

# **Panorama Rules**

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# State 4-H Horse Bowl Contest Rules

## Senior Division

### 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

- I. All contestants must be at least 14 years of age before January 1, 2024 but not yet reached their 19<sup>th</sup> birthday before January 1, 2024.
- II. Contestants must be enrolled in the 4-H horse project.
- III. Teams – Each county/district may enter teams of four (4) or five (5) contestants. One team member will be designated as alternate if five (5) are entered.
- IV. 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
- 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. Contestants **must not** have participated in an official post-secondary (university, college, junior college or technical school) Horse Quiz Bowl.
- VIII. Entries:
  - a. Counties/Districts may enter an unlimited number of teams of 4-5 contestants each.
  - 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. Each team should submit 5-10 questions for use at the contest. Questions must be in the proper format (see below) and should come from the official sources only including the reference source and page number.
  - a. Q. Questions?  
Answer- Source: name of book, page number
  - b. Categories include nutrition and feed, breeding/genetics/reproduction, anatomy, physiology and endocrinology, breed and breed associations, colors and markings, showing and show procedures, disease and unsoundnesses, parasites, horse judging/conformation/gaits, tack/equipment/housing
- II. 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. 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
  - c. Horse Industry Handbooks and updates – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>

- d. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - e. AQHA Rulebook:  
2023 71st edition  
<http://aqha.com/handbook>  
Only show rules will be used (SHW300-SHW712).
  - f. Kansas Youth Horse Judging Manual  
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
  - g. Equine Science – Rick Parker. Fifth Edition. ISBN-978-1-305- 94972-0; Published 2019
- III. There will be two types of questions used.
- a. ONE-ON-ONE questions to which individual contestants may respond.
  - b. TOSS-UP questions are open to response by all contestants.
  - 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**

- 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 (40 questions per round plus 3 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., 20 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 immediately will 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.

## 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.

### **RECORDERS, CAMERAS, CELL PHONES AND BEEPERS**

- I. Tape recorders may not be used at any time during the conduct of a match.
- II. NO recording devices such as video cameras, cameras, movie cameras or any other type of camera may be used during the competition.
- III. Photographs will be permitted only before or after a match and then in only such a manner as not to be disruptive of the competition.
- IV. Please TURN OFF cell phone and beepers when in contest room.
- V. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing, recording or computer use in the contest rooms. Affiliated teams will be eliminated from the competition for violation of this rule.

# State 4-H Hippology Contest Rules

## Senior Division

### GENERAL INFORMATION

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 three (3) different phases:

- 1) Examination Phase
- 2) Station Phase
- 3) Team Problem

### CONTESTANTS AND ELIGIBILITY

- I. All contestants must be at least 14 years of age before January 1, 2024 but not yet reached their 19<sup>th</sup> birthday before January 1, 2024.
- II. Contestants must be enrolled in the 4-H horse project.
- 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
- 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.

### 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 a series of stations or tables where all contestants will respond to the requirements of the station. Stations may include pictures from popular press sources, however the content within the stations will be taken from the approved sources listed below. Members will be allowed 2.5 minutes at each station. Stations may include, but are not limited to:
    - 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

## **TIE-BREAKING**

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

1. Examination scores
2. Station 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.

## **SUPPLIES**

1. Individuals competing in the hippo logy contest should come prepared with a #2 pencil for all phases of the contest.

## **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. 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
  - c. Horse Industry Handbooks and updates – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - d. Horse Smarts and updates - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262  
Email: [info@ayhc.com](mailto:info@ayhc.com)  
Phone: 817.320.2005  
Web: <http://www.ayhc.com/shop>
  - e. AQHA Rulebook: 2023 71st edition  
<https://www.aqha.com/aqha-rulebook>
  - f. Equine Science – Rick Parker. Fifth edition. ISBN-978-1-305-94972-0; Published 2019

## **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.



- III. 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.

# **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, 2024 but not yet reached their 19<sup>th</sup> birthday before January 1, 2024.
- II. Individual contestants must be enrolled in the 4-H horse project.
- 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**

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 judges.
2. Speeches and presentations should be original and constructed and delivered by 4-H'ers. Any form of plagiarism is strictly prohibited. Plagiarism can include, but is not limited to: copying parts of a speech or presentation previously presented by another youth or individual; using text, phrases, photos or diagrams from an article, video, book, movie or other published work without giving credit to the author. Competitor's resource citation should be specific, accurate and honest. If contest officials confirm plagiarism, the contestant will automatically be placed last, with a notation on the scorecard to reflect such infraction.
3. No visual aids may be used.
4. No coaching from parents or coaches during the speech. Once the individual has started their speech, they may not receive assistance from any coach, parent, audience member, or other person. The penalty for violating this rule is disqualification.
5. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
6. A public address system will NOT be used during the contest, but a podium will be provided.
7. During the competition, the contestants may introduce themselves by name, extension unit and speech topic.
8. Speeches should be 7-10 minutes in length. Three points will be deducted from the total score on the judge's score sheet for every minute (or fraction of a minute) under 7 minutes or over 10 minutes. After the individual has been introduced by the superintendent, the time will start once the contestant begins to speak.
9. Contestants should cite their major reference materials at the end of their speech. This time will not be counted in the allotted time.
10. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestants should repeat the question, and then answer it.
11. Contestant order will be determined prior to the contest and announced on the Panorama schedule.
12. Contestants may use video their OWN presentations. It is the responsibility of the coach/speaker to set up and provide all necessary recording equipment.
13. No videoing or photographing of presentations is allowed during the contest, except by respective coaches or their designees, see rule XII.
14. Improper attire will be a violation and appropriate points deducted on the score card. Improper attire will be determined at the discretion of the judges. Business attire or dress appropriate to the speech is acceptable.
15. The judge will assign scores.
16. The judge's scores are final; however ties will be broken by the following order: 1) judge's accumulated delivery score 2) by the judge's accumulated organization score and 3) on the contest and accuracy scores.
17. The judge will consider the questions listed under each section. The points on the score card will be as follows:

## **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.
- II. The top individual is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver. Funding may be 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.

# 4-H Horse Public Speaking Contest Score Sheet

Name: \_\_\_\_\_

County: \_\_\_\_\_ Finish Time: \_\_\_\_\_

Title: \_\_\_\_\_ Start Time: \_\_\_\_\_

Address: \_\_\_\_\_ Total Time: \_\_\_\_\_

Age: \_\_\_\_\_ Years in 4-H: \_\_\_\_\_

**Ribbon Rating: B R W Placing: \_\_**

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

**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, 2024 but not yet reached their 19<sup>th</sup> birthday before January 1, 2024.
- II. Individual or Team contestants must be enrolled in the 4-H horse project.
- 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.
- VII. 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.
- 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.

### 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.
- II. The top individual is encouraged to participate at the 4-H designated National Contest held in conjunction with the Western National in Denver. Funding may be 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: \_\_\_\_\_

County: \_\_\_\_\_

Title: \_\_\_\_\_

Address: \_\_\_\_\_

Age: \_\_\_\_\_

Finish Time: \_\_\_\_\_

Start Time: \_\_\_\_\_

Total Time: \_\_\_\_\_

Years in 4-H: \_\_\_\_\_

**Ribbon Rating: B R W Placing**

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

**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, 2023 but not yet reached their 19<sup>th</sup> birthday before January 1, 2023.
- II. Individual contestants must be enrolled in the 4-H horse project.
- III. Contestants will compete individually.
- IV. Counties/Districts may enter as many individuals as they want.

### HORSE BOWL QUESTIONS

- I. Each individual may submit 2-4 questions for use at the contest. Questions must be in the proper format (see below) and should come from the official sources only including the reference source and page number.
  - a. Q. Questions?  
Answer- Source: name of book, page number
  - b. Categories include nutrition and feed, breeding/genetics/reproduction, anatomy, physiology and endocrinology, breed and breed associations, colors and markings, showing and show procedures, disease and unsoundnesses, parasites, horse judging/conformation/gaits, tack/equipment/housing
- II. 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. 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
  - c. Horse Industry Handbooks and updates – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - d. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - e. AQHA Rulebook. 2023. 71st Edition  
Online: <http://aqha.com/handbook>  
Only show rules will be used (SHW300-SHW712).
  - f. Kansas Youth Horse Judging Manual  
Online: <http://www.kansas4h.org/Controls/doc12576.ashx>
  - g. Equine Science – Rick Parker. Fifth Edition. ISBN-978-1-305- 94972-0; Published 2019
- III. TOSS-UP questions will be used and 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 contestants will be allowed out of the holding room until they are competing in their designated match. After their match is over, the contestant may remain in the contest room until the next round begins.

### PROCEDURES OF PLAY

- I. Match Procedures
  - a. Each match will consist of 20 toss-up questions.
  - b. 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.
  - c. Contestants may not discuss any question with any other contestants during the match.
  - d. The moderator will continue reading questions until all questions have been asked.
  - e. 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.
  - f. 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. Contestants are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
  - b. The question packet is opened by the moderator.
  - c. 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.
  - d. 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 contestants and the moderator will re-read the question.
  - e. If the answer to a question, whether read to completion or not, is incorrect that same question will be turned over to the other contestants. **The moderator will re-read the question for the other contestants to answer. If answered correctly, they will receive the credit. No penalty will be given for an incorrect answer.**
- III. Completing the Contest
  - a. Following the final question, the four (4) individuals with the highest number of questions answered shall move on to the next round.
  - b. In the event of a tie, three (3) additional toss-up questions will be asked. If a tie still remains after overtime, those contestants will move on to the next round
  - c. Once a moderator has declared the winners based on scores, there shall be no protest.



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

## **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 contestant coach from the contest area.
    - ii. Dismissal (or replacement) of any team contestant.
  - 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 contestant. No deductions for incorrect answers.

## **AWARDS**

- I. The exact procedure to be followed will be determined by the number of contestants participating and the time allocated for the contest.
- II. Prizes are awarded to the top eight (8) contestants (placing 1<sup>st</sup> through 8<sup>th</sup> place) based on the number of questions youth answered for all rounds.

### **Please note the following rules regarding electronic devices:**

**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.

# 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 19<sup>th</sup> birthday before January 1, 2023.
- II. Contestants must be enrolled in the 4-H horse project.
- 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. 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
  - c. Horse Industry Handbooks and updates – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - d. Horse Smarts – American Youth Horse Council. 1 Gainer Rd, McDonald, NM 88262  
Phone: (800) 320-2005 or  
Online: <http://www.ayhc.com/shop>
  - e. **AQHA Rulebook:**  
**2023 71st edition**  
**<http://aqha.com/handbook>**  
**Only show rules will be used (SHW300-SHW712).**
  - f. Equine Science – Rick Parker. Fifth Edition. ISBN-978-1-305- 94972-0; Published 2019

## **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:**

**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.

# **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 14<sup>th</sup> birthday before January 1, 2024.
- II. Contestants must be enrolled in the 4-H horse project.
- 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: \_\_\_\_\_

County: \_\_\_\_\_

Title: \_\_\_\_\_

Age: \_\_\_\_\_

Finish Time: \_\_\_\_\_

Start Time: \_\_\_\_\_

Total Time: \_\_\_\_\_

Years in 4-H: \_\_\_\_\_

## Ribbon Rating: **B R W**    Placing:

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

**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 14<sup>th</sup> birthday before January 1, 2024.
- II. Contestants must be enrolled in the 4-H horse project.
- 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><b>Introduction (10 pts)</b></p> <ol style="list-style-type: none"> <li>1. Did the introduction serve to create interest in the subject?</li> <li>2. Was the introduction short and to the point?</li> <li>3. Was a catchy title used?</li> </ol> <p><b>Organization (25 pts)</b></p> <ol style="list-style-type: none"> <li>1. Was only one main idea presented?</li> <li>2. Did the discussion relate directly to the step as it was shown?</li> <li>3. Was each step shown just as it should be done in an actual situation?</li> <li>4. Could the audience see each step?</li> <li>5. Were materials/equipment carefully selected, neatly arranged and well organized?</li> <li>6. Were charts/posters used if and when necessary?</li> <li>7. Were key points of each step stressed?</li> </ol> <p><b>Content &amp; Accuracy (25 pts)</b></p> <ol style="list-style-type: none"> <li>1. Were facts and information accurate?</li> <li>2. Was there enough information?</li> <li>3. Were approved practices used?</li> <li>4. Was credit given to sources of information, if appropriate?</li> <li>5. Was content appropriately related to the horse industry?</li> </ol> <p><b>Stage Presence (10 pts)</b></p> <ol style="list-style-type: none"> <li>1. Was speaker neat and appropriately dressed?</li> <li>2. Did speaker look at and talk directly to the audience?</li> <li>3. Was the presentation too fast or slow?</li> <li>4. Did speaker seem relaxed and at ease?</li> </ol> <p><b>Delivery (15 pts)</b></p> <ol style="list-style-type: none"> <li>1. Did the presenter appear to enjoy giving presentation?</li> <li>2. Did speaker have appropriate voice control?</li> <li>3. Were all words pronounced correctly?</li> <li>4. If notes were used, was it done without detracting from the speech?</li> <li>5. Did speaker seem to choose words at the time they were spoken (avoid a memorized or read-type delivery)?</li> </ol> <p><b>Effect on Audience (5 pts)</b></p> <ol style="list-style-type: none"> <li>1. Did audience show an interest in the presentation?</li> <li>2. Could audience go home and carry out the idea?</li> </ol> <p><b>Conclusion (10 pts)</b></p> <ol style="list-style-type: none"> <li>1. Was the conclusion short and interesting?</li> <li>2. Were the key points briefly reviewed?</li> <li>3. Did the conclusion properly wrap up the speech?</li> <li>4. Could the speaker handle questions easily?</li> </ol>	

**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.