

Panorama Rules

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State 4-H Horse Bowl Contest Rules

Senior Division

GENERAL INFORMATION

Horse Bowl encourages young people to develop knowledge of equine-related subject matter. This contest develops alertness, self-confidence, and knowledge in a competitive setting, surrounded by an attitude of friendliness and fairness. The educational experience is great for both the participant and spectator.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 14 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Teams – Teams must be comprised of the following, with (a) being the preferred choice and then so on. **All teams must have local agent approval when signing up.** If contestants must form a composite team, they must have approval of all local agents involved at the time of registration.
 - a. Counties/districts must try to form a local team
 - b. Counties may form a composite team with bordering counties/districts if agents in those units all agree that a local team cannot be formed
 - c. Composite teams from an entire horse show district may be formed if bordering counties cannot find enough members to form a team. All counties in the horse show districts involved must agree that a bordering unit team cannot be formed.
- IV. Contestants may only represent Kansas at the designated national contest once and are ineligible to compete at the State Contest thereafter.
- V. For those competing in a national contest: all members, including alternates must have participated in the State Horse Panorama.
 - a. **Teams must attend national contests as qualified. No substitutions or additions will be approved.**
- VI. Contestants **must not** have participated in an official post-secondary (university, college, junior college or technical school) Horse Quiz Bowl.
- VII. Entries:
 - a. Counties/Districts may enter an unlimited number of teams of 4-5 contestants each.
 - i. If teams of 3 are formed, they will be allowed. **HOWEVER**, they will forfeit the 4th chair questions during one-on-one play as well as the team participation bonus points.
 - b. Teams may be selected by any procedure which a county/district deems appropriate.
 - c. **NOTE:** If individual senior signs up for the Senior Division as an individual, the contestant will be moved to the Open Division.

HORSE BOWL QUESTIONS

- I. Questions used in this contest will come from the official sources listed below.

- a. Illustrated Dictionary of Equine Terms – New Horizons Equine Educational Center. Alpine Publications, PO Box 7027, Loveland CO 80537
Phone: (800) 777-7257
- b. The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94104
Phone: (415) 391-5870
- c. Feeding and Care of the Horse – Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436
Phone: (800) 638-0672
- d. Horse Industry Handbooks – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- e. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- f. Kansas Youth Horse Judging Manual
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
- g. Kansas 4-H Horse Show Rule Book
Online: <http://www.ksre.ksu.edu/bookstore/pubs/S133.pdf>
- h. Equine Science – Rick Parker. Fourth edition. ISBN-13: 9781111138776; Published January 2012.
- i. EQUUS Magazine – 2018 by Cruz Bay Publishing, Inc.
Online: <https://equusmagazine.com/>

II. There will be two types of questions used.

- j. ONE-ON-ONE questions to which individual contestants may respond.
- k. TOSS-UP questions are open to response by all contestants.

EQUIPMENT

- I. A buzzer device will be used which will provide clear indication of the first contestant to respond to a question.
- II. Buzzer must be equipped with timer.
- III. A blackboard or flip chart will be used to maintain team scores visible to the contestants and spectators.

OFFICIALS

- I. Moderator – Will ask all questions and designate contestants to answer questions and accept/reject all answers unless the questions/answers are challenged. The moderator will declare the match winner and shall at all times be in control of the matches.
- II. Judge – Rules on the acceptability of any question or answer. When a question/answer is challenged, the judge will decide whether a question should be thrown out.

- III. Time Keeper – Will monitor all time intervals and designate when time of response has been exceeded and handle all controls of game equipment.
- IV. Score Keeper – Will record team scores for each round.

TEAMS

- I. Each team shall consist of 4-5 members. Only 4 members shall be seated at the panel at any one time.
- II. There will be only one coach designated for any given round. Coaches will not be allowed in the holding room during rounds. The coaches will wear a designation of their position.
- III. During any match, one team member may be replaced at the panel when the captain or coach of a team requests the replacement of a team member.
- IV. The team member removed becomes ineligible to return to that particular match. Both the removed member and replacement member are eligible to participate in further matches.

HOLDING ROOM

- I. Because the same set of questions will be used for all matches within the same round, it will be necessary to have a holding room for teams who have not participated in a particular round.
 - a. Only contestants will be allowed in the holding room.
 - b. Contestants may not speak to anyone when going between the holding and contest rooms.
 - c. During the contest, no teams will be allowed out of the holding room until they are competing in their designated match. After their match is over, the team may remain in the contest room until the next round begins.

PROCEDURES OF PLAY

- I. Match Procedures
 - a. Each match will be divided into two parts based on number of questions (32 questions per round.)
 - b. In the first half of the match (16 questions), 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, respectively, until all the one-on-one questions have been asked.
 - c. During the second half of the match, any individual on either team may respond to a question (16 questions).
 - d. The contestant activating the buzzer shall have **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 immediately will cease reading the question.
 - e. Contestants may not discuss any question with their teammates during the match.
 - f. The moderator will continue reading questions until all questions have been asked.
 - g. If a question is thrown out either due to poor reading by the moderator or a decision of the judge, it will be replaced by another question so that the total number of questions to be asked remains the same.

- h. Either team captain, coach or 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.

II. 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 1.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the question is completed or until a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately ceases reading the question.
- e. The contestant activating the buzzer shall have 5 seconds **AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR** to begin the answer to the question.
 - i. The repeating of the question by the contestant shall not be considered the initiation of an answer.
 - ii. It shall be the responsibility of the timer and judge to determine if an actual answer is started within the 5-second period.
- f. If the answer to a question, whether read to completion or not, is incorrect that same question will be turned over to the other team. **The moderator will re-read the question for the opposing team to answer. If answered correctly, they will receive the credit. No penalty will be given for an incorrect answer.**
- g. If a member of a team activates a buzzer and an answer has not been started within 5 seconds, the question will be turned over to the other team and the moderator will re-read the question.

III. One-on-One Questions

- a. The moderator shall indicate clearly the start of the 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.
 - i. If any contestant other than the two designated contestants responds, the question will be thrown out and an alternate question will be read.
- d. If neither contestant answers within the 5-second time period, the answer will be given and the next question read.

IV. Toss-Up Questions

- a. The moderator shall indicate clearly the start of the toss-up questions.
- b. Any contestant may answer but shall not consult team members on the answer.
- c. If no contestant answers within the 5-second time period, the answer will be given and the next question read.

V. Team Participation Bonus

- a. Contestants will have a bonus card at their place. When contestants answer a question correctly, they will turn their card up. The first team with all bonus cards up will receive a bonus point.

Once a team receives a bonus point, they may start over and receive a bonus point each time all 4 members have answered a question correctly.

VI. 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, 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 will be declared the winner.
- c. Once a moderator has declared a winner based on scores, there shall be no protest.
- d. There shall be no protest of any questions or answers following the declaration of a winner.

PROTESTING

- I. Answers and interpretations of questions and contest procedure will be the sole responsibility and final recall of the judges, timer/scorekeepers, and moderators. Their decisions will be final
 - a. If a question is thrown out for any reason, it will be replaced with another question, to keep the number of questions in the match consistent. Whether the replaced questions will be open to both teams or an individual contestant will depend on the circumstances causing the replacement.
 - b. Protest of questions or answers may be made by an official designated coach or any contestant, at the time the question is read or the answer given, by calling “time out” **before the next question is read.**
 - c. Once a protest has been made, the moderator and judge will consider the protest. Their decision in all cases will be final.
 - i. If a protest is sustained, the moderator and judge will take one of the following actions as deemed appropriate:
 1. If a question is protested before an answer is given – the question will be replaced. No loss or gain of points will result for either team.
 2. If an answer is protested (either correct or incorrect), the moderator and judge will determine the validity of the protest by verification. Points will then be added or subtracted as appropriate.
 3. If the answer cannot be verified within 3 minutes, the question will be replaced.
 4. If a question is protested after an answer is given (correct or incorrect), the moderator and judge will determine the validity of the protest, and either allow or replace the question with the appropriate gain or loss of points.
 - d. Courtesy will be expected from any person making a protest. Every effort has been made to make this event as fair as possible. Abuse of these protest provisions may result in one or more of the following:
 - i. Dismissal of team coach from the contest area.
 - ii. Dismissal (or replacement) of any team member.
 - iii. Dismissal of entire team with forfeiture of any points or standing.
 - e. 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 suggestion, complaint, or protest at the conclusion of the contest. Unseemly behavior, unsportsmanlike

conduct, or any actions which are generally accepted as detrimental to the contest, may subject the perpetrators of such acts to dismissal from the immediate area of the contest.

- f. No source of information is infallible. There may be answers given to questions which are in agreement with the recommended sources which are in fact, erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee, judges, and moderator may challenge the answer or replace the question.

SCORING

- I. There will be 1 point awarded for each correct answer to the appropriate team. No deductions for incorrect answers.

AWARDS

- I. The exact procedure to be followed will be determined by the number of teams participating and the time allocated for the contest.
- II. Double elimination brackets will be used.
- III. Every team will have an opportunity to participate in a minimum of two matches.
- IV. The top team is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver with funding available from the Kansas 4-H Foundation for travel and registration. However, other contests can be attended such as the American Quarter Horse Congress in Columbus, Ohio or Youth World in Oklahoma City at own expenses. Once participating in the designated National 4-H Contest, a 4-H member is ineligible to participate further.
 - a. Please note: While 4-H members aged 9-13 may move up to the senior age group for team competitions, the team will forfeit national eligibility.

Please note the following rules regarding electronic devices and readers:

Electronic Devices: All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants **MUST REMOVE** these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

Readers: Because of the varied nature of judging contests and competitions, each contest may establish their own rules regarding the use of readers. Because the Horse Bowl has a moderator to read questions, readers will not be necessary.

State 4-H Hippology Contest Rules

Senior Division

GENERAL INFORMATION

Hippology is an educational activity for youth who wish to demonstrate their knowledge of equine-related subject matter in a friendly, competitive setting. This contest enhances decision-making and provides an opportunity for the participants to work cooperatively with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 14 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants may sign up as an individual or as part of a team.
 - a. Note: All contestants, even if on a team, have a chance to compete as an individual.
- IV. Teams – Teams must be comprised of the following, with (a) being the preferred choice and then so on. **All teams must have local agent approval when signing up.** If contestants must form a composite team, they must have approval of all local agents involved at the time of registration.
 - a. Counties/districts must try to form a local team
 - b. Counties may form a composite team with bordering counties/districts if agents in those units all agree that a local team cannot be formed
 - c. Composite teams from an entire horse show district may be formed if bordering counties cannot find enough members to form a team. All counties in the horse show districts involved must agree that a bordering unit team cannot be formed.
- V. Contestants may only represent Kansas at the designated national contest once and are ineligible to compete at the State Contest thereafter.
- VI. For those competing in a national contest: all members, including alternates must have participated in the State Horse Panorama.
 - a. **Teams must attend national contests as qualified. No substitutions or additions will be approved.**
- VII. Entries:
 - a. Counties/Districts may enter an unlimited number of **teams of 3-4 contestants** each.
 - i. Each individual on a team must be in the same age group.
 - b. Team Coach needs to be available to assist with contest.
 - c. Teams may be selected by any procedure which a county/district deems appropriate.
 - d. Approved composite teams must have the signature of all county/district extension agents represented at registration.

HIPPOLOGY REFERENCE MATERIAL

- I. Questions used in this contest will come from the official sources listed below.
 - a. Illustrated Dictionary of Equine Terms – New Horizons Equine Educational Center. Alpine Publications, PO Box 7027, Loveland CO 80537
Phone: (800) 777-7257

- b. The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94104
Phone: (415) 391-5870
- c. Feeding and Care of the Horse – Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436
Phone: (800) 638-0672
- d. Horse Industry Handbooks – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- e. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- f. Kansas Youth Horse Judging Manual
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
- g. Kansas 4-H Horse Show Rule Book
Online: <http://www.ksre.ksu.edu/bookstore/pubs/S133.pdf>
- h. Equine Science – Rick Parker. Fourth edition. ISBN-13: 9781111138776; Published January 2012.
- i. EQUUS Magazine – 2018 by Cruz Bay Publishing, Inc.
Online: <https://equusmagazine.com/>

CONTEST FORMAT

- I. The Kansas 4-H Hippology contest will be similar to regional and national contests. However, each phase will be shorter than those at the larger competitions.
- II. Contest Phases
 - a. Examination Phase (100 points) – This phase of the contest will include the following:
 - i. A written exam worth 50-75 points
 - ii. Projected slides worth 25-50 points in which contestants identify breed, color, color patterns, activity, proper appointments, etc.
 - b. Station Phase (100 points) – This phase will consist of 5-10 stations. Examples of stations include:
 - i. Identification of: tack, common feeds, forages, parasites, anatomy, unsoundness, or any other common horse related practices
 - c. Team Problem (50 points) – All teams will be presented with a problem and will be given equal time to prepare a solution to the problem. Immediately following, they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of the team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem and completeness of 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.
 - i. Examples of team problems include: balancing horse ration; making farm recommendations (breeding, health, marketing, boarding/training); safety; use of equipment and/or horse for specific events

SCORING

- I. For teams: Only the top 3 overall scores will be counted toward the final team score. The lowest score will be dropped.
- II. For individuals: Only the examination and station phases will be counted for overall individual scores. The team problem will not count toward the individual's score.
- III. Overall ties will be broken with high scores in the following order:
 - a. Examination Phase
 - b. Station Phase
- IV. Ties within any phase will be broken using the overall scores first and then the same sequence as above. If further tie breaking is required, then station scores will be used.

AWARDS

- I. The top five overall teams will be recognized.
- II. The top ten overall individuals will be recognized.
- V. The top team is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver with funding available from the Kansas 4-H Foundation for travel and registration. However, other contests can be attended such as the American Quarter Horse Congress in Columbus, Ohio or Youth World in Oklahoma City at own expenses. Once participating in the designated National 4-H Contest, a 4-H member is ineligible to participate further.
 - a. Please note: While 4-H members aged 9-13 may move up to the senior age group for team competitions, the team will forfeit national eligibility.

Please note the following rules regarding electronic devices and readers:

Electronic Devices: All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Please advise contestants to remove these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

Readers: Because of the varied nature of judging contests and competitions, each contest may establish their own rules regarding the use of readers. Contest organizers will make every effort to provide readers for contestants that need assistance. Some portions of a competition or contest are structured in such a way that the use of a reader cannot be accommodated. Contest organizers will convey that information in promotional materials. Requests for readers need to be made at the time of registration so that contest organizers can make arrangements to have a reader available.

State 4-H Public Speaking Contest Rules

Senior Division

GENERAL INFORMATION

Public speaking allows participants the opportunity to share their knowledge on the horse project and industry information. This contest enhances self-esteem and develops public speaking and communication skills.

ELIGIBILITY

- I. Contestant must be at least 14 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Individual contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestant must not have participated in any post-secondary (university, college, junior college or technical school) competitive public speaking contest or be on a post-secondary team undergoing training in preparation for such an event.
- IV. Contestants may only represent Kansas at the designated national contest once and are ineligible to compete at the State Contest thereafter.

CONTEST RULES

- I. 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).
- II. No visual aids may be used.
- III. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
- IV. Microphones will not be used, but a podium will be provided.
- V. During the competition the contestant needs to introduce themselves by name and county/district.
- VI. Speeches should be 7-10 minutes in length. If the minimum time is not met or if the maximum time is exceeded, the contestant will be disqualified.
- VII. Contestants should cite their major reference materials within the presentation.
- VIII. Judges will ask questions of the contestant. Contestant should repeat the question then answer it.

SCORING

- I. Overall scores will be based on a scoring sheet which is attached below.

AWARDS

- I. The top 5 presentations will be awarded.
 - a. Please note: The score sheets do have the Danish ribbon system included as an aid to the judge and to the contestant.

- VI. The top individual is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver with funding available from the Kansas 4-H Foundation for travel and registration. However, other contests can be attended such as the American Quarter Horse Congress in Columbus, Ohio or Youth World in Oklahoma City at own expenses. Once participating in the designated National 4-H Contest, a 4-H member is ineligible to participate further.

Please note the following rules regarding electronic devices:

All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants **MUST REMOVE** these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

4-H Horse Public Speaking Contest Score Sheet

Name: _____ Finish Time: _____

County: _____ Start Time: _____

Title: _____ Total Time: _____

Address: _____ Years in 4-H: _____

Age: _____ **Ribbon Rating: B R W** **Placing: __**

Needs Improvement	Good	Excellent	Points to Consider	Comments/Questions
			<p>Introduction (10 pts)</p> <ol style="list-style-type: none"> 1. Did the introduction serve to create interest in the subject? 2. Was the introduction short and to the point? <p>Organization (15 pts)</p> <ol style="list-style-type: none"> 1. Were the main points easy to follow? 2. Were the main points arranged in the best order? 3. Were sentences short, easy to understand? 4. Was speech interesting? <p>Content & Accuracy (20 pts)</p> <ol style="list-style-type: none"> 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? <p>Stage Presence (15 pts)</p> <ol style="list-style-type: none"> 1. Was speaker neat and appropriately dressed? 2. Was the speaker friendly? 3. Did speaker look at and talk directly to the audience? 4. Was posture erect, but not stiff? 5. Did speaker refrain from leaning on podium? 6. Did speaker seem relaxed and at ease? <p>Delivery (20 pts)</p> <ol style="list-style-type: none"> 1. Did speaker have appropriate voice control? 2. Were all words pronounced correctly? 3. Did speaker's facial expressions reflect the mood of the speech? 4. If notes were used, was it done without detracting from the speech? 5. Did speaker seem to choose words at the time they were spoken (avoid a memorized or read-type delivery)? <p>General (10 pts)</p> <ol style="list-style-type: none"> 1. Did speaker convey to the audience a sense of wanting to communicate? 2. Did speech reflect the thoughts and personality of the speaker? <p>Conclusion (10 pts)</p> <ol style="list-style-type: none"> 1. Was the conclusion short and interesting? 2. Did the conclusion properly wrap up the speech? 3. Could the speaker handle questions easily? 	

Writing comments: This evaluation sheet is returned to the contestant. All comments written should be done so in a constructive manner to assist a contestant in knowing how to improve their public speaking skills.

State 4-H Demonstration Contest Rules

Senior Division

GENERAL INFORMATION

Demonstrations allow participants the opportunity to share their knowledge on the horse project and industry information. This contest enhances self-esteem and develops public speaking and “learning by doing” skills.

ELIGIBILITY

- I. All contestants must be at least 14 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Individual or Team contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants must not have participated in any post-secondary (university, college, junior college or technical school) competitive public speaking contest or be on a post-secondary team undergoing training in preparation for such an event.
- IV. Contestants may only represent Kansas at the designated national contest once and are ineligible to compete at the State Contest thereafter.

CONTEST RULES

- I. The subject matter must pertain to the horse industry. Demonstrations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
- II. Demonstrations show step-by-step procedures and explain why each step is essential to develop a particular skill or task.
- III. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
- IV. Microphones will not be used.
- V. PowerPoint is acceptable if the technology enhances the presentation.
- VI. During the competition the contestant needs to introduce themselves by name and county/district.
- IX. Presentations should be 10-15 minutes in length. If the minimum time is not met or if the maximum time is exceeded, the contestant will be disqualified.
- VII. Contestants should cite their major reference materials within the presentation.
- VIII. Judges will ask questions of the contestant. Contestant should repeat the question then answer it.

SCORING

I. Overall scores will be based on a scoring sheet which is attached.

AWARDS

- II. The top 5 presentations will be awarded.
- a. Please note: The score sheets do have the Danish ribbon system included as an aid to the judge and to the contestant.
- VII. The top individual is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver with funding available from the Kansas 4-H Foundation for travel and registration. However, other contests can be attended such as the American Quarter Horse Congress in Columbus, Ohio or Youth World in Oklahoma City at own expenses. Once participating in the designated National 4-H Contest, a 4-H member is ineligible to participate further.
- a. Please note: While 4-H members aged 9-13 may move up to the senior age group for team competitions, the team will forfeit national eligibility.

Please note the following rules regarding electronic devices:

All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants **MUST REMOVE** these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

4-H Horse Demonstration Contest Score Sheet

Name: _____ Finish Time: _____
 County: _____ Start Time: _____
 Title: _____ Total Time: _____
 Address: _____ Years in 4-H: _____
 Age: _____ **Ribbon Rating: B R W Placing** _____

Needs Improvement	Good	Excellent	Points to Consider	Comments/Questions
			<p>Introduction (10 pts)</p> <ol style="list-style-type: none"> 1. Did the introduction serve to create interest in the subject? 2. Was the introduction short and to the point? 3. Was a catchy title used? <p>Organization (25 pts)</p> <ol style="list-style-type: none"> 1. Was only one main idea presented? 2. Did the discussion relate directly to the step as it was shown? 3. Was each step shown just as it should be done in an actual situation? 4. Could the audience see each step? 5. Were materials/equipment carefully selected, neatly arranged and well organized? 6. Were charts/posters used if and when necessary? 7. Were key points of each step stressed? <p>Content & Accuracy (25 pts)</p> <ol style="list-style-type: none"> 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? <p>Stage Presence (10 pts)</p> <ol style="list-style-type: none"> 1. Was speaker neat and appropriately dressed? 2. Did speaker look at and talk directly to the audience? 3. Was the presentation too fast or slow? 4. Did speaker seem relaxed and at ease? <p>Delivery (15 pts)</p> <ol style="list-style-type: none"> 1. Did the presenter appear to enjoy giving presentation? 2. Did speaker have appropriate voice control? 3. Were all words pronounced correctly? 4. If notes were used, was it done without detracting from the speech? 5. Did speaker seem to choose words at the time they were spoken (avoid a memorized or read-type delivery)? <p>Effect on Audience (5 pts)</p> <ol style="list-style-type: none"> 1. Did audience show an interest in the presentation? 2. Could audience go home and carry out the idea? <p>Conclusion (10 pts)</p> <ol style="list-style-type: none"> 1. Was the conclusion short and interesting? 2. Were the key points briefly reviewed? 3. Did the conclusion properly wrap up the speech? 4. Could the speaker handle questions easily? 	

Writing comments: This evaluation sheet is returned to the contestant. All comments written should be done so in a constructive manner to assist a contestant in knowing how to improve their public speaking skills.

State 4-H Horse Bowl Contest Rules

Open Division

GENERAL INFORMATION

Horse Bowl encourages young people to develop a knowledge of equine-related subject matter. This contest develops alertness, self-confidence, and knowledge in a competitive setting, surrounded by an attitude of friendliness and fairness. The educational experience is great for both the participant and spectator.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Individual contestants must be enrolled in the 4-H horse or horseless horse
- III. Individual contestants will be placed on teams of four according to age. Teams will be made up of a variety of ages as entries allow.
- IV. Counties/Districts may enter as many individuals as they want.

HORSE BOWL QUESTIONS

- I. Questions used in this contest will come from the official sources listed below.
 - a. Illustrated Dictionary of Equine Terms – New Horizons Equine Educational Center. Alpine Publications, PO Box 7027, Loveland CO 80537
Phone: (800) 777-7257
 - b. The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94104
Phone: (415) 391-5870
 - c. Feeding and Care of the Horse – Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436
Phone: (800) 638-0672
 - d. Horse Industry Handbooks – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
 - e. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
 - f. Kansas Youth Horse Judging Manual
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
 - g. Kansas 4-H Horse Show Rule Book
Online: <http://www.ksre.ksu.edu/bookstore/pubs/S133.pdf>
 - h. Equine Science – Rick Parker. Fourth edition. ISBN-13: 9781111138776; Published January 2012.

- i. EQUUS Magazine – 2018 by Cruz Bay Publishing, Inc.
Online: <https://equusmagazine.com/>

- II. There will be two types of questions used.
 - b. ONE-ON-ONE questions to which individual contestants may respond.
 - c. TOSS-UP questions are open to response by all contestants.

EQUIPMENT

- I. A buzzer device will be used which will provide clear indication of the first contestant to respond to a question.
- II. Buzzer must be equipped with timer.
- III. A blackboard or flip chart will be used to maintain team scores visible to the contestants and spectators.

OFFICIALS

- I. Moderator – Will ask all questions and designate contestants to answer questions and accept/reject all answers unless the questions/answers are challenged. The moderator will declare the match winner and shall at all times be in control of the matches.
- II. Judge – Rules on the acceptability of any question or answer. When a question/answer is challenged, the judge will decide whether a question should be thrown out.
- III. Time Keeper – Will monitor all time intervals and designate when time of response has been exceeded and handle all controls of game equipment.
- IV. Score Keeper – Will record team scores for each round.

HOLDING ROOM

- I. Because the same set of questions will be used for all matches within the same round, it will be necessary to have a holding room for teams who have not participated in a particular round.
 - a. Only contestants will be allowed in the holding room.
 - b. Contestants may study together in preparation for competition.
 - c. During the contest, no teams will be allowed out of the holding room until they are competing in their designated match. After their match is over, the team may remain in the contest room until the next round begins.

PROCEDURES OF PLAY

- I. Match Procedures
 - a. Each match will be divided into two parts based on number of questions (32 questions per round.)
 - b. The first half of the match (16 questions) will be one-on-one questions and the second half of the match (16 questions) will be toss-up questions. (See below points III and IV)
 - c. The contestant activating the buzzer shall have **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 immediately will cease reading the question.

- d. Contestants may not discuss any question with their teammates during the match.
- e. The moderator will continue reading questions 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 judge, it will be replaced by another question so that the total number of questions to be asked remains the same.
- g. Either team captain or 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.

II. 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 1.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the question is completed or until a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately ceases reading the question.
- e. The contestant activating the buzzer shall have 5 seconds **AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR** to begin the answer to the question.
 - i. The repeating of the question by the contestant shall not be considered the initiation of an answer
 - ii. It shall be the responsibility of the timer and judge to determine if an actual answer is started within the 5-second period.
 - iii. If an answer has not been started within 5 seconds, the question will be turned over to the other team and the moderator will re-read the question.
- f. If the answer to a question, whether read to completion or not, is incorrect that same question will be turned over to the other team. **The moderator will re-read the question for the opposing team to answer. If answered correctly, they will receive the credit. No penalty will be given for an incorrect answer.**

III. One-on-One Questions

- a. The moderator shall indicate clearly the start of the 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.
 - i. If any contestant other than the two designated contestants responds, the question will be thrown out and an alternate question will be read.
- d. If neither contestant answers within the 5-second time period, the answer will be given and the next question read.

IV. Toss-Up Questions

- a. The moderator shall indicate clearly the start of the toss-up questions.
- b. Any contestant may answer but shall not consult team members on the answer.
- c. If no contestant answers within the 5-second time period, the answer will be given and the next question read.

V. Team Participation Bonus

- a. Contestants will have a bonus card at their place. When contestants answer a question correctly, they will turn their card up. The first team with all bonus cards up will receive a bonus point. Once a team receives a bonus point, they may start over and receive a bonus point each time all 4 members have answered a question correctly.

VI. 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, 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 will be declared the winner.
- c. Once a moderator has declared a winner based on scores, there shall be no protest.
- d. There shall be no protest of any questions or answers following the declaration of a winner.

PROTESTING

- I. Answers and interpretations of questions and contest procedure will be the sole responsibility and final recall of the judges, timer/scorekeepers, and moderators. Their decisions will be final
 - a. If a question is thrown out for any reason, it will be replaced with another question, to keep the number of questions in the match consistent.
 - b. Protest of questions or answers may be made by an official designated coach or any contestant, at the time the question is read or the answer given, by calling “time out” **before the next question is read.**
 - c. Once a protest has been made, the moderator and judge will consider the protest. Their decision in all cases will be final.
 - i. If a protest is sustained, the moderator and judge will take one of the following actions as deemed appropriate:
 1. If a question is protested before an answer is given – the question will be replaced. No loss or gain of points will result for either team.
 2. If an answer is protested (either correct or incorrect), the moderator and judge will determine the validity of the protest by verification. Points will then be added or subtracted as appropriate.
 3. If the answer cannot be verified within 3 minutes, the question will be replaced.
 4. If a question is protested after an answer is given (correct or incorrect), the moderator and judge will determine the validity of the protest, and either allow or replace the question with the appropriate gain or loss of points.
 - d. Courtesy will be expected from any person making a protest. Every effort has been made to make this event as fair as possible. Abuse of these protest provisions may result in one or more of the following:
 - i. Dismissal of team coach from the contest area.

- ii. Dismissal (or replacement) of any team member.
- iii. Dismissal of entire team with forfeiture of any points or standing.
- e. Spectators, parents, and visitors may not protest during the course of play. They may, however, submit in writing to the contest officials any suggestion, complaint, or protest at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct, or any actions which are generally accepted as detrimental to the contest, may subject the perpetrators of such acts to dismissal from the immediate area of the contest.
- f. No source of information is infallible. There may be answers given to questions which are in agreement with the recommended sources which are in fact, erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee, judges, and moderator may challenge the answer or replace the question.

SCORING

- I. There will be 1 point awarded for each correct answer to the appropriate team. No deductions for incorrect answers.

AWARDS

- I. The exact procedure to be followed will be determined by the number of teams participating and the time allocated for the contest.
- II. Single elimination brackets will be used.
- III. Prizes are awarded to the top two teams.

Please note the following rules regarding electronic devices and readers:

Electronic Devices: All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants MUST REMOVE these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

Readers: Because of the varied nature of judging contests and competitions, each contest may establish their own rules regarding the use of readers. Because the Horse Bowl has a moderator to read questions, readers will not be necessary.

State 4-H Hippology Contest Rules

Open Division

GENERAL INFORMATION

Hippology is an educational activity for youth who wish to demonstrate their knowledge of equine-related subject matter in a friendly, competitive setting. This contest enhances the decision-making process and provides an opportunity for the participants to develop teamwork skills.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age but not yet reached their 19th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants may sign up as an individual or as part of a team.
 - a. Note: All contestants, even if on a team, have a chance to compete as an individual.
- IV. Teams – Teams must be comprised of the following, with (a) being the preferred choice and then so on. **All teams must have local agent approval when signing up.** If contestants must form a composite team, they must have approval of all local agents involved at the time of registration.
 - a. Counties/districts must try to form a local team
 - b. Counties may form a composite team with bordering counties/districts if agents in those units all agree that a local team cannot be formed
 - c. Composite teams from an entire horse show district may be formed if bordering counties cannot find enough members to form a team. All counties in the horse show districts involved must agree that a bordering unit team cannot be formed.
- V. Entries:
 - a. Counties/Districts may enter an unlimited number of **teams of 3-4 contestants** each.
 - i. Each individual on a team must be in the same age group.
 - b. Team Coach needs to be available to assist with contest.
 - c. Teams may be selected by any procedure which a county/district deems appropriate.
 - d. Approved composite teams must have the signature of all county/district extension agents represented at registration.

HIPPOLOGY REFERENCE MATERIAL

- I. Questions used in this contest will come from the official sources listed below.
 - a. Illustrated Dictionary of Equine Terms – New Horizons Equine Educational Center. Alpine Publications, PO Box 7027, Loveland CO 80537
Phone: (800) 777-7257
 - b. The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition. W.H. Freeman and Company, 660 Market Street, San Francisco, CA 94104
Phone: (415) 391-5870
 - c. Feeding and Care of the Horse – Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436
Phone: (800) 638-0672

- d. Horse Industry Handbooks – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- e. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262
Phone: (800) 320-2005 or
Online: <http://www.ayhc.com/shop>
- f. Kansas Youth Horse Judging Manual
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
- g. Kansas 4-H Horse Show Rule Book
Online: <http://www.ksre.ksu.edu/bookstore/pubs/S133.pdf>
- h. Equine Science – Rick Parker. Fourth edition. ISBN-13: 9781111138776; Published January 2012.
- i. EQUUS Magazine – 2018 by Cruz Bay Publishing, Inc.
Online: <https://equusmagazine.com/>

CONTEST FORMAT

- I. The Kansas 4-H Hippology contest will be similar to regional and national contests. However, each phase will be shorter than those at the larger competitions.
- II. Contest Phases
 - a. Examination Phase (100 points) – This phase of the contest will include the following:
 - i. A written exam worth 50-75 points
 - ii. Projected slides worth 25-50 points in which contestants identify breed, color, color patterns, activity, proper appointments, etc.
 - b. Station Phase (100 points) – This phase will consist of 5-10 stations. Examples of stations include:
 - i. Identification of: tack, common feeds, forages, parasites, anatomy, unsoundness, or any other common horse related practices

SCORING

- I. For teams: Only the top 3 overall scores will be counted toward the final team score. The lowest score will be dropped.
- II. For individuals: The examination and station phases will be counted for overall individual scores.
- III. Overall ties will be broken with high scores in the following order:
 - a. Examination Phase
 - b. Station Phase
- IV. Ties within any phase will be broken using the overall scores first and then the same sequence as above. If further tie breaking is required, then station scores will be used.

AWARDS

- I. The top five overall teams will be recognized.
- II. The top ten overall individuals will be recognized.

Please note the following rules regarding electronic devices and readers:

Electronic Devices: All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Please advise contestants to remove these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

Readers: Because of the varied nature of judging contests and competitions, each contest may establish their own rules regarding the use of readers. Contest organizers will make every effort to provide readers for contestants that need assistance. Some portions of a competition or contest are structured in such a way that the use of a reader cannot be accommodated. Contest organizers will convey that information in promotional materials. Requests for readers need to be made at the time of registration so that contest organizers can make arrangements to have a reader available.

State 4-H Project Talk Contest Rules

Intermediate Division

GENERAL INFORMATION

Project talks allow participants the opportunity to share their knowledge on the horse project and industry information. This contest enhances the self-esteem of contestants. It also helps them develop public speaking and communication skills.

ELIGIBILITY

- I. All contestants must be at least 9 years of age but not yet reached their 14th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants may enter as individuals.

CONTEST RULES

- I. The subject matter must pertain to the horse industry. Project talks not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
- II. Visual aids are encouraged, but not mandatory.
- III. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
- IV. Microphones will not be used, but a podium will be provided.
- V. During the competition the contestant needs to introduce themselves by name and county/district.
- VI. Presentations should be 5-7 minutes in length. If the minimum time is not met, contestant will be disqualified.
- VII. Contestants should cite their major reference materials within the presentation.

SCORING

- I. Overall scores will be based on a scoring sheet which is attached below.

AWARDS

- I. The top 5 presentations will be awarded.
 - a. Please note: The score sheets do have the Danish ribbon system included as an aid to the judge and to the contestant.

Please note the following rules regarding electronic devices:

All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants **MUST REMOVE** these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

4-H Horse Project Talk Contest Score Sheet

Name: _____ Finish Time: _____

County: _____ Start Time: _____

Title: _____ Total Time: _____

Age: _____ Years in 4-H: _____

Ribbon Rating: B R W Placing: _____

Needs Improvement	Good	Excellent	Points to Consider	Comments/Questions
			<p>Introduction (5 pts)</p> <ol style="list-style-type: none"> 1. Did the introduction serve to create interest in the subject? 2. Was the introduction short and to the point? <p>Organization (15 pts)</p> <ol style="list-style-type: none"> 1. Did the presentation seem to have a natural flow in organization? 2. Was the presentation easy to follow? <p>Content & Accuracy (30 pts)</p> <ol style="list-style-type: none"> 1. Could content be covered in 7 minutes? 2. Was there enough information? 3. Was it worthwhile and practical? 4. Was credit given to sources of information, if appropriate? 5. Was content appropriately related to 4-H project? <p>Stage Presence (20 pts)</p> <ol style="list-style-type: none"> 1. Was speaker neat and appropriately dressed? 2. Did speaker look at and talk directly to the audience? 3. Was the presentation too fast or slow? 4. Did speaker seem relaxed and at ease? <p>Presentation (25 pts)</p> <ol style="list-style-type: none"> 1. Did the presenter appear to enjoy giving presentation? 2. Did speaker have appropriate voice control? 3. Were all words pronounced correctly? 4. If notes or visual aids were used, was it done without detracting from the speech? 5. Did the speaker sound natural? <p>Conclusion (5 pts)</p> <ol style="list-style-type: none"> 1. Was the conclusion short and interesting? 2. Did the conclusion properly wrap up the speech? 	

Writing comments: This evaluation sheet is returned to the participant. Junior presentations are only given participation. Even so, all comments written should be done so in a constructive manner to assist a participant in knowing how to improve their public speaking skills.

State 4-H Demonstration/Illustrated Talk Contest Rules

Intermediate Division

GENERAL INFORMATION

Demonstrations and illustrated talks allow participants the opportunity to share their knowledge on the horse project and industry information. This contest enhances the self-esteem of contestants. It also helps them develop public speaking and “learning by doing” skills.

ELIGIBILITY

- I. All contestants must be at least 9 years of age but not yet reached their 14th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants may enter as individuals or as teams of two (team members must be in the same age group).

CONTEST RULES

- I. The subject matter must pertain to the horse industry. Demonstrations/illustrated talks not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
- II. Demonstrations show a step-by-step procedure and show why each step is essential to develop a particular skill or task. Illustrated talks tell a step-by-step procedure that uses visual aids that illustrate the topic being presented. It cannot be a project or informative talk.
- III. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
- IV. Microphones will not be used.
- V. PowerPoint is acceptable if the technology enhances the presentation.
- VI. During the competition the contestant needs to introduce themselves by name and county/district.
- VII. Presentations should be 10-15 minutes in length. If the minimum time is not met, contestant will be disqualified.
- VIII. Contestants should cite their major reference materials within the presentation.
- IX. Judges will ask questions of the contestant. Contestant should repeat the question then answer it.

SCORING

- I. Overall scores will be based on a scoring sheet which is attached below.

AWARDS

- I. The top 5 presentations will be awarded.
 - a. Please note: The score sheets do have the Danish ribbon system included as an aid to the judge and to the contestant.

Please note the following rules regarding electronic devices:

All electronic devices (cell phones, pagers, PDA's, calculators, etc.) are prohibited. Contestants **MUST REMOVE** these devices prior to the start of the contest. Contestants using such devices will be automatically disqualified. If a portion of a competition requires the use of a calculator, the contest organizers will provide the calculators.

4-H Horse Demonstration/Illustrated Talk Contest Score Sheet

Name: _____ Finish Time: _____
 County: _____ Start Time: _____
 Title: _____ Total Time: _____
 Address: _____ Years in 4-H: _____
 Age: _____ **Ribbon Rating: B R W Placing: _____**

Needs Improvement	Good	Excellent	Points to Consider	Comments/Questions
			<p>Introduction (10 pts)</p> <ol style="list-style-type: none"> 1. Did the introduction serve to create interest in the subject? 2. Was the introduction short and to the point? 3. Was a catchy title used? <p>Organization (25 pts)</p> <ol style="list-style-type: none"> 1. Was only one main idea presented? 2. Did the discussion relate directly to the step as it was shown? 3. Was each step shown just as it should be done in an actual situation? 4. Could the audience see each step? 5. Were materials/equipment carefully selected, neatly arranged and well organized? 6. Were charts/posters used if and when necessary? 7. Were key points of each step stressed? <p>Content & Accuracy (25 pts)</p> <ol style="list-style-type: none"> 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? <p>Stage Presence (10 pts)</p> <ol style="list-style-type: none"> 1. Was speaker neat and appropriately dressed? 2. Did speaker look at and talk directly to the audience? 3. Was the presentation too fast or slow? 4. Did speaker seem relaxed and at ease? <p>Delivery (15 pts)</p> <ol style="list-style-type: none"> 1. Did the presenter appear to enjoy giving presentation? 2. Did speaker have appropriate voice control? 3. Were all words pronounced correctly? 4. If notes were used, was it done without detracting from the speech? 5. Did speaker seem to choose words at the time they were spoken (avoid a memorized or read-type delivery)? <p>Effect on Audience (5 pts)</p> <ol style="list-style-type: none"> 1. Did audience show an interest in the presentation? 2. Could audience go home and carry out the idea? <p>Conclusion (10 pts)</p> <ol style="list-style-type: none"> 1. Was the conclusion short and interesting? 2. Were the key points briefly reviewed? 3. Did the conclusion properly wrap up the speech? 4. Could the speaker handle questions easily? 	

Writing comments: This evaluation sheet is returned to the contestant. All comments written should be done so in a constructive manner to assist a contestant in knowing how to improve their public speaking skills.

State 4-H Panorama Horse Photography Rules

GENERAL INFORMATION

Photography allows contestants to demonstrate their photography skills. It allows youth to explore the world of horses and share with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019. 7-8 year olds may submit photos for participation, only.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants will be divided into two divisions based on age.
 - a. Senior: 14-18 years of age.
 - b. Intermediate: 9-13 years of age.
- IV. Entries: Contestants may enter up to 3 photos in the contest.

PHOTO RULES

- I. Photographs must have been taken between January 1, 2018 and December 31, 2018 by the 4-H exhibitor.
- II. Photographs must be pre-registered. If not pre-registered, photographs will be disqualified.**
- III. All photos must be no larger than 8"x10" and no smaller than 7"x9", after trimming.
- IV. Photos are to be mounted across the narrow (11") dimension of an 11"x12.5" sheet of white or cream studio matte board. Photos must be mounted with the top edge of the print 1" below the top of the mount. The sides of the prints must be equal distance from the two sides of the mount.
- V. Name, age complete mailing address, phone number, county/district, and age division needs to be listed on the back of the photo.
- VI. Photographs must be turned in at check in.** A sign-up sheet will be available for visiting with the judge.
- VII. Contestant MUST be present for conference judging and attend Panorama.**

SCORING

- I. Photos will be scored by a judge.

AWARDS

- I. The top five photos in the senior and intermediate divisions will be recognized.

State 4-H Panorama Horse Logo Rules

GENERAL INFORMATION

The logo contest allows contestants to demonstrate their artistic skills. It allows youth to explore the world of horses and share with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Entries: Contestants may enter 1 logo in the contest.

LOGO RULES

- I. **Logos MUST be pre-registered. If not pre-registered, logos will be disqualified.**
- II. Designs or drawings need to be horse-related and done by the contestant.
- III. Designs should be in black and white so they will be easy to print or embroider.
- IV. If the logo contains any writing, it needs to be readable for the desirable size.
- V. Name, age complete mailing address, phone number, county/district, and class designation needs to be listed on the back of the logo.
- VI. **Logos must be turned in at check in.** A sign-up sheet will be available for visiting with the judge.
- VII. **Contestant MUST be present for conference judging and attend Panorama.**

SCORING

- I. Logos will be evaluated by a judge.

AWARDS

- I. The top five logos will be recognized.
- II. The 1st place logo will be used for the Kansas State Fair Horse Show program and t-shirt.
 - a. Original may be altered as necessary to enhance printing quality or meeting 4-H policies.

State 4-H Panorama Poster Rules

GENERAL INFORMATION

Posters allow contestants to demonstrate their educational organizational skills. It allows youth to explore the world of horses and design a poster to share with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019. 7-8 year olds may submit poster for participation, only.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants will be divided into two divisions based on age.
 - a. Senior: 14-18 years of age.
 - b. Intermediate: 9-13 years of age.
- IV. Entries: Contestants may enter 1 poster in the contest.

POSTER RULES

- I. **Poster MUST be pre-registered.**
- II. Posters must be of full size for standard posters, **22"x28" poster board**. No mounting is required. If the poster is not required size, points will be deducted.
- III. Any writing on the poster needs to be readable from a distance of 5 to 15 feet.
- IV. Posters must have an educational aspect to them and pertain to the horse industry.
- V. Name, age complete mailing address, phone number, county/district, and class designation needs to be listed on the back of the poster.
- VIII. **Posters must be turned in at check in.** A sign-up sheet will be available for visiting with the judge.
- VI. **Contestants MUST be present for conference judging and attend Panorama.**

POSTER EXAMPLES

- Attire
- Bit Accessories
- Breed Identification
- Breed Origins
- Bridle & Bit Parts
- Capacities of Various Organs
- Color Patterns
- Descriptive Identification Terms
- External Parasite Identification
- Genetics
- Grains Identification
- Horse Terms
- Internal Parasite Identification
- Joints of Front Leg
- Nutrition
- Safety
- Styles of Boots (Horse & Rider)
- Terms for Different Events
- Unsoundnesses Identification
- Uses of Equipment
- Veterinarian Procedures

SCORING

- I. Posters will be evaluated by a judge.

AWARDS

- I. The top five posters in the senior and intermediate divisions will be recognized.

State 4-H Panorama Power Point Rules

GENERAL INFORMATION

Power Points allow contestants to demonstrate their educational organizational skills in a format commonly used in the business world. It allows youth to explore the world of horses and design a presentation to share with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants will be divided into two divisions based on age.
 - a. Senior: 14-18 years of age.
 - b. Intermediate: 9-13 years of age.
- IV. Entries: Contestants may enter 1 power point in the contest.

POSTER RULES

- I. **Power Point Presentation MUST be pre-registered.**
- II. Power Point presentation must consist of 15 slides and promote the exhibitor's horse breed, training technique, or horse contest such as quiz bowl, hippology, or judging
- III. The Kansas 4-H cobrand must be included in the presentation..
- IV. This is visual contest only. No oral presentation is required.
- V. Presentations must be created in Microsoft Office Power Point.
- VI. Presentations must be submitted on a flash drive along with a printed copy (4 slides per page) inserted in a plastic sleeve for display.
- IX. **Power Points must be turned in at check in.**

SCORING

- I. Power Points will be evaluated by a judge.

AWARDS

- I. The top five Power Point presentations in the senior and intermediate divisions will be recognized.

State 4-H Panorama Ad Layout Rules

GENERAL INFORMATION

Ad Layouts allow exhibitors to showcase their visual organizational skills. It allows youth to explore the world of horses and design an ad to share with others.

CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 9 years of age before January 1, 2019 but not yet reached their 19th birthday before January 1, 2019. 7-8 year olds may submit poster for participation, only.
- II. Contestants must be enrolled in the 4-H horse or horseless horse projects.
- III. Contestants will be divided into two divisions based on age.
 - a. Senior: 14-18 years of age.
 - b. Intermediate: 9-13 years of age.
- IV. Entries: Contestants may enter 1 poster in the contest.

POSTER RULES

- I. **Ad Layouts MUST be pre-registered.**
- II. Finished ad must be **8 ½"x11" with ½" margins**. Ads should use at least one photo, but may use up to five photos.
- III. Ad should promote a horse, exhibitor's training abilities, or 4-H horse activity or event such as 4-H Horse Panorama, District Horse Show, or Kansas State Fair..
- IV. The 4-H cobrand logo must be included.
- V. A logo may be duplicated and incorporated.
- VI. Ads may be digitally developed or hand-drawn.
- VII. Ad does not have to be camera-ready, but should be drawn to proportion as nearly as possible, including any business contact information.
- VIII. Ads must be turned in at check in.**

SCORING

- I. Ads will be evaluated by a judge.

AWARDS

- I. The top five ads in the senior and intermediate divisions will be recognized.

State 4-H Panorama Model Horse Exposition

GENERAL INFORMATION

An exhibition model horse exposition will be held in connection with the Horse Panorama. This fun activity allows members and adults the opportunity to display their model horses.

CONTESTANTS AND ELIGIBILITY

- I. This presentation is open to both 4-H members and adults.
- II. Entries:
 - a. Participants may enter up to 2 model horses in the contest.

MODEL HORSE RULES

- I. 4-H member/adult may display a model horse of any age. The display can be ready to go with tack and rider or just the horse.
- II. Name, age, complete mailing address, phone number, and county/district needs to be listed on an index card in front of the model horse exhibit.
- III. **Model horse displays must be set up Saturday morning in the dining hall lobby.**

SCORING

- I. Top models determined by people's choice during the weekend. Slips of paper will be available at the dance to place the top model.

AWARDS

- I. All exhibitors will receive recognition for participating.
- II. The People's Choice winner will receive an award.