

2010 NEW JERSEY STATE 4-H DOG BOWL COMPETITION

- WHEN:** Sunday, February 7th
- WHERE:** Burlington County Human Services Facility, 795 Woodlane Road,
Westhampton NJ 08060
- START TIME:** Registration will begin at 10:00 a.m.
- OPEN TO:** 4-H Members - Grades 4 thru 13
- ENTRIES DUE:** January 27, 2010 (fax entries will be accepted if they have been
typed and fees and hard copies are received by February 1, 2010
Fax: (856) 234-1081
- MAIL ENTRIES TO:** Dottie Allen, 25 Beth Drive, Moorestown, NJ 08057
(856) 234-6117
- QUESTIONS:** Prior to the Event: Dottie Allen (856) 234-6117
Day of Event: Dottie Allen (856) 220-7634
or Allison McGuigan (856) 220-7635
- ENTRY FEES:** \$20.00 per team, \$5.00 per individual
- LATE FEES:** \$5.00 per team or individual
- CHECKS:** Made Payable to: **NJ State 4-H Dog Show**
- SPONSORSHIP:** None required, but greatly welcomed
- AWARDS:** Top (4) Junior & Senior Teams Overall
Top (10) Junior & Senior High Individuals
- FOOD:** *Teams may bring coolers with them with refreshments. Lunch items can be pre-ordered by sending the form with payment with entries*

2010 Dog Bowl Committee: Dottie Allen, Kathy Murarik, Chris Smolka, Dawn Del Buericio,
Jennifer Pryor, Rivi Israel, and Kristen Smith

NEW JERSEY STATE 4-H DOG BOWL

OBJECTIVES

The objective of the 4-H Dog Bowl competition is to provide an opportunity for youth enrolled in 4-H to demonstrate the breadth of their knowledge and understanding of canine science and management.

CONTEST REGULATIONS

Contestants and Eligibility

1. Counties are invited to enter as many teams as they wish. A team consists of a minimum of three (3) and a maximum of four (4) contestants. Individual competitors will be combined by a random drawing with other counties lacking a full team or with other Individuals to make a new team where possible, on the day of the event. Each County will be allowed only ONE Three member team per age group.

There will be an entry fee of \$20 per team of three (3) or four (4) players and \$7 per individual. Entries postmarked or faxed after the due date will be assessed a post-entry fee of \$5 per team or individual entered. Entries received after the due date will not be listed in the event program.

Payment and original forms signed by the County 4-H Agent/Program Associate must be sent to
Dottie Allen
25 Beth Drive,
Moorestown, NJ.
Ph: 856-234-6117 Fax: 856-234-1081

Mail or fax entries by January 27

2. Each team must have an adult coach and a team captain. Each county is also responsible for a minimum of (2) volunteers per team to help during the contest. Coaches **may not** be chaperons, but other leaders, parents and Extension Agents may be.
3. All NJ 4-H Dog Project or Seeing Eye Project members are eligible to compete in the State Dog Bowl (if they meet the outlined eligibility requirements below) regardless of their previous experience in past Dog Bowls, i.e., winning team members from previous years or competitions can compete again this year. **Contestants must be enrolled in a 4-H Dog or 4-H Seeing Eye project as of January 1 of the current year in the county they are representing, and be a club "Member in Good Standing":**
 - Have an updated 4-H record book as of February 1, 2009
 - given a club, county, or state 4-H presentation within the 4-H year
 - attended 70 % of their club meetings
4. Senior members are Grade 9-13; Junior members are Grade 4-8. Grade is determined by the grade in which the member is enrolled the September prior to the event.
5. Members who have competed in any official post secondary (collegiate) Dog Bowl contest are not eligible to compete in this contest.

6. **For the safety and well being of our participants, all competitors must fill out and have signed by their parent/guardian a “NJ 4-H Event Permission Form for Youth.” Completed forms must be brought to the event for a child to participate. Any adult volunteer or parent attending the event must also sign the event permission form for adults and abide by the behavior policy.**
7. **FOOD – Breakfast foods, drinks, snacks will be available for purchase at this site. Lunches may be ordered and sent in with payment with entries. It is suggested that lunches, snacks and drinks brought by counties be in a cooler or box labeled with the County name prior to the start of competition.**
8. Entry into the playing rooms may only take place between matches and rounds. Once any spectator (parent, coach, leader, visitor, 4-H'er) has entered a playing room, he/she must remain until the match is completed. If a parent/coach has teams competing in both rooms, he/she must decide which contest they will observe. **THERE WILL BE NO EXCEPTIONS!!!** Upon completion of a match, players will exit to a “Post Round” room to study for the next round.
9. Once competition begins, team members will have no contact with any adults other than the assigned chaperons and contest officials.
10. Cell phones, tape recorders or any other electronic devices including music players and games will not be allowed in the study rooms or in the possession of any participant on the day of the contest.
11. Adults will not be permitted to enter the playing rooms with recording devices (audio, video, etc.) and cell phones.
12. Copying of the questions via electronic means or writing by hand is not permitted during the competition.
13. All participants, coaches, parents and spectators are expected to abide by the “NJ 4-H Code of Conduct.” Anyone in violation will be asked to leave the event grounds immediately, and further action may be taken if necessary.
14. Failure to abide by the above regulations may result in the forfeiture of any team/individual awards and/or participation in the event.
15. Equipment failure
 1. It shall be the responsibility of the moderator to assure each contestant that all equipment is operating correctly at the start of each match. Back-up units will also be available.
 2. If the device being used ceases to function during a match or is believed to be malfunctioning, a “time out” may be called by any contestant, the staff, or by either coach.
 3. If after checking it and it is determined that there is an equipment malfunction/failure the faulty part(s) or unit will be replaced and play resumed.
 4. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.
 5. If both judges or one judge and the moderator deem it advisable, points awarded for the two (2) questions asked immediately prior to determination of the equipment failure, may be recalled and two (2) additional questions used.
 6. Under no conditions shall there be a replay of match in which there was an equipment failure.

Contest Questions

1. Questions will be distributed between the categories as noted on the enclosed cover letter and will be derived from the **OFFICIAL SOURCES ONLY**. *(See attached list for official references.)*
2. There will be several types of questions used.
 - A. One on one questions during the first half of play. One member of each team beginning with the number 1 and passing to the number next number until all questions have been answered. These one on one questions are worth 2 points if answered correctly, minus 1 point if answered incorrectly and minus 2 points if a competitor buzzes in, but fails to answer.
 - B. Regular questions, each worth (1) point, to which any member of either team may respond. These questions will count toward individual and team scores.
 - C. Toss-up questions, worth (1) point, and open for response by any member of either team. The only difference between a regular and a toss-up question would be that toss-up questions would have a bonus question attached to each and in general, would be somewhat more difficult than the regular question.
 - D. Bonus questions. A bonus question is worth 3 points. All parts of the bonus question must be answered before any points will be awarded. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the questions.

RULES FOR PROCEDURE OF PLAY

A. Order of Teams

Order of teams will be drawn at random. The same two teams cannot compete against each other in back-to-back rounds. The high scoring losing team in each round will be moved into the next round. After the high scoring loser is advanced, if the next round should yield an uneven number of teams, the second high scoring losing team will move into the next round.

B. Match Procedures.

1. Each match will be divided into two (2) halves based on numbers of questions. The first half will be a one-on-one competition and the second half will consist of regular, toss-up and bonus questions.
2. During the first half of the match, 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 player on each team, and passing to the number 2, 3, and 4 contestants of each team respectively until all the remaining questions have been asked. Each team member will be given an opportunity to respond to the same number of questions. The number of questions asked during the first half of the game will be evenly divisible by 4.
3. On teams consisting of (3) members only, at the beginning of each round, the Captain will draw a team member's number. That number will respond to the 4th contestant's question. However, those answers will only apply to team score, and will not count towards or against that member's individual score.

4. The point value of a corrected response to a question during the one-on-one half of play will be as follows:
 - a. correct response - 2 points (individual & team)
 - b. an incorrect response - loss of 1 point (individual & team)
 - c. A competitor buzzes in, but fails to answer loss of 2 points.
 - d. If both contestants to whom a question is addressed fail to signal an intention to answer in the 10 second allowed time, neither contestant or team shall lose or gain points.

5. During the second half of play, all correct responses to regular and toss-up questions will be worth 1 point, incorrect responses will result in the loss of 1 point, and all correct bonus questions will be 3 points with no penalty for an incorrect answer.

6. In order to encourage full team participation, bonus points will be awarded in each match to the teams where each team member has correctly responded to a question other than bonus questions. This bonus shall be worth 2 points to either team who qualifies. After having earned this team bonus once within a match, each team is eligible to earn additional bonuses of 2 points by repeating the process specified for team bonus awards.
 - a. In order to obtain these bonus points, each member of the team must have correctly answered a question.
 - b. No contestant will be credited with a second correct response until the first team bonus has been awarded.
 - c. **On teams with three players, the captain will draw a number to determine who will be the 4th person on the team for that round. The same player cannot be that 4th person two rounds in a row. Team bonus points can be achieved if the person designated “4TH person” in each one-on-one round gets their own question correct and the question intended for the 4th player. In the second half of play, the same designated person would have to get two questions correct to qualify for a team bonus.**

C. Starting the Contest-First Half of Play/One-on-One

1. Teams are assembled and seated at their respective panels, and each contestant is given the opportunity to check the equipment.
2. A team captain is designated, normally to be seated nearest the moderator or timer.
3. The question packet is opened by the moderator.
4. The moderator shall clearly indicate the start.
5. 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.

6. The moderator shall indicate, prior to the reading of each question, which two contestants are eligible to respond.
 - a. If any contestants other than the two designated contestants respond, that individual will lose two points and the team of that individual contestant will lose two points.
 - b. If any contestant responds more than twice to questions directed to another contestant, that contestant shall be replaced at the panel by the alternate, if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
7. There will be no bonus questions asked during one-on-one period.
8. If counties do not have a full (4) person team, the members will be seated in positions 1, 2, and 3.

D. Second Half Play/Regular and Toss-up Questions

1. The moderator shall indicate clearly the start of the regular and toss-up play.
2. The moderator reads the first questions (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates the buzzer.
 - a. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have **five (5)** seconds after having been recognized by the moderator to begin the answer to the question.
 - 1) The repeating of the questions by the contestant shall not be considered the initiation of the answer.
 - 2) It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 10-second period.
3. If the answer to any question, whether read to completion or not, is incorrect, the question shall **not** be repeated for the opposing team.
4. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither loss of points nor awarding of points to either team.
 - a. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
5. If the answer to a question is begun during the 10-second allowable time and the answer is incorrect, that team and individual lose the point associated with that question.
 - a. If a member of a team activates a buzzer and an answer has not been started within the 10-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer.
 - b. If a bonus question is attached to an incorrectly answered toss-up question or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question.

6. If the question is correctly answered within the 10-second time limit, the team and individual score (1) point.
 - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer.
 - b. Successful completion of the answer will result in that team being awarded 3 points for bonus question.
 - c. All parts of the bonus question must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
 - d. Failure to answer a bonus question results in no penalty (loss of points) to the team.
 - e. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
7. If a contestant should respond to a question before being acknowledged by the moderator, the contestant and team will automatically be penalized one point, and the question will be forfeited.

E. Completing the Contest

1. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
2. **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 constant. Once a question has been replaced that new question will remain for the rest of the round.**
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. In the event of a tie after the designated number of questions, (5) additional regular questions will be asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a 1-point advantage) will be declared the winner.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.
7. All decisions of judges, score-keepers, referee-timers and the committee are final.

F. Protests of Questions and/or Answers

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

2. A protest of a question or answer to a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
3. When a protest is made, play will be stopped until the protest is resolved. A 1-point penalty will be assessed if the protest is not upheld.
4. To sustain a protest, at least two members of the designated judges' panel must agree, to keep or replace a question or to determine the validity of an answer.
5. If the protest is sustained by the officials, the moderator and/or the score keepers will take one of the following actions:
 - a. If the question is determined by the officials to be a poor question, it will be replaced and open to a specific chair on each team or to all contestants seated at the game table, depending on the type of questions (one-on-one or open).
 - b. If the answer to the question received a call for verification, the designated judges' panel will determine the validity of the answer. Points will then be awarded or subtracted as appropriate.
 - c. If a question is protested after an answer is given, it is the responsibility of the team protesting, to show the judges any other verifiable answer in the approved sources. The designated judges' panel will then determine the validity of the protested question. If the validity of the question is allowed, points will be awarded or subtracted as appropriate. If not, the question will be replaced
6. In this competition, every effort will be made to be fair and courteous and understanding to the contestants and the coaches.
7. Abuse of this protest provision by any contestant or coach, will result in one or more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of any contestant from the competition.
 - c. Dismissal of an entire team from the competition, with forfeiture of points or standing replaced.
8. Spectators, Parents and Visitors may not protest any question, answer or procedure.
9. Any contestant, coach, family member, friends or spectators exhibiting unsportsmanlike conduct, behavior or actions detrimental to the contest, or unethical behavior will be subjected to dismissal from the immediate contest area.
10. No source of information is infallible. There may at times be answers given to questions which are in agreement with the recommended sources which are in fact erroneous. 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 and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
11. Protests not covered in this document will be referred to the Eastern States National 4-H Round-Up rules.

Awards

A. Team Awards

1. Each member of the top four (4) teams overall (in both Junior and Senior divisions) will receive ribbons.
2. Trophies will be given to the high Junior and high Senior team members overall.

B. Individual Awards

1. Scores will be kept for each individual contestant. Ribbons will be presented to the top ten (10) individuals overall in both the Junior and Senior divisions. The High Senior Individual Overall and High Junior Individual Overall will receive a trophy.
2. Two teams comprised of 6-8 high scoring individuals from the losing teams of the first two rounds will be formed to compete against each other in the third round only. This will allow outstanding 4-H'ers on the losing teams from the first two rounds, the chance to be eligible for individual awards.
3. The high three (3) match scores for each individual will be used in cases where individuals participate in more than three (3) matches.
4. **Ties for individual awards will be broken on the basis of: first - high average score for the entire contest (total score divided by the number of rounds that individual played); second - high individual round score; and third - total number of points earned in the contest.**

2010 NEW JERSEY STATE 4-H DOG BOWL COMPETITION

ENTRY CHECK LIST

The following information is required at the NJ Dog Bowl committee by **January 27** in order for your county entry to be considered complete and your team entered -

A Faxed Copy or Mailed Original of:

_____ Jr. Team Registration Form with Agent/Program Associate Signature

_____ Sr. Team Registration Form with Agent/Program Associate Signature

_____ Finance Sheet

_____ A check for the appropriate fees made payable to “_____”

The following must be brought to the event on the day of the State 4-H Horse Bowl:

_____ A Completed & Signed “*NJ 4-H Event Permission Form for Youth*” (4H 104) for Each Team Member Participating **

_____ A Completed & Signed “*NJ 4-H Event Release/Agreement Form for Adults*” (4H 103) for each team coach, parent and chaperone attending the event.

**** 4-H'ers WHO DO NOT HAVE A SIGNED FORM WILL NOT BE ALLOWED TO PARTICIPATE THE DAY OF THE CONTEST. THERE WILL NO EXCEPTIONS.**

DIRECTIONS TO BURLINGTON COUNTY HUMAN SERVICES FACILITY

795 Woodlane Road, Westampton, NJ 08060

From the New Jersey Turnpike

Exit 5 - after the toll, turn right onto Rte 541 South to Mt. Holly. Go 1.3 miles. Just before the 2nd light take the right hand ramp at "Burlington County Complex" sign. Turn right onto Woodlane Rd. / Rte. 630 West. At 1st light turn right onto Human Services Drive. Use Main Entrance.

From Route 295 (NORTH-bound)

Exit 45A/ Mt. Holly - onto Rancocas Road. Go 1 mile, at the 3rd light turn left onto Irick Road. At next light, turn right onto Woodlane Rd. /Rte. 630. At the second light turn left onto Human Services Drive. Use Main Entrance.

From Route 295 (SOUTH-bound)

Exit 47A - Turn right onto Rte. 541 South to Mt. Holly. Proceed past NJ Turnpike entrance. Go 1.3 miles. Just before the 2nd light take the right hand ramp at "Burlington County Complex" sign. Turn right onto Woodlane Rd. /Rte. 630 West. At 1st light turn right onto Human Services Drive. Use Main Entrance.

From Route 206 (at Esquire Diner)

Rte. 206 - Turn on Rte. 537 towards Mt Holly. At the 2nd light turn right onto Woodlane Rd. /Rte. 630. Go straight 2-1/2 miles - through 2 lights. At 3rd light turn right onto Human Services Drive. Use Main Entrance.

From Route 38 (Mt. Holly Bypass at Shell Gas & Carpet Store)

Rte. 38 - Turn on Mt. Holly Bypass/Rte. 541 North. At 3rd Light (Taco Bell) turn left. At 1st light take jug handle onto Woodlane Rd. Rte. 630 West. (You must cross Woodlane Rd to take jug handle for left hand turn). Cross Rte. 541. At 1st light turn right onto Human Services Drive. Use Main Entrance.

From Route 130 (in Burlington)

Rte. 130 - Turn on Rte. 541 East in Burlington .Continue straight for 4 miles. Proceed past NJ Turnpike entrance. Go 1.3 miles. Just before the 2nd light take the right hand ramp at "Burlington County Complex" sign. Turn right onto Woodlane Rd. /Rte. 630 West. At 1st light turn onto Human Services Drive. Use Main Entrance.

From Route 130 (in Cinnaminson)

Rte. 130 North - Turn right just before Arby's onto Beverly-Rancocas Rd. to Mt. Holly. Continue straight 5.6 miles. Turn left at 3rd light after Rte. 295 entrance (Irick Rd.). At next light, turn right onto Woodlane Rd. /Rte. 630. At the second light turn left onto Human Services Drive. Use Main Entrance.

From Red Lion Circle (Rte. 206 and Rte. 70)

Take Rte. 206 North. Cross Rte. 38 and continue to next light. Turn left onto Rte. 630 West towards Mt. Holly. Continue straight. Cross over Rte. 537 and Rte. 541. At 1st light turn right onto Human Services Drive. Use Main Entrance.

From Medford (Rte. 541)

Take Rte. 541 North (Stokes Road) crossing Rte. 70. Continue North to Lumberton. Make a left onto Rte. 541 North/Mt. Holly Bypass 1/4 mile North of Lumberton. Cross Rte. 38 and turn left at 3rd Light (Taco Bell). At 1st light take jug handle onto Woodlane Rd. /Rte. 630 West. (You must cross Woodlane Rd to take jug handle for left hand turn). Cross Rte. 541. At 1st light turn right onto Human Services Drive. Use Main Entrance.

JUNIOR DIVISION

REGISTRATION FOR 2010 NEW JERSEY STATE 4-H DOG BOWL CONTEST

The following members will represent _____ County at the competition on February 7, 2010.

Registration is Due No Later Than January 27th. Please give COMPLETE mailing address, phone number, birth date and grade in school as of September of 2009.

	Name	Address	Town/State	Zip	Phone	Grade	Birth date
Captain							
Player 2							
Player 3							
Player 4							
Individual							
Individual							
Coach							

I verify that the above 4-H' ers are "Members in Good Standing" and meet all the required criteria.

4-H Agent/Program Associate Signature

Date

SENIOR DIVISION

REGISTRATION FOR 2010 NEW JERSEY STATE 4-H DOG BOWL CONTEST

The following members will represent _____ County at the competition on February 7, 2010.

Registration is Due No Later Than January 27th. Please give COMPLETE mailing address, phone number, birth date and grade in school as of September of 2009.

	Name	Address	Town/State	Zip	Phone	Grade	Birth date
Captain							
Player 2							
Player 3							
Player 4							
Individual							
Individual							
Coach							

I verify that the above 4-H' ers are "Members in Good Standing" and meet all the required criteria.

4-H Agent/Program Associate Signature

Date