled in 4-H and dues paid.
2. The district 4-H agent must certify each district's entry.
3. Contestants must be 8 and not older than 18 years of age by August 15 of the previous year.

Junior	8–11 years old
Intermediate	12–14 years old
Senior	15–18 years old

INSURANCE

Districts are required to verify that all participants are covered by insurance before attending the State Contest.

GRIEVANCES

Any protest must be submitted in writing (along with a \$25 deposit) not less than one hour prior to the scheduled awards presentation. Protests will be reviewed by a three-member Grievance Committee. Deposits will be forfeited if the protest is not sustained. **Decisions of Grievance Committee are FINAL.**

CODE OF CONDUCT

All contestants, coaches, parents and spectators are expected to conduct themselves in an appropriate manner at all times. At no time will disrespectful behavior (be it toward contest officials, other contestants or coaches, or the general public) be tolerated. Failure to comply may result in immediate disqualification of any individuals, teams and/or family members of the violator.

METHOD OF CONDUCT

1. A team may have three (3) or four (4) members; when four (4) are entered, the three (3) highest overall scores will make up the team totals.
2. All contestants will report to the contest venue, where they will receive full instructions and be given placing cards. All contestants will remain with the assigned group throughout the contest. Reasons and official placings will be given after contest is complete and award given.
3. Hats are prohibited in the judging arena.

4. While the contest is in progress, there shall be no conferring between the contestants or between contestants and anyone else except as directed by the contest superintendents or their representatives.
5. No cell phones or other mobile electronic devices will be permitted in the judging contest or reasons contest areas.
6. Contestants are responsible for their own writing instruments and notepads for the purpose of taking notes for reasons classes. There will be no prohibiting against contestant use of pre-printed materials during the contest, including but not limited to rule books, judging manuals, and score sheets. The officials will utilize the current years' rule book.
7. Two (2) to four (4) halter classes will be judged. Contestants will give oral reasons on one halter class. All halter classes will be judged as sound of limb, eye, wind, mouth and reproductive.
8. Two (2) to four (4) performance classes will be judged. Oral reasons will be given on one performance class. Horses in performance classes will be judged as sound. Officials may excuse any horse from a class if they deem it to be lame. In this event, the excused horse should be placed last on the contestant's card. The remainder of the class will continue to be judged once the lame horse has exited the arena.
9. The animals and showmen will be designated by numbers 1-2-3-4 and numbered from left to right as viewed from the rear.
10. Horses will not be handled by the contestants, but time will be provided in halter classes for close inspection and to observe the horses at a walk and trot.
11. Fifteen (15) minutes will be allowed contestants to judge all classes including reasons classes. Contestants should make their observations, take notes and fill out their placing cards during this time.
12. Two (2) minutes will be allowed for each contestant to give oral reasons to the judge. Contestants are encouraged not to use notes while giving reasons. Contestant's placing card will not be offered to them upon entering the reasons room.
13. All tack and attire will be considered legal providing it is used properly.

CONTEST RULES

Contestants are expected to abide by these judging contest rules:

1. No talking during the contest.
2. Only pre-printed materials may be used during the contest, including but not limited to rule books, judging manuals, and score sheets.
3. Be quick and courteous in response to group leader directions.
4. Stay with group until dismissed.
5. Refrain from conduct that would distract fellow contestants.
6. Standard English or Western attire must be worn during the contest and at the awards presentation. No open toed shoes or sandals, crop-top shirts or shorts will be allowed. Shirts must be tucked in. Hats are prohibited in the judging area. A hat or helmet is optional when giving reasons.
7. **Rule violations may constitute a zero for that class, or dismissal from the contest. These rules will be enforced.**

FFA CONTESTANTS

Clothing for FFA during Horse Judging

1. If an individual chooses to judge as FFA they will not be allowed to judge as a 4-H contestant. They must choose one of the other.
2. When FFA members are involved they will need to be in official FFA attire in order to participate.
3. The FFA program will provide their own awards.

CONTEST SUPERINTENDENTS

1. It shall be the duty of the superintendents and the Horse Contest Committee to see that all rules and regulations are carried out.
2. The superintendents will take no part in rating the contestants.
3. They shall have charge of all records and shall have all ratings received, tabulated and totaled.
4. The superintendents will be responsible for all cuts on official placings.

SUPPORT STAFF

Assistants, including the announcer, group leaders, timer, gatemen, tabulators, etc., shall be directly responsible to the superintendents and shall assist them in conducting the contest.

JUDGES

1. Classes will be placed in accordance with the rules of the respective breed association rules.
2. The judges shall place the classes while the contestants are working in the arena. The judges shall enter their placings on the placing card, indicate the cuts to be made, and file that card with the superintendents for final review and approval. Referee judge(s) may be used at the discretion of the superintendents.
3. When the contestant has finished giving reasons, the reason listener will place the reason score upon the contestant's computer sheet for tabulation.

DETERMINATION OF RATINGS

1. Fifty (50) points shall constitute a perfect mark on placing and 50 points shall constitute a perfect mark on reasons.
2. Priority order for breaking ties:
 - a. If tied for a division award in halter or performance, the contestant or team having the highest reason score in that division will be listed first.
 - b. If tied for an award in reasons, the contestant or team having the highest placing score on the reasons classes will be listed first.
 - c. If tied for individual or team overall award, the contestant or team having the highest overall reason score shall be listed first.
 - d. If still tied for either (a) or (c) above, the contestant or team having the highest score in placing reason classes shall be listed first.
 - e. If still tied, the contestant or team with the highest overall placing score will be listed first.
 - f. If still tied, the contestant or team with the highest single class reasons score will be listed first.
 - g. If contestants are still tied from above, the youngest contestant or team shall be listed first.

AWARDS

Ribbons will be presented to the top five teams and the top five individuals in each of the three age divisions.

Horse Judging — Oral Reasons Score Card

Contestant Number _____

Class Name _____

PRESENTATION (10)

Grooming
Posture
Poise, Confidence
Eye Contact
Clear, audible voice
Grammar

Points Awarded _____

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

ORGANIZATION (10)

Introduction
Logical Order
Pairs Used
Conclusion

Points Awarded _____

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

KNOWLEDGE OF SUBJECT (20)

Major strengths
Weaknesses
Important differences

Points Awarded _____

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

APPROPRIATE TERMS USED (10)

Descriptive adjectives
Correct names and parts

Points Awarded _____

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

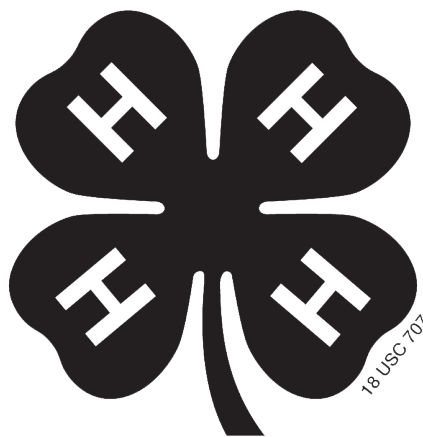
E = Excellent

G = Good

F = Fair

N = Needs Improvement

Total Score _____



Adapted from Western National Roundup Contest

For more information, contact your local Cooperative Extension Service office or Marla Lowder, Extension Faculty, 4-H and Youth Development, at 907-474-2427 or mklowder@alaska.edu.

**Visit the Cooperative Extension Service website at
www.uaf.edu/ces or call 1-877-520-5211/907-474-5211**

Marla Lowder, 4-H and Youth Development Faculty



Published by the University of Alaska Fairbanks Cooperative Extension Service in cooperation with the United States Department of Agriculture. UAF is an Affirmative Action/Equal Opportunity employer, educational institution and provider and prohibits illegal discrimination against any individual: www.alaska.edu/nondiscrimination.

©2025 University of Alaska Fairbanks.

Revised February 2025