

2026

NORTHERN NEW MEXICO

4-H DISTRICT

CONTEST HANDBOOK



BE BOLD. Shape the Future.

**College of Agricultural, Consumer
and Environmental Sciences**

Cooperative Extension Service

Extension 4-H Youth Development

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GENERAL REGULATIONS AND INFORMATION

Participation

Any 4-H member who has passed his or her 9th birthday, but who has not passed his or her 14th birthday prior to January 1st of the current 4-H year. Members must be enrolled in the project or activity in the contest program entered, or as stated. Members must have participated in county contests, or in supervised training to be eligible for Northern District Contests.

All 4-H members must be pre-registered to be eligible to participate in Northern District Contests.

General Eligibility

Previous District winners are eligible in any contest. There are two age categories in all contest areas:

Novice: Ages 9 through 11. A 4-H member must have passed his/her 9th birthday or be 8 years old and in third grade but cannot be in the 6th grade and have passed his/her 12th birthday prior to January 1st of the current 4-H program year.

Junior: Ages 12 through 13. A 4-H member must have passed his/her 12th birthday or be 11 years old and in the 6th grade but cannot be in 8th grade and have passed his/her 14th birthday prior to January 1st of the current 4-H program year.

4-H members, selected by the counties, who are currently enrolled in 4-H, and who are classified in the novice or junior age category of the current 4-H year.

Dropping Contests

If a contest has only two counties participating for two consecutive years, the contest will be reviewed to determine if it should be dropped.

Entering a Contest

Day 1: AM Contests: Contestants may enter as many contests that can reasonably be completed in the two-and-a-half-hour time limit of 10:00am to 12:00pm during the morning of Day 1. Contests are Entomology, Horticulture, Livestock Skill-a-thon, Wildlife, Meats, Hippology, Consumer Decision Making and FCS Skill-a-thon.

Day 1: PM Contests: Each 4-H member may enter no more than one (1) contest during the first day afternoon. Contests are Livestock/Horse Judging, Fashion Revue and Favorite Foods.

Day 2 Contests: Each 4-H member may enter no more than one (1) contest on the second day (Livestock/Horse Judging and Talent).

Day 2: Open Contests: Contestants may enter as many contests that can reasonably be completed in the two-and-a-half-hour time limit of 8:30 am to 11:30 pm during the morning of Day 2. Contests are Livestock Skill-a-thon, Meats, Hippology, Consumer Decision Making Presentations, Impromptu, Prepared Speech, Poetry and Consumer Decision Making.

Each Judging Contest will allow two novice and two junior teams (maximum of 8 members per age division) per county to participate.

Exceptions to contest limits:

- A. Favorite Foods – 4 Novice and 4 Juniors per county
- B. Impromptu – 4 Novice and 4 Junior individuals per county
- C. Prepared Public Speaking – 4 Novice and 4 Junior individuals per county
- D. Presentations – 4 Novice and 4 Junior individuals/teams per county
- E. Talent Review– 2 Novice and 2 Junior individuals/teams per category, per county
- F. Fashion Review – 2 Novice and 2 Junior entries per category, per county

Score Sheets

Return score sheets to extension agents after the Contest Awards Assembly.

Host County Responsibilities

The host county will provide all counties with information regarding food lodging, facilities, location map and other information.

Additional information for all Judging Contests

A team consists of three or four members. Team scores will be the sum of the three highest placing individuals of the team. A junior team may be mixed ages, novice and junior. A novice team must be novice age members only. Novice contestants may enter a junior contest, but a junior may not participate in a novice contest as a team member. Mixed teams become juniors.

If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

If there is only one judging team or individual present, the contest will still be held for individual competition only.

Livestock Judging and Horse Judging Contests will rotate between Day 1 and Day 2 of the Northern District Contest schedule on an annual basis.

No materials may be used in the contest other than pencil and paper.

Cheating

Any individual caught talking to, comparing notes with, or exchanging information with anyone other than the group leader or contest superintendent will be disqualified from the entire contest no matter at what point in the contest.

Ties

Ties will be broken on individual total reasons score. If there is still a tie between reasons scores, then the winner will be decided by a flip of the coin.

REGISTRATION FEES

1. The Northern 4-H District Committee will determine the registration fee based on anticipated costs.
2. Cost Summary sheet is available on the Northern District Contest website.
3. Insurance costs will be included in the registration fee and the Committee will insure the event on contest days only.
4. All Northern 4-H District Contest registration money will be deposited on campus in an index number created for Northern 4-H District Contest the committee will handle payments.

SUPERINTENDENTS GUIDELINES AND RESPONSIBILITIES

All counties are to assist, when requested by a contest superintendent, by locating and bringing judges for Clothing Revue, Public Speaking and Presentation. 4-H Agents should assess the abilities and expertise of the parents/leaders attending the contest and submit names of possible judges who would like to volunteer to the host county.

Time limits and specific regulations are to be followed in all areas and for all age groups.

All superintendents are to bring an adequate supply of judging sheets, scorecards, cut cards, etc., for the number of members entered in their contest.

4-H Clothing Revue entries must have a commentary sheet attached to the entry, as well as the name, clothing unit and county attached. Patterns for clothing projects, which use the project pattern, do not need to be attached to the entry. 4-H Clothing projects, which use a commercial pattern, should have the pattern attached to the entry.

The host counties will be responsible for providing senior 4-H members to be commentators and for providing a stage or staging area for the Fashion Show. The host county will also decorate the stage.

Provide timers.

Seat judges in different areas.

Inform judges of time guidelines and provide them with specific judging sheets as listed in the contest handbook. One sheet per contestant per judge.

Superintendents should introduce each contestant *or secure a senior 4-H member to make introductions and* establish a tie breaking section of the score sheet in advance.

Except as noted in the specific contest rules, a team will consist of three or four members. Four member teams will consist of three members and an alternate. The low scoring individual on four member teams when scores are added automatically becomes the alternate and his or her score will not be counted for the team total. On three member teams, all three will count.

When enough members are not available to make a team, individuals may be entered. Novice individuals may be used to complete junior category teams, but juniors cannot be put on novice teams.

No one is to be in the contest room until the superintendent and judges are present and the contest is open.

CONSUMER DECISION MAKING CONTEST

Purpose:

- A. To assist 4-H members in learning to make wise consumer decisions, considering specific factors (situation, time, money, other resources).
- B. To provide the opportunity for 4-H members to advance in the decision making process by formulating reasons for their decisions and expressing them orally.

Eligibility:

The general rules for participation and eligibility apply. Member may be enrolled in any 4-H project.

General Information:

1. Each county is allowed to bring four teams to the district contest. The teams may be two novice and two junior teams. Novice teams may be novice age contestants only. Junior teams may be mixed ages, novice and junior age contestants. Junior contestants may not participate as a member of a novice team.

A team consists of three or four members. The team score will be the total of the three highest placing individual scores of the team. If a county does not have at least three members to make a team, they may bring individuals to compete for high point individual awards only. A maximum of sixteen participants per county may participate.

2. A Total of four classes will be judged. The selection criteria will be taken from the information provided in the Consumer Decision Making Handbook (200 H-12 (R-97)).
3. A total of four items will make a class. Members will judge the class based on the problem or situation given. 4-H Placing Card, 200.D-9, will be used.
4. The novice age group will give one set of oral reasons; the junior age group will give two sets of oral reasons for designated classes. NOTES MAY BE REFERRED TO DURING REASONS PRESENTATIONS, but 3 points will be deducted from the oral reasons score for someone using notes excessively.

As the contestants place the class, they should make a set of notes to help recall details. Contestants are allowed to take their notes with them when they give reasons. However, notes may only be used as a cue card and not read to the judge. Score sheet for Oral Reasons, 300.D-8, will be used. Two minutes are allowed to present reasons to the judge. A maximum of five points will be deducted for going over the time limit. Excessive use of notes will result in a three-point penalty.

5. Contestants will be given 8 minutes for placing and preparing the reasons for the class. Each class placed correctly is 50 points. Penalty cuts (decreasing points) will be figured using a Hormel Card for incorrect placing.
6. There will be no talking, copying, or comparing notes or scores. Contestants may only confer with the contest superintendent. Fifty (50) points will be deducted from the team's

score for talking in the reasons holding area for each incident. The second reminder for a contestant will result in the disqualification of that contestant's scores.

7. Contestants need to make sure their number, name, class, and placing is on their card. If this information is missing, the contestant will receive a zero for that card.
8. Notes must be turned in with the placing card to the contest superintendent. No one will be permitted to examine the 4-H contest areas before the scheduled event. Once a contestant leaves the contest area, they will not be allowed to return. All classes must be judged and reasons given before a contestant leaves the contest

Awards:

First through fifth place ribbons will be awarded the winning team members and high point individuals. Medals will go to the first-place teams and high point individuals.

Tie Breakers:

In the case of a tie, the total score will be used to break the tie on the team and individual overall. A tie on reasons score will be broken by the lowest placing scores on reasons classes. If there is a zero in the placing classes of one of the contestants, the contestant automatically loses the tie. If there is still a tie, the breaker moves to the predetermined classes.

Oral Reasons - 50 points possible

In this contest contestants will be giving reasons for why they think the items should be placed first, second, third and fourth based on the situation statement and standards. They will have two minutes to present their reasons to the judge. They may not need the full two minutes.

The key to success in giving reasons is practice. This is the only way to develop a good, smooth delivery. Do it aloud, with someone listening. Give reasons pleasantly and make them easy to understand. The contestant must have a clear mental picture of the entire class and the differences between the items to tell why they placed them as they did. Remember the decision is based on both the situation and the standards.

Contestants are allowed to take a note card in with them when they give reasons, but only use it as a cue card, if necessary. They should not read their notes to the judge.

Good organization make a set of reasons easy to follow. One way to organize reasons is to divide the class of our items into three pairs: a top pair, a middle pair, and a bottom pair. Here is a basic outline for a set of reasons. Suppose you place it 3, 1, 4, 2.

Stand straight and speak directly to the judge. Speak so that you can be easily understood. Begin by stating your contestant number, what class of articles was being judged and how you placed them.

First is the introduction. Give your contestant number, the name of the class and how you placed it. For example, *"Good afternoon, I am contestant number 7A. I placed this class of toys 3, 1, 4, 2."*

Next, present your reasons. Tell why one product was placed over another. Present reasons using pairs.

Top Pair

Tell the most important reasons for placing the top choice first. *"I placed number 3, the puzzle first because it is appropriate for an eight year old who has no brothers or sisters."* These characteristics were mentioned in the situation statement.

"Although I placed toy 3 first because the price and educational value were the most suitable of the situation, I grant the puzzle has many small pieces that could be easily lost."

Give reasons for placing the first choice over the second choice using comparative terms. *"I place number 3, the puzzle, over number 1, the large push truck, because the boy is too old for the push toy and the puzzle would be more challenging."* Make your comparison as complete as possible.

If the second choice has any advantages over the first choice, grant them at this time. *"I realize the push truck could be used repeatedly, however, the puzzle is the best choice for this situation."*

Continuing....

Use the same procedure on the middle and bottom pairs as on the top pair. Introduce these two pairs by saying, *"In the middle pair, I placed number 1 over number 4 because*

and in the bottom pair, I placed 4 over 2 because "

Middle Pair

Give reasons for placing the second choice over the third choice. Grant the third choice if it has any advantages over the second.

Bottom Pair

Give reasons for placing the third choice over the last choice. Grant the last item if it has any advantages over number three.

Closing statement

Repeat the name of the class and order of placing. *"These are my reasons for placing this class of toys, 3,1,4,2."* The official judge may ask questions about the class. Answer them correctly as possible.

Terminology

Learn to use the proper terms for comparison when organizing a set of reasons. Avoid such words as good, nice, and better. They are too general for comparison. Be specific, avoid the term "I like." Use specific terms that relate to the standards or the situation rather than personal preferences. Make reasons short and definite.

Example of Oral Reasons

The following example illustrates an entire set of reasons for a class of lamps:

"I am contestant number 10B and I placed this class of lamps for studying, 2,4,3,1."

Tell the good points of the lamp you placed first.

"I placed number 2 first because the design, sturdy construction, and color are suitable for the given situation. The shade is shaped to distribute a maximum amount of light for the task of studying. The base is solid and flat to prevent tipping, and the 150 watt bulb is adequate for the tasks. I consider the construction of this lamp superior to that of the other lamps."

Next, compare the top pair or the first-place lamp with your second place lamp.

"I placed number 4 over number 3. Number 4 is taller than number 3, which allows it to shed light over a large surface. It also has a higher wattage light bulb. I grant that number 3 is a more appropriate color for the room."

Next, compare the bottom pair, or third and fourth place lamp.

"I placed number 3 over number 1 because number 3 had a shade that is open at the bottom and"

Tell why number 1 was placed last.

"I placed number 1 last because the high intensity lamp focuses an intense beam of light upon a small surface which could cause eyestrain when reading."

Let the judge know you are finished.

"For these reasons I placed the class of lamps 2,4,3,1."

Information for Contest Superintendents:

1. You will need at least 2 reason judges. One judge for each age group or scenario.
2. Remind 4-Hers of the rules as they enter and supply judging cards and pencils.
3. Be sure to spread your classes around the room to keep kids from bunching up.

References:

- New Mexico 4-H Consumer Decision Making
- 2025 study resources, found at: <https://nm4h.nmsu.edu/4h/conference.html>.
- 4-H Consumer Decision Making Contest Scorecard (30 D-8)
- Judging Event Scantron

Revised 2025.

Consumer Decision Making Contest Score Sheet for Oral Reasons

Contestant Name _____ **Novice** **Junior**

	Possible Score	Contestant Score
Accurate and clear statements Comparisons which justify placing Content accurate and factual	15	
Information Given Is there evidence of criteria being used and proper terminology Completeness of reasons- major points emphasized and use of grants	15	
Delivery Were the reasons organized with a structure of comparing pairs Did the contestant speak up Opening and Closing statements Poise and appearance of the Contestant	20	
Total Score	50	
A maximum deduction of 5 points for going over 2 minutes		
Final Score if there were deductions		

Consumer Decision Making Contest Score Sheet for Oral Reasons

Contestant Name _____ **Novice** **Junior**

	Possible Score	Contestant Score
Accurate and clear statements Comparisons which justify placing Content accurate and factual	15	
Information Given Is there evidence of criteria being used and proper terminology Completeness of reasons- major points emphasized and use of grants	15	
Delivery Were the reasons organized with a structure of comparing pairs Did the contestant speak up Opening and Closing statements Poise and appearance of the Contestant	20	
Total Score	50	
A maximum deduction of 5 points for going over 2 minutes		
Final Score if there were deductions		

ENTOMOLOGY

Purpose:

To provide the opportunity for 4-H members to increase and test their knowledge of insect identification.

Eligibility:

The general rules for eligibility will apply. Enrollment in the entomology project is not required.

General Information:

Each county is allowed to bring two novice and two junior teams to the district contest. A junior team may be mixed ages, novice and junior. A novice team may be novice age contestants only. The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

A team consists of three or four members. Team scores will be the sum of the three highest placing individuals of the team.

Novice Contest Guidelines

Novice contestants will identify 25 insects by their common name. Each correct name is worth 4 points - a total of 100 points possible. Twenty-five minutes will be allowed for identification.

Junior Contest Guidelines

Junior contestants will identify 25 insects by their common name and give their type of mouthparts. Each correct name is worth 4 points and each correct mouthpart is worth 2 points - a total of 150 points possible. Twenty-five minutes will be allowed for name identification and another twenty-five minutes allowed for mouthparts.

Awards:

First through fifth place ribbons will be awarded the winning team members and high point individuals. Medals will go to the first-place teams and high point individuals.

Tie-Breaker

1. Most correctly spelled names.
2. Most correct mouth parts ID.

Reference Materials:

A Field Guide to the Insects of America North of Mexico by D.J. Borror and R.E. White, 1970. Houghton Mifflin Company, Boston. (A Peterson Field Guide Series)

100 Common Insects of New Mexico by David Richman, Ph.D. and Carol Sutherland, Ph.D., 1987

"Making an Insect Collection," videotape #473, by Carol Sutherland, Ph.D., and David Richman, Ph.D. Produced by New Mexico State University Agricultural Information Department, 1986.

NOVICE INSECT IDENTIFICATION LIST

COMMON NAME

1. Ambush bug
2. American cockroach
3. Ant
4. Aphid
5. Assassin bug
6. Bark beetle
7. Blister beetle
8. Braconid wasp
9. Camel cricket
10. Centipede
11. Click beetle
12. Darkling beetle
13. Dermestid beetle
14. Dragonfly
15. Earwig
16. Flea
17. Flesh fly
18. German cockroach
19. Gossamer-winger
butterfly
20. Green lacewing
21. Honey bee
22. Horse fly
23. Jerusalem cricket
24. Ladybird beetle
25. Leaf-footed plant bug
26. Leafhopper
27. Long-horned beetle
28. Long-horned
grasshopper
29. Mantid
30. Mosquito
31. Noctuid moth
32. Oriental cockroach
33. Planthopper
34. Robber fly
35. Scarab beetle
36. Short-horned grasshopper
37. Silverfish
38. Sowbug
39. Sphinx mouth
40. Spider

41. Stink bug
42. Suckling louse
43. Swallowtail
44. Termite
45. Treehopper
46. Velvet ant
47. Vespid wasp
48. Walking stick
49. Water boatman
50. Waterstrider

CLASS

- A. Arachnida
- B. Chilopoda
- C. Crustacea
- D. Diplopoda
- E. Insecta

ORDER

- F. Acarina
- G. Araneida
- H. Anoplura
- I. Coleoptera
- J. Dermaptera
- K. Diptera
- L. Hemiptera
- M. Homoptera
- N. Hymenoptera
- O. Isoptera
- P. Lepidoptera
- Q. Neuroptera
- R. Odonata
- S. Orthoptera
- T. Scorpionida
- U. Siphonaptera
- V. Thysanura

METAMORPHOSIS

- Simple
Complete

MOUTHPARTS

- Chewing
Sucking

JUNIOR INSECT IDENTIFICATION LIST COMMON NAME

- | | | |
|-------------------------------|---------------------------------|-----------------------------|
| 1. Ambush bug | 49. Long-horned beetle | 93. Treehopper |
| 2. American cockroach | 50. Long-horned grasshopper | 94. Twigborer |
| 3. Ant | 51. Louse fly | 95. Velvet ant |
| 4. Antlion | 52. Mantid | 96. Vespid wasp |
| 5. Aphid | 53. Metallic wood-boring beetle | 97. Walkingstick |
| 6. Assassin bug | 54. Millipede | 98. Water boatman |
| 7. Blackswimmer | 55. Mosquito | 99. Water scavenger beetle |
| 8. Bark beetle | 56. Muscid fly | 100. Waterstrider |
| 9. Bee fly | 57. Noctuid moth | |
| 10. Black fly | 58. Oriental cockroach | <u>CLASSES</u> |
| 11. Blister beetle | 59. Picture-winged fly | A. Arachnida |
| 12. Blow fly | 60. Plant or leaf bug | B. Chilopoda |
| 13. Braconid wasp | 61. Planthopper | C. Crustacea |
| 14. Brush-footed Butterfly | 62. Pyralid moth | D. Diplopoda |
| 15. Camel cricket | 63. Robber fly | E. Insecta |
| 16. Carrion beetle | 64. Rove beetle | |
| 17. Centipede | 65. Sap beetle | <u>ORDERS</u> |
| 18. Chalcid wasp | 66. Scale insect | F. Acarina |
| 19. Checkered beetle | 67. Scarab beetle | G. Araneida |
| 20. Cicada | 68. Scoliid wasp | H. Anoplura |
| 21. Click beetle | 69. Scorpion | I. Coleoptera |
| 22. Cricket | 70. Seed bug | J. Dermaptera |
| 23. Damsel bug | 71. Short-horned Grasshopper | K. Diptera |
| 24. Damselfly | 72. Silverfish | L. Hemiptera |
| 25. Darkling beetle | 73. Skipper | M. Homoptera |
| 26. Dermestid beetle | 74. Snout beetle | N. Hymenoptera |
| 27. Diving beetle | 75. Soft-winged flower beetle | O. Isoptera |
| 28. Dragon fly | 76. Soldier beetle | P. Lepidoptera |
| 29. Earwig | 77. Sowbug | Q. Neuroptera |
| 30. Flea | 78. Sphecid wasp | R. Odonata |
| 31. Flesh fly | 79. Sphinx mouth | S. Orthoptera |
| 32. Geometer moth | 80. Spider | T. Scorpionida |
| 33. German cockroach | 81. Spider wasp | U. Siphonaptera |
| 34. Giant silkworm moth | 82. Stink bug | V. Thysanura |
| 35. Gossamer-winged butterfly | 83. Sucking louse | |
| 36. Green lacewing | 84. Sulfur butterfly | <u>METAMORPHOSIS</u> |
| 37. Ground beetle | 85. Swallowtail | Simple |
| 38. Halicid bee | 86. Syrphid fly | Complete |
| 39. Hister beetle | 87. Tachinid fly | |
| 40. Honey bee | 88. Termite | <u>MOUTHPARTS</u> |
| 41. Horse fly | 89. Tick | Chewing |
| 42. Ichneumon wasp | 90. Tiger beetle | Sucking |
| 43. Jerusalem cricket | 91. Tiger moth | |
| 44. Ladybird beetle | 92. Tiphiid wasp | |
| 45. Leaf beetle | | |
| 46. Leafcutting bee | | |
| 47. Leaf-footed plant bug | | |
| 48. Leafhopper | | |

NOVICE ENTOMOLOGY ANSWER SHEET

Contestant Number _____ County _____ Score _____

Each correct answer worth 4 points. Twenty-five minutes allowed.

Common Name

1. _____

14. _____

2. _____

15. _____

3. _____

16. _____

4. _____

17. _____

5. _____

18. _____

6. _____

19. _____

7. _____

20. _____

8. _____

21. _____

9. _____

22. _____

10. _____

23. _____

11. _____

24. _____

12. _____

25. _____

13. _____

JUNIOR ENTOMOLOGY ANSWER SHEET

Contestant Number _____ County _____ Score _____

Each correct name-4 pts, mouth part-2 pts. Twenty-five min. allowed-each part.

<u>Common Name</u>	<u>Mouth Parts</u>
1.	1
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.
11.	11.
12.	12.

JUNIOR ENTOMOLOGY ANSWER SHEET

<u>Common Name</u>	<u>Mouth Parts</u>
13.	13.
14.	14.
15.	15.
16.	16.
17.	17.
18.	18.
19.	19.
20.	20.
21.	21.
22.	22.
23.	23.
24.	24.
25.	25.

FAMILY AND CONSUMER SCIENCE (FCS) BOWL

The objective of the Family Consumer Science (FCS) Bowl is to provide 4-H members with an opportunity to demonstrate their knowledge in home environment, food and nutrition, clothing, consumerism, health and child development.

I. Eligibility

- A. 4-H Members may be enrolled in any 4-H Project
- B. Any novice or junior 4-H member can participate
- C. Each county is allowed to bring one novice and one junior team to the district contest. A junior team may be mixed ages, novice and junior.
 - 1. A novice team may be novice age contestants only.
 - 2. The county team score will be the sum of the three highest scores.
 - 3. A team consists of three or four members. Team scores will be the sum of the three highest placing individuals of the team.
 - 4. If a county does not have a team, they may bring individuals in each category.
 - 5. Individuals can compete only for high point individuals.

II. Equipment Needed

- 1. Game Panels An appropriate device shall be used which will provide a clear indication of the first contestant to respond to a question.
- 2. Time Recorders Two devices shall be used, one to measure total elapsed time with stop/start features and an accurate range of at least 20 minutes, and the other to measure response time in seconds and fractions of seconds.
- 3. Signal Device This signal device shall be used by the timekeepers and shall be such that it has a distinctly different sound than those associated with the panels.
- 4. Score Keeping Device This device may be a blackboard, flip chart, or an electronic/electric light display system.
- 5. Once teams are assembled and seated at their respective panels, each contestant is given a chance to check the equipment.
- 6. If equipment fails or malfunctions during a round, any contestant, the moderator, judges or coach, may call a time-out.
- 7. If, after checking it is determined that there is a malfunction, the faulty part(s) will be replaced and play resumed.
- 8. Scores accumulated up to the point of the time-out shall stand and all further points awarded during the match added or subtracted from this total. If judges or one judge and the moderator deem it advisable, points awarded for the question immediately prior to equipment failure may be recalled and an additional question used.
- 9. Under no condition shall there be a replay of a match where there was equipment failure.
- 10. Stopwatch or other appropriate time device.
- 11. Whiteboard or flipchart used to maintain team scores. This must be visible to contestants and, if possible, to spectators

III. Officials

- A. Superintendent
 1. Directs the contest
 2. Asks the questions
 3. Calls on contestants to answer
 4. Accepts or rejects answers with consultation from the judge (s)

- B. Timekeeper: monitors time intervals and designates when time of response has been exceeded and handles control of the game equipment. Neither the moderator nor should the judge be timekeeper.

- A. Score Keepers (2)

The main scorekeeper records the scores on scoreboard, so they can be seen by contestants and moderators.

An additional score keeper keeps track of the score on a paper in the audience. Winners will not be called until both agree.

- B. Judge(1-3)

Rules on the acceptability of answers, if the answer given does not match the answer on the card. Test bank question answers should be close to the answers on the card. One to three judges may rule on answers.

1. Parents that choose to watch the contest must remain in the room until the round is completed. Cell phones should be put silent. Parents cannot have any contact with youth until full contest completion.

IV. Questions & Rounds

- A. There are three types of questions:
 1. Head-to-Head – only the designated team member from each team may buzz in and respond.
 - B. 2. Toss-Up – any member of either team may buzz in and respond.

- The moderator reads all questions to their completion, or until a contestant activates a buzzer.
 - If the answer given is incorrect, the question will be repeated for the other Team.
 - In the event of a doubtful question, the judges or moderator may challenge them; and if there is unanimous agreement, may elect to discard the question with no loss or gain to either team.
- Rounds: A round consist of two halves
 1. Head-to-Head- which will consist of 20 questions
 2. Toss Up- which will consist of 20 questions
 - In the event that all contestants are individuals and there are no teams participating all 40 questions will be given as toss up style. With a break/point check in after 20.

- C. Scoring
 1. Head-to-Head –
 - Correct responses are + 2 points
 - Incorrect responses are -1 point

2. Toss-Up – any member of either team may buzz in and respond.
 - Correct responses are + 2 points
 - Incorrect responses are -1 point

V. Procedure of Play

A. Starting the Contest

1. Individuals will draw numbers to determine their position.
 2. The question packet is opened by the moderator.
 3. At the signal of the moderator or as the first question is started, time is begun.
 4. The moderator reads the first toss-up question (as with all succeeding questions) until the completion of the reading of questions, or until a contestant activates a buzzer.
 - If the 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 to begin the answer based on that portion of the question asked.
 - If the answer given is incorrect, the question will be read to completion for the other contestants to answer. If the question has been read to completion, it will not be read again, but other contestants will have the opportunity to answer.
- B.** At the completion of the reading of a question or when a buzzer is activated, five (5) seconds are permitted in which to begin answer.
1. The repeating of the question 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 five-second period.
 3. Incorrect answers will result in a 1-point penalty.
- C.** If the time in which to answer a question elapses without a contestant activating a buzzer, the question is discarded.
1. There shall be no loss of points if no contestants activate the buzzer.
- D.** If the answer to a toss-up question has begun during the five-second allowable time, but the answer is incorrect, that contestant loses the points associated with that toss-up question.
1. a If a contestant activates a buzzer and an answer has not been started within the five-second allowable time, there will be an appropriate one or two-point penalty to the contestant activating the buzzer.
 2. If a bonus question is attached to an incorrectly answered toss-up question or a toss-up question is unanswered following an activated buzzer, that bonus question is transferred to the next possible toss-up question to which no bonus question is attached.
- E.** If the toss-up question is answered within the five-second limit, that contestant scores the appropriate one or two points.
- F.** Any of the contestants or the moderator may call for a time-out for clarification of a

rule, or to allow for unexpected problems. Time-outs may be called only after a question has been answered and before the start of the next toss-up question.

VI. Completing a Contest

- A. The moderator will continue reading toss-up questions and bonus questions until all toss-up questions and their accompanying bonus questions contained within a packet have been used.
- B. Following the final question, the contestant with the highest number of points shall be declared the winner.
- C. Once the 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 the winner.

VII. Protests or Questions and/or Answers

- A. Any protest of questions or answers to questions may be made either by any of the contestant or the designated coach from the contestant's county only at the time a particular question is read or answers given. There will be only one coach recognized from each county. When a question or protest is raised, time shall be called. The moderator and the referee judges will consider the protest. Their decision in all cases will be final.
- B. If a protest is sustained, the moderator will take one of the following actions as he/she deems appropriate:
 - 1. A question is protested before an answer given and protest sustained--discard the question. No loss or gain of points for the contestant.
 - 2. An answer is protested (either correct or incorrect) - At least one of the referee judges and the moderator or both referee judges determine the validity of protest. Points will be added or subtracted as appropriate.
 - 3. A question is protested after an answer is given (correct or incorrect) - At least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points, or the question may be allowed, with the appropriate gain or loss of points in (2) above.
- C. Abuse of protest provision may result in one or more of the following:
 - 1. Dismissal of county coach from the contest area.
 - 2. Dismissal of the contestant.
- D. Spectators, parents, and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest. Unseemly behavior, unsportsman like conduct or any actions which are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.

VIII. Tie Breaker

- A. A round of ten additional questions.

IX. Team/ Individual Awards

A. Team Awards

- First and second place teams will be determined in final round of play. Subsequent team placings will be determined by the average of a team's test scores and team score acquired in rounds of competition. If needed, the team's average of the seating test scores will be used as a tie breaker in determining team placings.

A. Individual Awards

- Scores will be kept for each individual contestant, with the high 6 individual contestants to receive special recognition.
- In cases where individual contestants participate in more than one round, the average of an individual contestant's scores will be used to determine individual placings. If needed, the individual contestant's seating test score will be used as a tie breaker in determining individual placings.

FCS SKILL-A-THON

Revised 2020

Purpose:

- To educate 4-H members to identify items used cooking, baking, and sewing, and to develop good decision making skills around food selection.
- To give 4-H members the opportunity to learn how to become good consumers for themselves and their families.

Eligibility:

The general rules for participation and eligibility apply. Member may be enrolled in any 4-H project.

General Information:

Each county is allowed to bring four teams to the district contest. The teams may be two novice and two junior teams. Novice teams may be novice age contestants only. Junior teams may be mixed ages, novice and junior age contestants. Junior contestants may not participate as a member of a novice team.

A team consists of three or four members. The team score will be the total of the three highest placing individual scores of the team. If a county does not have at least three members to make a team, they may bring individuals to compete for high point individual awards only. A maximum of sixteen participants per county may participate.

The following components will be included in the contest for **Novice** and **Juniors** to complete:

1. Food and Nutrition Identification – 50 points. Youth will identify 25 items by placing the number besides the item on the answer sheet. Each correct response is worth 2 points.
2. Sewing and Clothing Identification – 50 points. Youth will identify 25 items by placing the number beside the item on the answer sheet.
3. Interior Design and Housing – 30 points. Youth will identify 15 items by placing the number beside the item on the answer sheet.
4. Food and Nutrition Judging – 50 points. Youth will place a class of items based on nutrition and information in the situation. Criteria will be from the latest food and nutrition classes in consumer contest.

Total Points Possible – 180 points.

Awards:

First through fifth place ribbons will be awarded the winning team members and high point individuals. Medals will go to the first-place teams and high point individuals.

Tie Breakers:

1st tie breaker will be the Foods and Cooking ID

2nd tie breaker will be the Interior Design & Housing ID

3rd tie breaker will be the Judging Class

Reference Materials:

1. Photos of ID items and definitions are available at the Western National Roundup
Website: <http://www.westernnationalroundup.org/contests-fcs.aspx>
2. Selecting Healthy Snacks

Name _____

County _____

**FCS SKILL-A-THON
FOODS & COOKING ID SHEET**

You will be provided 25 items from the list below. Write the number on the blank next to the item it represents.
Correct answers are worth 2 points each.

APPLIANCES

- | | | |
|-------------------------|-------------------|--------------------|
| _____ Blender | _____ Mixer, Hand | _____ Toaster Oven |
| _____ Food Processor | _____ Slow Cooker | _____ Waffle Iron |
| _____ Mixer, Countertop | _____ Toaster | |

COOKWARE

- | | | | |
|--------------------|----------------------|-----------------------|-------------------------|
| _____ Baking Pan | _____ Double Broiler | _____ Roaster Pan | _____ Trivet |
| _____ Baking Sheet | _____ Dutch Oven | _____ Sauce Pan | _____ Wire Cooling Rack |
| _____ Broiler Pan | _____ Frying Pan | _____ Splatter Screen | |
| _____ Colander | _____ Pie Plate | _____ Steamer Basket | |

DISH & TABLEWARE

- | | | | |
|-------------------------|--------------------|-------------------|---------------|
| _____ Bread Plate | _____ Gravy Boat | _____ Napkin Ring | _____ Saucer |
| _____ Butter Dish | _____ Juice Glass | _____ Parfait Cup | _____ Tea Pot |
| _____ Cream & Sugar Set | _____ Meat Platter | _____ Pepper Mill | |

SPICES/FOODS

- | | | | |
|------------------|----------------|------------------|-------------------|
| _____ Allspice | _____ Cloves | _____ Mustard | _____ Quinoa |
| _____ Anise | _____ Couscous | _____ Nutmeg | _____ Rosemary |
| _____ Basil | _____ Cumin | _____ Oregano | _____ Sesame Seed |
| _____ Bay Leaves | _____ Curry | _____ Paprika | _____ Thyme |
| _____ Chives | _____ Dill | _____ Parsley | _____ Vanilla |
| _____ Cinnamon | _____ Ginger | _____ Poppy Seed | |

UTENSILS

- | | | |
|---------------------|----------------------------|------------------------|
| _____ Apple Corer | _____ Liquid Measuring Cup | _____ Pasta Server |
| _____ Bear Claws | _____ Tongs | _____ Potato Masher |
| _____ Chef's Knife | _____ Measuring Cups | _____ Rolling Pin |
| _____ Chopper | _____ Strainer | _____ Rubber Spatula |
| _____ Chopsticks | _____ Measuring Spoons | _____ Scraper |
| _____ Egg Separator | _____ Meat Tenderizer | _____ Skewer |
| _____ Egg Slicer | _____ Melon Baller | _____ Kitchen Fork |
| _____ Fat Separator | _____ Mixing Bowl | _____ Turner |
| _____ Flour Sifter | _____ Pasta Measurer | _____ Utility Knife |
| _____ Garlic Press | _____ Meat Thermometer | _____ Vegetable Peeler |

_____ Grater

_____ Candy Thermometer _____ Whisk

Name _____

County _____

**FCS SKILL-A-THON
SEWING & CLOTHING ID**

You will be provided 25 items from the list below. Write the number on the item in the blank for what that item represents.

Correct answers are worth 2 points each.

Material

- _____ Cotton
- _____ Fleece
- _____ Selvage
- _____ Wool

Sewing Machine Parts

- _____ Balance/Hand Wheel
- _____ Bobbin
- _____ Bobbin Case
- _____ Feed Dogs
- _____ Foot Control
- _____ Presser Foot
- _____ Presser Foot Lifter
- _____ Power Switch
- _____ Sewing Machine Needle
- _____ Spool Pin
- _____ Thread Take Up
- _____ Throat Plate
- _____ Upper Tension Regulator

Techniques

- _____ Applique
- _____ Center Zipper Application
- _____ Dart
- _____ Gather
- _____ Hem
- _____ Pleat
- _____ Seam Allowance

Tools

- _____ Acrylic Ruler
- _____ Ball Point Bodkin
- _____ Crewels
- _____ Cutting Mat
- _____ Dressmakers Ham
- _____ Emery Bag
- _____ Iron
- _____ Ironing Board
- _____ Loop Turner
- _____ Measuring Tape
- _____ Needle Threader
- _____ Pin Cushion
- _____ Pinking Shears
- _____ Pins
- _____ Press Cloth
- _____ Rotary Cutter
- _____ Safety Pins
- _____ Scissors
- _____ Seam Ripper
- _____ Sewing Gauge
- _____ Sharps
- _____ Shears
- _____ Tailors Chalk
- _____ Thimble
- _____ Thread

Name _____

County _____

FCS SKILL-A-THON
INTERIOR DESIGN AND HOUSING ID

You will be provided 15 items from the list below. Write the number on the item in the blank for what that item represents.

Correct answers are worth 2 points each.

Carpet/Flooring

- _____ Cork
- _____ Cut Loop
- _____ Hard Wood
- _____ Loop Pile (Berber)
- _____ Textured Cut Pile

Curtain & Window Treatments

- _____ Café Curtains
- _____ Casing
- _____ Goblet Pleats
- _____ Header
- _____ Pinch Pleats
- _____ Roller Shade
- _____ Roman Shade
- _____ Sconce
- _____ Shutters
- _____ Spring Tension Rod
- _____ Valance
- _____ Vinyl Blinds

Decorative Woods

- _____ Base Boards
- _____ Chair Rail
- _____ Cove Molding
- _____ Door/Window Jamb

Windows

- _____ Casement
- _____ Double Hung
- _____ Palladium
- _____ Picture
- _____ Lining
- _____ Silk
- _____ Tapestry

Tools

- _____ Hammer
- _____ Flathead Screwdriver
- _____ Level
- _____ Needle-nose Pliers
- _____ Phillips Screwdriver
- _____ Putty Knife
- _____ Safety Glasses
- _____ Tape Measure
- _____ Wrench
- _____ Utility Knife

Painting

- _____ Pad Applicator
- _____ Paint Brush, Natural Bristle
- _____ Paint Brush, Synthetic Bristle
- _____ Roller
- _____ Roller Tray
- _____ Sand Paper

Material

- _____ Brocade
- _____ Burlap
- _____ Chenille
- _____ Chintz
- _____ Damask
- _____ Denim
- _____ Gingham

FASHION REVUE

Revised 2025

Purpose:

- To provide 4-H members the opportunity to gain additional poise and confidence in personal presentation of self.
- To learn modeling techniques.
- To improve sewing skills through the process of judge's evaluation of sewing techniques on a garment(s)/project(s) made by the 4-H member.

Eligibility:

The general rules for participation and eligibility apply. Member must be enrolled in the respective clothing project entered.

Each county may enter any combination of novice and juniors in the following classes (although they will compete in separate novice and junior categories).

Novice and Junior contestants enter 1 entry for appearance and construction judging and **will model/present this item in the fashion show the following day. (Fashion Show is part of the competition)**

Construction Judging and Modeling/Presentation Judging

Construction Judging

Contestant does not need to be present for Construction Judging. They must check in their garment/project with the superintendent in the morning on the first day of competition. Garments and other constructed items will be judged by a minimum of two judges, no more than three using the scorecards provided. Garments/Constructed items are categorized by skill/technique being used and judged according. Many items require specific techniques to be included. Contestants are required to mark which technique they want the judge to consider.

Model/Presentation Judging

The contestant must be present for the Model/Presentation Judging portion of the contest. Contestants line up in order that is posted outside the contest room. Each contestant presents themselves to the judges. If competing with a garment, contestant is asked to model the garment by walking a figure 8 in front of the judges, so judges can see how the garment flows. Contestants should finish the look with accessories and additional clothing articles to make a complete look. If competing with an "other constructed article", contestants are asked to walk in front of the judges, moving the item in a manner that the judges can see all the designs and creative touches. When excused by the judge the contestant must bring the garment/item back with a tag with name and county pinned to the garment.

Contestants **must** remain after their model/presentation judging, to participate in the Fashion and Accessory Revue practice session.

Items must be labeled with the following information:

(Garments must be on hangers) (Constructed items may be placed in a plastic bag and attached to a hanger)

- Name
- Age
- Category (Novice or Junior)
- County
- Project
- Class

Patterns should be placed in an envelope and attached to the hanger. Please label the envelope with the same information that is on the garment/item tag.

Fashion Revue commentary must be written (double spaced & typed if possible) and submitted with the entry the first day. Contestant must complete the 4-H Clothing Revue Information Sheet/District contest form (200.C-5), see following pages.

Scoring:

The current score sheets used for the state contest will be adapted for use in the District Contest. Scoresheets are provided separately.

Tie Breaker:

Construction score (highest score of the two-tied items)

Awards

Each class will be judged using the total of the Construction Score sheet and the Model/Presentation Score sheet.

Each class is based on skill set and specific elements of design. Each class will receive 1st – 5th place. Some classes may have two or more categories to properly judge similar skills and techniques.

If a Class has several categories, each category will be judged separately to receive 1st-5th place.

Each Class will have a High-Point Novice and a High-Point Junior

PROJECTS AND CATEGORIES

CLASSES MAKE UP SIMILAR SKILL SETS. NOT ALL classes will have individual categories.

If there are categories, each *category* is awarded 1st – 5th place ribbons (Total of Construction Score sheet and the Model/Presentation Score sheet).

Class 1: Sewing I: “Sew Much Fun” Project

Categories:

- Simple Gathered Skirt

- Quick and Easy Tote Bag

Class 2: Sewing II: “Sew Much More Fun” Project

Categories:

- Handy Dandy Apron
- X-tra Special Shirt
- X-citing Pants

Class 3: Mix and Match I Project:

Categories:

- two-piece outfit

Possible combinations:

- Skirt and top
- Top and pants/shorts
- Vest and skirt
- Vest and pants
- Jumper and top

These are not separate categories. All of the combinations will be judged together.

Requirements:

- 1. Use woven fabric;**
- 2. Pattern of your choice (copy of pattern submitted with garment preferred);**
- 3. DOES NOT include a zipper (That is Class 4);**
- 4. Must include 3 of the following:**
(Please mark the three that should be judged on your sheet).

- Collar without a band
- Faced neckline
- Pockets
- Interfacing in front placket/collar/facing
- Buttons and Buttonholes

Class 4: Mix and Match II Project

Categories:

- Two-piece garment
- Three-piece garment

Possible combinations:

Two-piece combinations:

- Skirt and top
- Top and pants/shorts
- Vest and skirt
- Vest and pants
- Jumper and top

(These are not separate categories. All of the combinations will be judged together.)

Three-piece combinations:

- Top, vest, and skirt
- Top, vest, and pants/shorts
- Top, vest, and light jacket

These are not separate categories. All of the combinations will be judged together.

Requirements:

- 1. Use woven fabric;**
- 2. Pattern of your choice (copy of pattern submitted with garment preferred);**
- 3. Must include a lapped zipper;**
- 4. Must include two of the following:**

(Please mark the three that should be judged on your sheet).

- Set-in sleeve
- Attached waistband or seamed waistline
- Darts
- Sleevebands and continuous placket
- Gathers/pleats

Class 4: Mix and Match II Project

Categories:

- Two-piece garment
- Three-piece garment

Possible combinations:

Two-piece combinations:

- Skirt and top
- Top and pants/shorts
- Vest and skirt
- Vest and pants
- Jumper and top

(These are not separate categories. All of the combinations will be judged together.)

Three-piece combinations:

- Top, vest, and skirt
- Top, vest, and pants/shorts
- Top, vest, and light jacket

These are not separate categories. All of the combinations will be judged together.

Requirements:

- 5. Use woven fabric;**
- 6. Pattern of your choice (copy of pattern submitted with garment preferred);**
- 7. Must include a lapped zipper;**
- 8. Must include two of the following:**

(Please mark the three that should be judged on your sheet).

- Set-in sleeve
- Attached waistband or seamed waistline
- Darts
- Sleeve bands and continuous placket
- Gathers/pleats

Class 5: Sew & Go: Bags

Possible Items:

- Handy Duffle
- Super Duffle
- Jumbo Garment Bag

These are not separate categories. All bags will be judged in the same competition.

Requirements:

- 1. Use woven fabric;**
- 2. Present patterns created from project book,**
- 3. Include a zipper**
- 4. Must include 3 of the following:**

- Pocket
- Handle with reinforcement squares
- Circular End Piece
- Gusset

(Please mark the three that should be judged on your sheet).

Class 6: Creative Touches

Categories:

Garments

Possible Items:

- Embellished Shirt
- Embellished Jacket
- Embellished Vest
- Embellished Pants

These are not separate categories. All garments will be judged in the same competition.

Accessories

Possible Items:

- Shoes
- Hats
- Tote/Purse

These are not separate categories. All accessories will be judged in the same competition.

Requirements:

- 1. Choose one garment or accessory to embellish.**
- 2. Present the completed blank patterns from project book to illustrate the design created.**
- 3. Must include 4 of the following embellishments:**
(May include additional techniques but they will not be judged)

- Applique
- Buttons
- Trims
- Fabric Flowers
- Embroidery
- Fabric Painting
- Gems, Stones, and Crystals
- Overlays or Underlays

(Please mark the four that should be judged on your sheet).

Class 7: Serger Sewing

Categories:

- Beginner Level 1

Possible Items:

- Tissue Box Cover
- Glass Case
- Book Cover
- Tote

These are not separate categories. All items will be judged in the same competition.

- Intermediate Level 2
Possible Items:
 - Simple T-shirt
 - Speedy Slip
 - Quick and Easy T-shirt Dress
 - Easy Serged Shorts

These are not separate categories. All items will be judged in the same competition.

Class 8: Quilting

Categories:

- Quick and Easy Throw
- Rag Throw/Quilt
- Rail Fence Throw/Quilt
- 9-Patch Throw/Quilt
- Bargello Throw/Quilt

Advance Preparations for Superintendents:

- Prepare numbers for contestants to pin on garment for appearance judging
- Request
- Two dressing rooms (one for girls and one for boys)
- A rack to hang clothing and extra hangers
- Three tables for construction judging and tabulations
- Half a dozen chairs
- Two volunteer leaders to assist the youth as they prepare for appearance judging
- Two to four senior 4-H'ers to read commentaries
- Stage (decorated)
- PA system.
- Cassette/CD player.

Bring:

- Music.
- Score sheets
- Calculators
- Pencils and pens
- Straight pins
- Scissors
- Scotch tape
- Stapler and staples

FAVORITE FOOD SHOW
(R2019)

Participants in the Favorite Food Show will gain experience in planning, preparing and serving a favorite food as part of a meal or a snack. A display including correct table setting, recipe and menu posters, a centerpiece and decorations will accompany the participant's chosen Favorite Food.

I. ELIGIBILITY

- A. Any 4-H member meeting the general eligibility rules. There is no requirement to be enrolled in a 4-H foods or nutrition project in order to participate in the contest.
- B. Age Divisions:
 - 1. Novice: Ages 9 – 11
 - 2. Junior: Ages 12 – 13
- C. Participants Per County:
 - 1. Novice: 4 Individual Participants
 - 2. Junior: 4 Individual Participants

II. CONTEST GUIDELINES Entry Process:

Each individual must submit a Favorite Food Show Entry Form AND a typed copy of their Favorite Food Show recipe to their County Extension Office by the designated county deadline for entry.

Favorite Food:

- A. Select a tested recipe from a reliable cookbook, 4-H foods project book, Extension publication or other dependable source. Choose a recipe that has nutritional value, shows originality and creativity, is appropriate for your chosen theme.
- B. **Choose a recipe that can be made in approximately 20 minutes to 1 hour, including preparation, marinating, chilling and cooking time.** The Favorite Food must be made at the contest site, however ingredients may be pre-measured, chopped or browned to save time at the contest.
- C. Each contestant will choose a Favorite Food that fits in one of the categories below, however all Favorite Foods, regardless of category, will compete against one another. **Dessert recipes, slow-cooker/ Instant Pot recipes and recipes including alcohol are not allowable Favorite Food Show choices.**
 - 1. Nutritious Snack 5. Main Dish
 - 2. Bread 6. Salad
 - 3. Sandwich 7. Fruit or Vegetable

4. Appetizer

8. Beverage

- D. Practice preparing your Favorite Food recipe on your own until it can be prepared with ease and a good product is achieved with consistency. Be prepared to tell judges how the food was prepared.
- E. Plan a menu, which will include your Favorite Food. The menu will be for breakfast, lunch, a snack **OR** dinner, depending on the Favorite Food chosen. Be sure to include foods that provide variety in flavor, color, texture, temperature and shape. Foods from all five food groups – grains, protein, fruits, vegetables and dairy -- should also be represented in your menu selections. The choosemyplate.gov website will provide additional information related to food groups, daily nutritional requirements and healthy food and lifestyle choices for individuals.
- F. The only food you will need to prepare for the contest will be your Favorite Food and any necessary garnishes. **Do not prepare any of the other foods or beverages listed in your menu.**
- G. Prepare two separate 8 ½" x 11" freestanding posters to be placed on top of the contestant's display table. Frames, acrylic stands or other sturdy, free standing items may be used.

1. Favorite Food Recipe, including ingredients, amounts, directions for preparation, and number of servings. **Junior contestants should also include the cost per serving.**

2. Menu including Favorite Food

Decorations may be used on the posters to promote the chosen theme. Be sure posters are neat and that all words are spelled correctly.

- H. Plan a place setting for one person with appropriate table covering, dishes, glassware, flatware, and centerpiece to compliment your Favorite Food. Please do not bring fragile china or other expensive items that could be damaged or lost. Paper plates, cups and utensils will be provided by the contest superintendent for judges to use when sampling your Favorite Food. You may choose to bring a card table to the contest for setting up your display, if you desire.
- I. Ingredients for your Favorite Food must be transported to the contest site with food safety in mind. Keep hot foods hot and cold foods cold and avoid cross-contamination of ingredients. Be sure to safely prepare, serve and store all ingredients.
- J. A refrigerator, freezer, microwave, stoves and ovens will likely be made available for contestant use, however it's best to check with the contest superintendent.

- K. Bring all ingredients, utensils, serving spoons and dishes, as well as your table covering, dishes, flatware, centerpiece, recipe and menu posters, dish towels / cloths and any other necessary items for your Favorite Food and accompanying display. **Do not assume forgotten items will be available at the contest site.**
- L. **Contestants must wait to set up their Favorite Food display and to prepare their Favorite Food recipe until directed to do so by the contest superintendent.** Contestants will have approximately 1 hour to prepare before judging begins. **Parents, leaders and Extension agents are not allowed to assist the contestants in setting up displays or preparing the Favorite Food.** The contest superintendent and designated volunteers will be available during the contest should contestants have questions or need assistance.
- M. Contestants will be responsible for cleaning their preparation area, display table and surrounding area after the contest. Please double check that no personal items are left at the contest site.
- N. No sleeveless shirts, open-toed shoes or sandals will be allowed.

III. JUDGE'S SAMPLE QUESTIONS

Judges will ask each individual contestant questions based on the Favorite Food Show score sheet. Practice giving answers to the following sample questions and review the contest score sheet in order to gain confidence and poise before the contest.

1. How did you prepare your Favorite Food? Did you have any difficulties?
2. How many times have you prepared your Favorite Food?
3. Why did you choose this recipe for the contest?
4. Which food groups are included in your Favorite Food?
5. Do you know the amount and number of suggested servings per day for these food groups?
6. What are the main nutrients in your Favorite Food and what are their functions?
7. What is the cost per serving for your Favorite Food? (**Jr. Contestants**)
8. What food safety rules did you practice as you transported, prepared, and served your Favorite Food?
9. Why did you choose the other foods listed in your menu?
10. Tell me about your centerpiece, dishes and other items chosen for your display.
11. Why is this table setting appropriate for your Favorite food and your menu?

I. REFERENCES

Northern District 4-H Favorite Food Show Score Sheet

USDA MyPlate materials and website (www.choosemyplate.gov) 4-H Foods Project Literature

Senior Favorite Food Show Guide (200.E24)

<https://www.fsis.usda.gov/food-safety/safe-food-handling-and-preparation/food-safety-basics/steps-keep-food-safe>

II. AWARDS

Medals and ribbons will be awarded to first place contestants in each age division. Contestants placing second through fourth in each division will receive ribbons.



COOPERATIVE EXTENSION SERVICE

NEW MEXICO STATE UNIVERSITY

COLLEGE OF AGRICULTURE AND HOME ECONOMICS

FAVORITE FOOD SHOW SCORE CARD

Name _____

Club / County _____

Favorite Food _____

4-H Age Division: Novice _____ Junior _____

Average Score _____ Placing _____

New Mexico State University is an equal opportunity/affirmative action employer and educator. NMSU and the U.S. Department of Agriculture cooperating.

**NORTHERN DISTRICT 4-H
FAVORITE FOOD SHOW SCORE CARD**

Revised (2019)

Name _____ Contestant # _____ Novice _____ Jr. _____ County _____

Favorite Food _____ Total Score _____ Placing _____

JUDGING CRITERIA	8 – 10 Pts Excellent	6 – 7 Pts Good	3 – 5 Pts Fair	1 – 2 Pts Poor	Judge’s Comments
I. THE EXHIBITOR					
Understands the USDA MyPlate recommendations					
Knows favorite food nutrients and their functions					
Understands and explains Favorite food preparation					
Communication skills; poise					
Personal appearance; neat, well groomed					
II. THE FAVORITE FOOD					
Level of skill required to prepare Favorite Food					
Attractively displayed as entire dish or single serving					
Appealing combination of flavors, textures, colors and temperature					
Overall quality of Favorite Food					
Food safety practiced when transporting, preparing and serving Favorite Food					
III. THE MENU					
Suitable for favorite food and chosen occasion					
Variety of flavors, textures, color, temperature and shape					
Nutritionally sound, follows MyPlate recommendations					
Creativity in menu planning					
IV. Table Setting and Display					
Appropriate for foods in menu					
Correct placement of table setting					
Posters: correct size, attractive, neat, with required information					
Appropriate centerpiece					
Overall attractiveness					
Display area neat and clean					

NORTHERN DISTRICT 4-H CONTEST FAVORITE FOOD SHOW
Contestant Entry Form

Revised 2019

Name _____ Year _____

County _____ Age Division: _____ Novice _____ Junior _____

Recipe Information

Name of Recipe _____

Recipes may be a: (All recipe categories compete against one another)

- Nutritious Snack
- Sandwich
- Salad
- Bread
- Main Dish
- Fruit or Vegetable
- Beverage
- Appetizer

Ineligible Recipes

- Dessert Recipes
- Slow-Cooker/Instant Pot Recipes
- Recipes Containing Alcohol

Must include a typed copy of your Favorite Food recipe with your entry form. The recipe must include a list of all ingredients and directions. Each contestant will receive a district recipe booklet.

➤ **How much total time is needed to prepare your dish from start to finish at the contest site?** (Approximately 20 minutes to 1 hour) _____

➤ **What appliances will you need to use at the contest site to prepare your recipe?**

➤ **What appliances are you bringing, if any?**

➤ **What ingredients can you prepare beforehand to save time?**
(Chop vegetables, pre-measure spices, or pre-cook ingredients)

➤ **BEFORE LEAVING HOME, remember to double check** ingredients, utensils, dishes, table covering, centerpiece, recipe, menu and other items you will need for the contest. *Do not assume utensils, small appliances, ingredients and other forgotten items will be available at the contest site. This is your responsibility as a contestant to bring all necessary items; to know how to prepare your dish; and how to set up your table entirely on your*

own. Remember to always keep food safety in mind when purchasing transporting, preparing, serving and storing recipe ingredients.

HORSE BOWL

(Revised 2025)

Purpose:

To gain knowledge and a greater understand of equine through a horse competitive quiz game.

Eligibility

Contestants do not need to be enrolled in the horse project.

Each county is allowed to bring one novice and one junior team to the district contest. A junior team may be mixed ages, novice and junior. A novice team may be novice age contestants only. The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

A team consists of three or four members. Team scores will be the sum of the three highest placing individuals of the team.

Equipment

- Game Panels - An appropriate device shall be used which will provide a clear indication of the first contestant to respond to a question.
- Time Recorder – a device must be available to measure response time in seconds.
- Score Keeping Device - This device may be a blackboard, flip chart, or an electronic light display system.

Officials

1. Moderator (quiz master) - The moderator will assume direction of the contest, ask all questions, designate contestants to answer questions, accept or reject all answers unless the question and/or answers are challenged.

2. Referee Judges - At least two referee judges shall be used. The referee judges may rule individually or jointly on the acceptability of any question or answer. In case of challenges to questions or answers, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any question and/or answer.

3. Score Keepers - At least one individual shall keep scores for each contest in such a manner that all points awarded to or taken from each team may be checked and that the scores are clearly visible to the moderator, the contestants and, insofar as possible, to the viewing audience.

Questions

1. The contest questions will come from the National 4-H Council Horse Science Publication revised and expanded by Ray J. Antoniewicz Copyright 2001 and the New Mexico 4-H Horse Project Book 100.B (N-2012). All questions used will reference the book and page number in which they derived.
2. The contest will consist of a Contestant test bank of 300 questions taken from the project books listed above in which 2/3 of the questions will come from and be provided to the contestants.
3. A Superintendent test bank of 200 questions or more will make up the remainder of the questions in which 1/3 of the question for the contest will come from. Superintendent questions are for their purpose only and cannot be made available to any contestant prior to the contest.
4. The contest superintendent has the right to discard poorly worded questions and to substitute additional questions if needed to complete a round which must come from the superintendent test bank.
5. Games shall consist of rounds of 30 questions each.
6. 12 one-on-one questions will be asked then 18 toss-up questions.
7. One-on-one questions will have 8 questions randomly chosen from the Contestants test bank and 4 questions chosen from the superintendent questions.
8. Toss-up questions will also have 12 questions randomly chosen from the Contestants test bank and 6 questions chosen from the superintendent questions.
9. Spectators are welcomed, but must remain quiet during the course of play.

Procedure of Play

1. Starting the Contest
 - a. Individuals will draw numbers
 - b. The question packet is opened by the moderator.
 - c. The moderator reads the first one-on-one question.
2. One-on-One Questions
 - a. The moderator shall indicate clearly the start of one-on-one play.
 - b. Each question shall be addressed to only one member of each team, beginning with the number 1 contestant of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants, respectively.
 - c. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
 - d. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
 - e. There will be no bonus questions asked during the one-on-one period.
 - f. The point value of a response to one-on-one questions will be as

follows:

- g. Correct response = +2 points
 - h. Incorrect response = loss of 1 point
 - i. Contestants are allotted 5 seconds to answer questions.
 - j. If both contestants to whom a question is addressed fail to signal or attempt to answer in the 5-second allowed time, neither contestant shall lose or gain any points. The answer will be given and the next question read.
3. Toss-Up Questions
- a. The moderator reads the first Toss-up question (as with all succeeding questions) until the completion of the reading of the question, or until a contestant activates a buzzer.
 - b. The moderator shall indicate clearly the start of toss-up questions.
 - c. The point value of a response to a toss-up question will be as follows:
 - Correct response = +1 point (individual and team)
 - i. Incorrect response = loss of 1 point (individual; and team)
 - ii. If no contestant signals an intent to attempt an answer in the 5-second allowed time, neither contestant nor team shall lose or gain any points. The answer will be given and the next question read.
4. Bonus Questions
- a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
 - b. Only two bonus questions will be asked during the toss-up questions.
 - c. A bonus question that is attached to a toss-up question is given to the team whose member has just correctly answered the question.
 - d. If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question.
 - e. 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.
 - f. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the time, a 5-second period is then permitted for the team captain or designee to begin the answer.
 - g. All parts of bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
 - h. No part of the bonus question will be repeated nor will any additional information be given to the contestants relative to the

- question.
- i. The point value of a response to a bonus question will be as follows:
 - i. Correct response = 3 points
 - ii. Incorrect response = no points lost
 - iii. No answer = no points lost
 5. 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 to begin the answer based on that portion of the question asked.
 6. If the answer given is incorrect, the question will not be repeated for the other team, but will be discarded as if it had been read completely and then answered incorrectly.
 7. At the completion of the reading of a question or when a buzzer is activated, five (5) seconds are permitted in which to begin answer.
 8. The repeating of the question by the contestant shall not be considered the initiation of the answer.
 9. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the five-second period.
 10. If the time in which to answer a question elapses without a contestant activating a buzzer, the question is discarded.
 11. There shall be no loss of points if neither team activates the buzzer.
 12. If the answer to a question has begun during the five-second allowable time, but the answer is incorrect, that team loses the point associated with that question.
 13. If a team activates a buzzer and an answer has not been started within the five-second allowable time, there will be one point penalty to the team activating the buzzer.
 14. If the question is answered within the five-second time limit, that team scores the allotted points.
 15. Either team captain or the moderator may call for a timeout for clarification of a rule or to allow for unexpected problems. Time-outs may be called only after a question has been answered and before the start of the next question.

Completing the Contest

1. Following the final question, the team with the highest number of points shall be declared the winner.
2. In the event of a tie after the designated number of questions, five (5) additional toss-up questions will be asked. If a tie still remains after the overtime, additional questions will be asked and the first team to win a point (or because of a loss of a point by the other team has a 1-point advantage) will be declared the winner. Tie breaker points do NOT get added to individual scores.
3. Once the moderator has declared a winner based on the scores,

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

Protests of Questions and/or Answers

1. Any protest of questions or answers may be made by the team coach only at the time a particular question is read or answers given. There will be only one coach recognized for each team. When a question or protest is raised, time shall be called. The moderator and the referee judges will consider the protest. Their decision in all cases is final.
2. Spectators, parents, and visitors may not protest any question, answer or procedure during the course of play. Unseemly behavior, unsportsmanlike conduct or any actions which are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest

HORSE JUDGING

_(Revised 2025)

Purpose

To assist the 4-H member in learning the basic insights of equine evaluation.

Eligibility

General guidelines apply. Do not need to be enrolled in the horse project.

General Information

1. Horse judging is the judging or evaluation of a class of four horses.
2. Halter classes will be made up of young or aged horses.
3. Performance classes will be selected from the following:
 - a. Reining
 - b. Western Pleasure
 - c. English Pleasure
 - d. English Equitation
 - e. Saddle seat Equitation
 - f. Western Riding
 - g. Ranch Riding
 - h. Ranch Pleasure
4. Contest will consist of up to four in halter classes and up to four in performance classes.
5. Each county is allowed to bring two (2) novice and two ((2) junior teams to the district contest. A junior team may be mixed ages, novice and junior. A novice team may be novice age contestants only. The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.
6. A team consists of three or four members. Team score will be the sum of the three highest placing individuals of the team.
7. Total reasons scores will be designated as a tie breaker.
8. Contestants will be given approximately 12 minutes to judge a class at the discretion of the superintendent. NMSU placing cards (200 D-9) will be used.
9. Contestants will give oral reasons on one halter class. Reasons will not be longer than two minutes in length. Juniors will be required to give reasons on one additional class, halter or performance at superintendent's discretion.
10. Contestants will not be allowed to talk to anyone except the group leader or the contest superintendent, nor will they be allowed to carry any reference materials while judging.
11. Maximum score for placing - 50 points per class Maximum score for reasons - 50 points per set Classes selected will depend on the availability of horses in the host county.

12. Classes selected will depend on the availability of horses in the host county. The contest superintendent reserves the right to utilize online classes for one or all classes depending on contest entries and availability of live animals.

HORTICULTURE CONTEST

The Horticulture Contest has been developed to teach a broad knowledge of horticulture and its application in everyday living.

Eligibility:

The Horticulture contest will allow up to two Novice and two Junior teams per county to participate.

Contest:

The horticulture contest is composed of two sections:

Section I: IDENTIFICATION (5 pts. each)

Total Possible Score = 200 pts

Contestants will identify 40 Horticulture specimens from the following areas:

Vegetables	}	20 specimens
Fruits		100 pts. possible
House Plants	}	20 specimens
Landscape Plants		100 pts. possible

Section II: JUDGING

Total Possible Score = 200 pts

Contestants will place one class of (4) fruit specimens and one class of (4) vegetable specimens on the basis of product quality and condition. Classes will be placed from best to worst.

This section gives participants an opportunity to select horticulture products from a consumer standpoint. Each class will be worth 50 pts. Contestants will NOT give reasons on their placings. Judging criteria can be found on pages 41-45.

In the event of a tie, the individual with the highest judging score will be declared the winner. If the judging scores are the same, the individual with the most correctly identified landscape plants will place higher.

Section I: Identification

4-H members will identify horticultural plants. Incorrect identification or no answer (-5 pts.)

Fruits

Apple
Apricot
Avocado
Banana
Blackberry
Blueberry
Cantaloupe
Cherry
Grape
Grapefruit
Kiwi
Kumquat
Lemon
Lime
Mango
Nectarine
Orange
Papaya
Peach
Pear
Pepper (Bell)
Plum
Pomegranate
Pumpkin
Raspberry
Strawberry
Tangerine
Tomato
Watermelon
Zucchini Squash

Vegetables

Asparagus
Artichoke
Bean (snap)
Beet
Broccoli
Brussel Sprouts
Cabbage
Carrot
Cauliflower
Celery
Chard
Cilantro
Cucumber
Eggplant
Garlic
Ginger
Kale
Leek
Lettuce
Onion
Parsnip
Peas
Potato
Radish
Rhubarb
Shallot
Spinach
Sweet Corn
Sweet Potato
Turnip

Houseplants/

Flowers

African Violet
Aloe Vera
Asparagus Fern
Begonia
Boston Fern
Christmas Cactus
Coleus
Cordyline
Croton
Dieffenbachia
Dracaena
Ficus
Jade Plant
Orchid
Peace Lily
Peperomia
Philodendron
Poinsettia
Snake Plant
Spider Plant

Landscape Plants

Annuals/Perennials

Cosmos
Daylily
Geranium
Marigold
Petunia
Zinnia

Trees/Shrubs

Agave
Apache Plume
Arborvitae
Ash
Barberry
Boxwood
Desert Willow
Elm
Euonymus
Forsythia
Honey Locust
Mulberry
Oak
Pinon Pine
Ponderosa Pine
Prickly Pear Cactus
Pyracantha
Russian Olive
Spruce
Willow
Yucca

Section II: Judging

Judging is a matter of opinion, but the opinion should be based on the standard.

In judging fruits and vegetables for show, remember three main points:

1. Uniformity of size
2. Uniformity of shape
3. Uniformity of color

Size: Choose exhibits that are all the same size; they should be medium in size and not too large. They should be typical for the variety. Size is usually what the public would prefer to buy at the market.

Shape: Choose exhibits having the same shape and being typical for the variety.

Color: The specimens should have the same color or color markings (i.e., peaches with a red blush should all have the same blush).

The specimens judged should be:

1. True to type
2. Of good quality
3. In good condition (without damage to the flesh)
4. At proper stage of maturity for eating (ripe but not overly ripe)
5. An example of cultural perfection
6. Free from pest damage
7. Clean

Cleaning fruits and vegetables – All root crops such as radish, carrots, beets, and other underground specimens, such as potatoes, should be washed but not scrubbed. Scrubbing leaves marks on the specimen creating a faster breakdown which shortens the life of the produce.

Leaf crops such as Swiss chard, lettuce, and cabbage should be cleaned with sprayed with water to remove splattered soil or spray residues. Cucumbers, squash, melons, peppers, tomatoes, and beans can be cleaned with a moist, clean cloth. Do not submerge in water. With fruit, be careful not to remove the natural bloom on grapes and plums (bloom refers to the white substance that naturally covers the fruit). It is generally acceptable to shine apples and pears with a soft cloth.

Special Points to Consider in Selecting and Judging Vegetables:

◆ Beans, green and wax

Merits: Fresh color, uniform in length, good shape for variety, generally straight but some varieties

curve on end, pod brittle, not wilted, fleshy and well filled with pulp (no prominent beans)

Free from defects, can be shown with or without stems but should be uniform.

Preparation: Leave stems attached to pod.

Faults: Tough, wilted, pale and discolored, evidence of insects and disease, or knife marks on the pod.

◆ Beets

Merits: Uniform in size, color, and shape, should be 1 ½ to 3 ½ inches in diameter, generally dark red with little russeting on crowns, no cracks, new varieties including a gold-colored beet.

Preparation: Cut off tops to approximately one inch.

Faults: Color not uniform, light streaks, damaged, cracked, pithy, wilted, too large and tough for eating.

◆ Broccoli

Merits: Fresh green color, right stage of maturity for eating, flowers tightly budded without yellow showing, crisp, free from worms and aphids, stems should be less than six inches long.

Preparation: A few lower leaves may be trimmed off leaving no stubs.

Faults: Small, loosely closed sprouts, yellowish color, wilted.

◆ Cabbage

Merits: Heads solid and firm. Salad types should be 5-8 inches in diameter, kraut types should be 8 inches or more in diameter, tender, crisp, good weight for size, free from insect damage or disease. Shape will vary by variety (round, flat, pointed, red, and savoy).

Preparation: Outer leaves should be removed, leaving only the last few that curl at the tips (wrapper leaves) Cut stem one-fourth inch below lowest leaf.

Faults: Poor color, loosely formed, wilted, disease or insect damaged, incorrect size or shape

◆ Carrots

Merits: Type very important: Short (3-4"); Half Long (5-7"); and Long (8" and over) Diameter depending on variety. Should be smooth and straight.

Pale to deep orange color, depending on variety; uniform in size.

Preparation: Cut tops off to approximately one inch.

Faults: Off colored, wilted, rough, cracked, insect damage, crooked, or branch

Cauliflower

- Merits: Solid heads, good white color, smooth fine-grained texture, and crisp.
- Preparation: Outer leaves trimmed evenly about 1 -2 inches above center of head. Cut stem ¼ inch below lowest leaf.
- Faults: Wilted, yellow to brown color, rough or grainy texture (ricey)

◆ Cucumbers

- Pickling: 1-3 inches long; Slicing should be 6-8 inches long; Gherkins (West India) small pickling cucumbers that have burr-like fruit should be 2-3 inches long and 1 to 1 ½ inches thick. Bright green skin with fleshy prickles.
- Merits: Should be even in size, crisp, straight, block ends, even spines
- Preparation: Leave ¼ to ½ inch of stem attached
- Faults: Light in color, not uniform in color and size, overmature, misshapen fruit indicates poor cultural practices

◆ Eggplant

- Merits: Symmetrical and true to type, 3-5 inches in diameter, firm, mature, uniform in color, dark purple color
- Preparation: Stems trimmed 1 to 1 ½ inches. Do not wash, but wipe with a damp cloth.
- Faults: Wilted, misshapen, poor color, streaked with green or white, bruised spots

◆ Herbs

- Merits: Fresh, uniform
General evidence of good culture
- Preparation: Clean leaves and stems
- Faults: Dirty, diseased, insect damage, discolored, shriveled

◆ Kohlrabi

- Merits: 1 ½ to 3 three inches in size; tender; even color
- Preparation: Trim leaves to about one inch, trim off long roots
- Faults: Oversized, wilted, hard and pithy

◆ Lettuce (Head)

- Merits: Firm, crisp, green color, in good condition.
- Preparation: Leave most of wrapper leaves intact, best to remove few outer leaves after you get to the show to protect the head, cut stem or butt with knife leaving ¼ to ½ inch.
- Faults: Wilted, dirty, shriveled, loose, or bolting heads.

◆ Muskmelons or Cantaloupe

Merits: Free from soft spots, scratches, decay. Deep ridged netting over entire melon, uniform color.

Preparation: Determine ripeness by the "full slip" - vine should detach clean at attachment to melon.

Faults: Over or under ripe, coarse netting, poor color, blemishes, too much yellow indicates over ripeness.

◆ Okra

Merits: Uniform in size, shape, color, and maturity, typical of variety, pods should be harvested when half grown (2-4 inches long).

Preparations: Trim stems ½ to 1 inch.

Faults: Pods woody and fibrous.

◆ Onion

Merits: Green onions – ½ to 1 inch in diameter showing no bulge, clear white color, dark green tops about 6 inches long, roots trimmed to ½ inch.

Dry onions – uniform in size, thin neck, good color and shape for variety.

Preparations: Cut tops, leaving 1-2 inches on bulb; remove rootlets. The outer scale can be carefully removed, but if damage occurs to inner scales, it will be faulted.

Faults: Too many layers of skin removed, thick, soft neck, sunburned. Cracked scales, damaged.

◆ Pepper, Bell

Merits: Uniform, true to variety, firm, heavy, smooth, free from blemishes

Preparations: Stems should be attached; all specimens should have the same number of lobes or sections, varying from one to four, solid green color.

Faults: Dull, rough texture Off color, sunscald

◆ Pepper, Chile

Merits: Uniform in size and shape, good color, firm, free from blossom-end rot, and

straight. Preparations: Stems attached

Faults: Discoloration, shriveling, immature, or skin blemishes

• Potato

Merits: Medium size (8 to 10 ounces), 3-6" long for Russet, 2-4" long for Red variety. Plump, firm, and smooth; no damage spots or shallow eyes.

Preparations: May want to harvest early (one to two weeks before show). Select for good uniformity, size and color, free from green color, sprouting, and shriveling.

Faults: Immature, blemishes, rough in shape, or dirty.

PUMPKINS AND SQUASH

Pumpkins and squash have tremendous variation and should be true to the variety. Trim stems to ½ to 2".

◆ Pumpkin

Merits: Mature, smooth, evenly colored and grooved surface (green color = immature); round to oblong in shape.

Preparations: Cut from stalk leaving 2-3 three inches of stem attached.

Faults: Misshapen or immature fruit.

◆ Summer Squash

Merits: Fruits small and tender enough to mark with fingernail, ideally 6-8 inches in length and 1-2" in diameter.

Preparations: Trim stems to one inch when removing from the vine.

Faults: Fruits large and over-mature

◆ Scallop Squash

Merits: Fruits small, 3-6 inches in diameter, with or without stems.

◆ Winter Squash

Merits: Uniform color, free from blemishes and insect or disease damage; typical in shape for the variety.

Preparations: Fruits should be mature with a hard rind, not easily marked with fingernail; trim stem to one inch

Faults: Immature, insect, damage to the flesh

◆ Sweet Corn

Merits: Uniform in length, size, and color according to variety, kernels full grown and in milk stage.

Preparations: Cut stems neatly below where the husks are attached. If cut high, husks will fall and ruin their appearance. Pull the silk to remove to the tip of the ear.

Faults: Immature, unfilled grains, over-ripe and hard, uneven or missing rows, worm damage.

◆ Tomato

Merits: Medium size, firm. Good color and typical of variety, clean, no cracks.

Preparations: Trim stems closely or remove entirely. Remove blossoms attached.

Faults: Coarse, over or under-ripe, bruised, soft cracks, or corrugation scarring.

◆ Watermelon

Merits: Should be medium to large in sized and in good weight, bright intense green color or even striping over melon. Yellow (not white) ground spot. Uniform shape without bulges/furrows

Preparations: Trim stem to one inch.

Faults: Light in weight, uneven shape or color, blemishes, white ground spot.

Special Points to Consider in Selection and Judging Fruits:

◆ Apples

Merits: Specimens should be typical of the variety, uniform in size, color, and maturity. Free from insect, disease and mechanical damage. Size medium to large, but size is not an important factor.

Preparation: Stems should be left attached; remove leaves and spurs, polish to remove dirt and spray residue.

Faults: Not uniform, blemishes.

◆ Grapes

Merits: Typical of variety. Both bunches of berries should be uniform in size, color and maturity. Preparation: Retain natural bloom.

◆ Pears

Merits: Uniform in shape, size, color and maturity, typical of variety. Preparation: Leave stems attached

◆ Peaches

Merits: Uniform in every respect with the ground color of the fruit yellow.

Preparation: Stems of peaches need not be present but should be uniform with or without stem. Care in handling to prevent bruising is a must.

◆ Plums

Merits: Uniform and typical of variety, fresh, plump, full color, and free from damage Preparation: Stems attached; do not remove natural bloom

Identification**Name:** _____**(5 points each)****County:** _____**HOUSPLANTS/FLOWERS**

- | | | | |
|----------------------|------------------------|------------------|--------------------|
| _____ African Violet | _____ Christmas Cactus | _____ Dracaena | _____ Peperomia |
| _____ Aloe Vera | _____ Coleus | _____ Ficus | _____ Philodendron |
| _____ Asparagus Fern | _____ Cordyline | _____ Jade Plant | _____ Poinsettia |
| _____ Begonia | _____ Croton | _____ Orchid | _____ Snake Plant |
| _____ Boston Fern | _____ Dieffenbachia | _____ Peace Lily | _____ Spider Plant |

LANDSCAPE PLANTS

- | | | | |
|----------------|---------------------|--------------------|---------------------------|
| _____ Cosmos | _____ Agave | _____ Elm | _____ Ponderosa Pine |
| _____ Daylily | _____ Apache Plume | _____ Euonymus | _____ Prickly Pear Cactus |
| _____ Geranium | _____ Arborvitae | _____ Forsythia | _____ Pyracantha |
| _____ Marigold | _____ Ash | _____ Honey Locust | _____ Russian Olive |
| _____ Petunia | _____ Barberry | _____ Mulberry | _____ Spruce |
| _____ Zinnia | _____ Boxwood | _____ Oak | _____ Willow |
| | _____ Desert Willow | _____ Pinon Pine | _____ Yucca |

FRUITS

- | | | | |
|------------------|------------------|---------------------|-----------------------|
| _____ Apple | _____ Grape | _____ Orange | _____ Pumpkin |
| _____ Apricot | _____ Grapefruit | _____ Papaya | _____ Raspberry |
| _____ Avocado | _____ Kiwi | _____ Peach | _____ Strawberry |
| _____ Banana | _____ Kumquat | _____ Pear | _____ Tangerine |
| _____ Blackberry | _____ Lemon | _____ Pepper (Bell) | _____ Tomato |
| _____ Blueberry | _____ Lime | _____ Plum | _____ Watermelon |
| _____ Cantaloupe | _____ Mango | _____ Pomegranate | _____ Zucchini Squash |
| _____ Cherry | _____ Nectarine | | |

VEGETABLES

- | | | | |
|-----------------------|-------------------|---------------|--------------------|
| _____ Asparagus | _____ Cauliflower | _____ Kale | _____ Radish |
| _____ Artichoke | _____ Celery | _____ Leek | _____ Rhubarb |
| _____ Bean (snap) | _____ Chard | _____ Lettuce | _____ Shallot |
| _____ Beet | _____ Cilantro | _____ Onion | _____ Spinach |
| _____ Broccoli | _____ Cucumber | _____ Parsnip | _____ Sweet Corn |
| _____ Brussel Sprouts | _____ Eggplant | _____ Peas | _____ Sweet Potato |
| _____ Cabbage | _____ Garlic | _____ Potato | _____ Turnip |
| _____ Carrot | _____ Ginger | | |

Horticulture Judging Classes

1. Write the name of the class on the line.
2. Place the specimens in order from best to worst.
3. Mark the box next to the placing you choose (put an “x” or circle the placing).

Class: _____

Class: _____

Placing Order: _____

Placing Order: _____

	1 2 3 4
	1 2 4 3
	1 3 2 4
	1 3 4 2
	1 4 2 3
	1 4 3 2
	2 1 3 4
	2 1 4 3
	2 3 1 4
	2 3 4 1
	2 4 3 1
	3 1 2 4
	3 1 4 2
	3 2 1 4
	3 2 4 1
	3 4 1 2
	3 4 2 1
	4 1 2 3
	4 1 3 2
	4 2 1 3
	4 2 3 1
	4 3 1 2
	4 3 2 1

	1 2 3 4
	1 2 4 3
	1 3 2 4
	1 3 4 2
	1 4 2 3
	1 4 3 2
	2 1 3 4
	2 1 4 3
	2 3 1 4
	2 3 4 1
	2 4 3 1
	3 1 2 4
	3 1 4 2
	3 2 1 4
	3 2 4 1
	3 4 1 2
	3 4 2 1
	4 1 2 3
	4 1 3 2
	4 2 1 3
	4 2 3 1
	4 3 1 2
	4 3 2 1

LIVESTOCK JUDGING

Purpose:

To assist the member in learning the basic skills of livestock evaluation.

Eligibility:

General guidelines apply. Do not need to be enrolled in a livestock project. Each county may enter two(2) teams. In the case of mixed ages, the team will be judged as juniors.

General Information:

1. Livestock judging is the judging or evaluation of a class (four animals) of live animals.
2. Classes will be selected from the following species of livestock. A total of six classes will be judged for market and or breeding depending on availability of animals.

Breed character may be considered according to the class as purebred.

<u>Cattle</u>	<u>Sheep</u>	<u>Swine</u>	<u>Goat</u>
Market Steers	Market Lambs	Market Barrows	Market Goat
Breeding Heifers	Breeding Ewes	Breeding Gilts	Breeding Does
Breeding Cows	Rams	Breeding Sows	
Bulls			

Classes selected will depend on the availability of livestock in host county.

3. Each county is allowed to bring two novice and two junior teams to the district contest. A junior team may be mixed ages, novice and junior. A novice team may be novice age contestants only. The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

4. A team consists of three or four members. Team score will be the sum of the three highest placing individuals of the team.

5. Contestants will be given approximately 15 minutes to judge a class at the discretion of the superintendent.

6. All novice and junior contestants will give oral reasons on one or two designated classes. (Reasons should not exceed two minutes.)

7. Contestants will not be allowed to talk to anyone except the group leader or the contest superintendent while judging.

8. Placing card for 4-H Judging Events, 200 D-9 will be used.

9. Ties will be broken on highest total reasons score.

10. Classes selected will depend on the availability of horses in the host county. The contest superintendent reserves the right to utilize online classes for one or all classes depending on contest entries and availability of live animals.

LIVESTOCK SKILL-A-THON

Purpose

To assist 4-H members in developing their livestock production skills in a friendly, but competitive setting by demonstrating the breadth of their knowledge and understanding of animal science and livestock management.

Eligibility

General guidelines apply. Do not need to enroll in any specific project

General Information

- A. Livestock breed identification: (100 possible points) identify from photographs twenty (20) livestock (beef, swine, sheep, and goats) breeds.
- B. Livestock equipment identification: Novice identify from the photographs or actual equipment, the proper name for twenty (20) pieces of equipment used in livestock production (100 possible points). Juniors identify from the photographs or actual equipment, the proper name for twenty-five (25) of pieces of equipment used in livestock production (100 possible points).
- C. Livestock feed identification: Novice identify ten (10) feedstuffs by the proper name (50 points possible). Juniors identify ten (10) feedstuffs by the proper name and correct nutrient group (100 points possible).
- D. Meat Judging class: Novice and Juniors rank a class of four similar retail cuts of beef, pork or Lamb (50 possible points).
- E. Meat Identification: Juniors identify 10 retail cuts of beef, pork or lamb. Must identify the species, primal, retail name, and cookery (50 points possible).
- F. Quality Assurance Exercise: Novice and Juniors demonstrate ability to read a medicine label, calculate withdrawal times, and answer questions regarding management decisions (50 points possible).
- G. Feed Label Knowledge Exercise: Juniors demonstrate ability to read and interpret information on a feed tag and answer questions regarding management decisions (50 possible points).

General Rules

This contest will be held in an open format so participants can participate at their convenience, but the contest will be scored for awards. It is recommended that teams go through the contest together, however it is not required.

Each county is allowed to bring two novice and two junior teams to district contest. A junior team may be mixed ages, novice and junior. A novice may be novice age contestants only. The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

A team must consist of three or four members.

Ties will be broken by breed ID, Livestock Equipment, feed ID, meat judging class & Meat ID for Juniors in this order.

LIVESTOCK SKILL-A-THON

BREED IDENTIFICATION

Place the letter of the correct breed name in the blank to the right of the number that corresponds to the picture.

CATTLE

- | | | |
|----------|----------------|--------------------|
| 1. _____ | A. Angus | K. Santa Gertrudis |
| | B. Brahman | L. Shorthorn |
| 2. _____ | C. Brangus | M. Simmental |
| | D. Braunvieh | N. Red Angus |
| 3. _____ | E. Chianina | O. Highland |
| | F. Gelbvieh | P. Texas Longhorn |
| 4. _____ | G. Hereford | Q. Wagyu |
| | H. Limousin | R. Charolais |
| 5. _____ | I. Maine-Anjou | S. Polled Hereford |
| | J. Salers | |

SWINE

- | | | |
|-----------|------------------|---------------|
| 6. _____ | T. Berkshire | Z. Pietrain |
| 7. _____ | U. Chester White | AA. Spotted |
| 8. _____ | V. Duroc | BB. Yorkshire |
| 9. _____ | W. Hampshire | |
| 10. _____ | X. Hereford | |
| | Y. Landrace | |

SHEEP

- | | | |
|-----------|----------------|-----------------|
| 11. _____ | CC. Cheviot | KK. Finnsheep |
| 12. _____ | DD. Columbia | LL. Hampshire |
| 13. _____ | EE. Corriedale | MM. Rambouillet |
| 14. _____ | FF. Debouillet | NN. Southdown |
| 15. _____ | GG. Barbado | OO. Suffolk |
| | HH. Merino | |
| | II. Dorset | |
| | JJ. Dorper | |

GOATS

- | | | |
|-----------|------------|--------------|
| 16. _____ | PP. Boer | UU. Lamancha |
| 17. _____ | QQ. Kiko | VV. Spanish |
| 18. _____ | RR. Angora | |
| 19. _____ | SS. Pigmy | |
| 20. _____ | TT. Nubian | |

NAME: _____

COUNTY: _____

**LIVESTOCK SKILL-A-THON
EQUIPMENT IDENTIFICATION**

Place the letter of the correct tool name in the blank to the right of the number that corresponds to the tool

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____
- 9. _____
- 10. _____
- 11. _____
- 12. _____
- 13. _____
- 14. _____
- 15. _____
- 16. _____
- 17. _____
- 18. _____
- 19. _____
- 20. _____

Juniors Only

- 21. _____
- 22. _____
- 23. _____
- 24. _____
- 25. _____

- A. Bailing Gun
- B. Beef Halter
- C. Branding Iron
- D. Dehorner
- E. Calf Puller
- F. Curry Comb
- G. Disposable Syringe
- H. Drench gun
- I. Ear Notcher
- J. Ear Tag Pliers
- K. Elastrator
- L. Emasculator
- M. Heat Detection Patch
- N. Hog Snare
- O. Hoof Knife
- P. Implant gun
- Q. Lamb Tube Feeder
- R. Nipple Waterer
- S. Nose Lead
- T. OB Chain
- U. Pistol Grip Syringe
- V. Ram Marking Harness
- W. Rumens Magnet
- X. Scalpel
- Y. Scotch Comb
- Z. Sheep Shears

- AA. Shear's Screwdriver
- BB. Straw Artificial Insemination Gun
- CC. Swine Breeding Spirette
- DD. Tattoo Pliers
- EE. Transfer Needle

NAME: _____

COUNTY: _____

**LIVESTOCK SKILL-A-THON
LIVESTOCK FEEDS**

Place the letter of the correct feed name in the blank to the right of the number that corresponds to the feed. Place the correct nutrient on the second space for each feed. You must indicate if the feed is an energy, protein or mineral.

	Feed Name	Feed Type
		JUNIORS ONLY
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

FEED NAME TYPE	FEED
A. Cracked Corn	EE – Energy
B. Rolled Oats	PP – Protein
C. Cottonseed Hulls	MM - Mineral
D. Rolled Milo	
E. Whole Milo	
F. Beet Pulp	
G. Whole Oats	
H. Whole Soybeans	
I. Alfalfa Pellet	
J. Whole Wheat	
K. Whole Cottonseed	
L. Whole Sunflower	
M. Whole Corn	
N. White Salt	
O. Blood Meal	
P. Fish Meal	
Q. Dried Molasses	
R. Rolled corn	
S. Rolled Barley	
T. Trace Mineral	
U. Soybean Meal	

LIVESTOCK SKILL-A-THON
Meat Judging Class

NEW MEXICO STATE UNIVERSITY COOPERATIVE EXTENSION SERVICE	
	1 2 3 4
	1 2 4 3
Placing Card	1 3 2 4
for	1 3 4 2
4-H Judging/	1 4 2 3
Events	1 4 3 2
	2 1 3 4
Class _____	2 1 4 3
	2 3 1 4
Contestant No. _____	2 3 4 1
	2 4 1 3
Placing Score _____	2 4 3 1
	3 1 2 4
Reasons Score _____	3 1 4 2
	3 2 1 4
Total Score _____	3 2 4 1
	3 4 1 2
	3 4 2 1
	4 1 2 3
	4 1 3 2
	4 2 1 3
	4 2 3 1
	4 3 1 2
	4 3 2 1

Retail Meat ID Master List

Important Note: The following material is provided as a study guide. Juniors will identify ten (10) cuts as to Species, Primal, Retail, and cookery.

SPECIES	PRIMAL	RETAIL	COOKERY
Beef	Chuck	Top Blade Steak (Flat Iron)	Dry
Beef	Flank	Flank Steak	Dry/Moist
Beef	Loin	Porterhouse Steak	Dry
Beef	Loin	T-Bone Steak	Dry
Beef	Plate	Short Ribs	Moist
Beef	Rib	Short Ribs	Dry
Beef	Rib	Ribeye Steak	Dry
Beef	Round	Bottom Round Roast	Dry/Moist
Beef	Round	Eye Round Steak	Dry/Moist
Beef	Round	Top Round Steak	Dry
Beef	Various	Cube Steak	Dry/Moist
Beef	Various	Beef for Stew	Moist
Beef	Various	Ground Beef	Dry
Beef	Variety	Heart	Dry/Moist
Beef	Variety	Kidney	Dry/Moist
Beef	Variety	Liver	Dry/Moist
Beef	Variety	Oxtail	Moist
Beef	Variety	Tongue	Dry/Moist
Pork	Ham/Leg	Pork Fresh Ham Center slice	Dry/Moist
Pork	Ham/Leg	Pork Fresh Ham Shank Portion	Dry/Moist
Pork	Loin	Blade Chops	Dry/Moist
Pork	Loin	Blade Roast	Dry/Moist
Pork	Loin	Center Rib Roast	Dry
Pork	Loin	Country Style Ribs	Dry/Moist
Pork	Loin	Loin Chops	Dry
Pork	Loin	Rib Chops	Dry
Pork	Loin	Butterflied Chop boneless	Dry
Pork	Shoulder	Arm Roast	Dry/Moist
Pork	Shoulder	Blade Boston Roast	Dry/Moist
Pork	Shoulder	Blade Steak	Dry/Moist
Pork	Side/Belly	Slab Bacon	Dry
Pork	Side/Belly	Sliced Bacon	Dry
Pork	Spareribs	Pork Spareribs	Dry/Moist
Pork	Variety	Smoked Jowl	Dry/Moist
Pork	Variety	Heart	Dry/Moist
Pork	Variety	Kidney	Dry/Moist
Pork	Variety	Liver	Dry/Moist
Pork	Variety	Tongue	Dry/Moist
Lamb	Loin	Loin Chops	Dry
Lamb	Rib	Rib Chops	Dry
Lamb	Rib	Rib Roast	Dry
Lamb	Shoulder	Arm Chops	Dry/Moist
Lamb	Shoulder	Blade Chops	Dry/Moist
Lamb	Leg	Center Slice	Dry
Lamb	Variety	Heart	Dry/Moist
Lamb	Variety	Kidney	Dry/Moist
Lamb	Variety	Liver	Dry/Moist
Lamb	Variety	Tongue	Dry/Moist

LIVESTOCK SKIL-A-THON
Meat Identification – Juniors Only

Item	Species	Primal	Retail Name	Cookery
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

LIVESTOCK SKILL-A-THON

Beef Quality Assurance: Medication Label (Juniors Only)

EXAMPLE

LOT/EXP
814049122

Naxcel® 1 gram
(ceftiofur sodium sterile powder)
Sterile Powder
For intramuscular and subcutaneous injection in cattle only.
For intramuscular injection in swine, sheep, goats, and horses.
For subcutaneous injection only in dogs, day-old chickens, and day-old turkey poults. May Be Used in Lactating Dairy Cattle, Sheep, and Goats.
Caution: Federal (USA) law restricts this drug to use by or on the order of a licensed veterinarian.
NADA #140-338, Approved by FDA
1465000

Pfizer

Dogs	1.0 mg/lb	0.1 mL/5 lb
Day-old Chickens	0.08 – 0.2 mg/chick	1 mL/250 – 625 chicks
Day-old Poults	0.17 – 0.5 mg/poult	1 mL/100 – 294 poults
Sheep/Goats	0.5 – 1.0 mg/lb	1 mL/50 – 100 lb
Cattle	0.5 – 1.0 mg/lb	1 mL/50 – 100 lb
Swine	1.36 – 2.27 mg/lb	1 mL/22 – 37 lb
Horses	1.0 – 2.0 mg/lb	2 – 4 mL/100 lb

For Once Daily Injection – See Package Insert
Reconstitute with 20 mL Sterile Water for Injection. Shake thoroughly prior to use. Each mL of the resulting solution contains ceftiofur sodium equivalent to 50 mg ceftiofur.
RESIDUE WARNINGS: Pre-slaughter meat withdrawals: Cattle and Swine: 4 days after last treatment. Sheep, goats, day-old chickens and turkey poults: 0 hrs. Milk discard time: 0 hrs.
WARNING: Not for human use. Keep out of reach of children. To avoid possible allergic reactions, users are advised to avoid direct contact of this product with the skin or mucous membranes (see package insert). Store unconstituted product at controlled room temperature 20° to 25° C (68° to 77° F) [see USP]. Protect from light. See package insert for complete product information and storage conditions. Each vial contains: ceftiofur sodium equivalent to 1 gram ceftiofur.

Distributed by:
Pharmacia & Upjohn Co.
Division of Pfizer Inc., NY, NY 10017

1. What is the route of administration in cattle only?
 - a. Subcutaneous injection only
 - b. Intramuscular injection only
 - c. Intramuscular and Subcutaneous injection only
 - d. Intradermal injection only
2. How frequently may this product be administered?
3. What is the dosage for a 550lb calf in mL?
4. Name the active ingredient(s)
5. What is the name of this medication?

LIVESTOCK SKILL-A-THON
Beef Quality Assurance (Juniors Only)

EXAMPLE

Feed Label

MG Calf Builder - Gen 2
 For Beef Cattle on Pasture

GUARANTEED ANALYSIS					
Crude Protein	min	12.00%	Salt	min	0.20%
Crude Fat	min	3.00%	Salt	max	0.70%
Crude Fiber	max	12.90%	Potassium	min	0.50%
Calcium	min	1.00%	Copper	min	30 ppm
Calcium	max	1.50%	Selenium	min	0.45 ppm
Phosphorus	min	0.50%	Vitamin A	min	5,000 IU/lb

List of Ingredients

Grain Products, Roughage Products, Processed Grain By-Products, Plant Protein Products, Molasses Products, Calcium Carbonate, Sodium Chloride, Monocalcium Phosphate, Hemicellulose Extract, Hydrated sodium calcium aluminosilicate, Magnesium-Mica, Manganous Oxide, Diatomaceous Earth (flow agent), Copper Sulfate, Zinc Sulfate, Zinc Oxide, Manganese Sulfate, Sodium Selenite, Cobalt Carbonate, Lactic Acid, Origanum Oil, Thyme White Oil, Cinnamaldehyde, Vitamin E Supplement, Mineral Oil, Vitamin A Supplement, Vitamin D3 Supplement, Fenugreek Flavor Extract, Ethylenediamine Dihydriodide, Dried Seaweed Meal (Fucaceae, Bangiaceae, Ulvaceae), Chicory Root, Red Pepper, Cloves, Anise Oil, Saccharin Sodium, Natural Flavor.

Feeding Directions

Feed at the rate of 1½ to 2% of body weight per head per day to beef cattle on pasture. Provide plenty of fresh, clean water at all times

CAUTION: Follow label directions. The addition to feed of higher levels of this product containing selenium is not permitted.

WARNING: This product, which contains added copper, should not be fed to sheep or related species that have a low tolerance to copper.



Manufactured by:
 M-G, Inc.
 PO Box 697 • Weimar TX 78962
 1-800-460-8581



NET WEIGHT: 50 lb. (22.7 kg) OR BULK

1. What is the guaranteed max amount of calcium and the guaranteed min amount of salt included in this product?

Calcium _____ Salt _____

2. This product is used for feeding what type of animal?

3. Does this product contain more Hemicellulose Extract or more Sodium Selenite?

4. How much would you feed per day if you were feeding 60 head each weighing 450lbs if you fed at the max percent of body weight?

5. Can this product also be fed to sheep? Why or why not?

PRESENTATIONS

Purpose

To give 4-H youth the opportunity to learn public speaking, teaching and expressing skills. To foster development of poise and self-confidence when speaking before a group.

To teach the ability to organize thoughts to present information in a logical manner which the general public can recognize and appreciate.

Eligibility

General guidelines will apply, but to give a project presentation 4-H member must be enrolled in a related project. Enrollment in public speaking is not required.

A county may enter up to four novice teams or individuals and four junior teams or individuals in any of the following three areas. A team is made up of two 4-H members and is considered as one entry. Team and individual presentations will be judged on the same criteria and will be competing against one another (there are not separate team and individual categories).

Presentations conducted in the Presentation Contest are directly related to skills and knowledge learned in a project. The three project presentation areas are:

- **Agriculture Presentation Contest**
Members should be currently enrolled in Animal Science, Horticulture and Agronomy, or Natural Science projects. Refer to the State 4-H Projects and Literature Materials Handbook (200 B-3) for a list of specific projects.
- **Home Economics Presentation Contest**
Members should be currently enrolled in Home Economics (clothing, foods, food preservation, housing), Consumer Education, or Family Life projects. Refer to the State 4-H Projects and Literature Materials Handbook (200 B-3) for a list of specific projects.
- **General Presentations Contest**
Members should be currently enrolled in Engineering, Personal Growth and Development, Creative Arts or Arts and Crafts projects. Refer to the State 4-H Projects and Literature Materials Handbook (200 B-3) for a list of specific projects.

General Information:

A presentation is composed of one or two persons and may be a demonstration or illustrated talk.

A demonstration is a presentation in which how to do a skill is shown with an explanation given as to why each step is important. It is a "show and tell" on how to do something.

An illustrated talk is a presentation of information with the aid of a flannel graph, charts, flashcards, slides, models, photographs, chalkboard, overhead projector, or actual objects.

Emphasis is on the showing not on doing the actual process as with a demonstration.

Additional comments regarding presentations:

- Live animals may be used; contestant must bear expense.
- Contestant is not required to use a recipe from the project book. The idea is to use the principles/skills learned.
- Only judges may ask questions of contestant. Others in the audience may quiz 4-H'ers after judges have determined winners.
- Each contestant is expected to bring their own supplies and equipment. Do not expect to borrow any items from the kitchen for foods demonstrations, etc.

Presentation Guidelines

1. Length

Length will be considered in the score. Time for answering questions is not counted in the presentation length. One point will be deducted for each minute or fraction of a minute over or under the time limit.

Novice - Each presentation must be at least 2 minutes in length, but no longer than 10 minutes. Time for answering questions is not counted in the presentation length. One point will be deducted for each minute or fraction of a minute under 2 minutes or over 10 minutes.

Junior - Each presentation must be at least 5 minutes in length, but no longer than 10 minutes. Time for answering questions is not counted in the presentation length. One point will be deducted for each minute or fraction of a minute under 5 minutes or over 10 minutes.

2. Participants should dress appropriately for the type of presentation.
3. Excessive use of notes will result in a three-point penalty.
4. Each participant is responsible for bringing any necessary visuals, supplies, equipment, easels, etc. Special arrangements must be made at the time entries are submitted.
5. Following each presentation, judges will be allowed to ask participants questions directly related to the area of the presentation, their public speaking experience or their overall 4-H participation.
6. The 4-H Presentation Score Sheets, 200.D-5 / R-2003 (Novice) and 200.D-5 / R- 2003 (Junior) will be used for evaluating and judging the presentations.

Tie Breaker

1. Body of presentation score
2. Summary of presentation score.
3. Introduction of presentation score.
4. Appearance score.

Awards

All presentations will be judged as one group. First through fifth place ribbons will be awarded to the novice and junior participants. Medals will be awarded to the high point individual/team in the novice and in the junior age group.

Revised 2004

4-H Novice Presentation Score Sheet



Project Area: ___Agricultural___General___Home

Economics Contestant _____ County _____

Title _____

Please circle a score for each area

Category	Excel	Good	Fair	Needs Improve.	Comments <small>(additional comments may be made on the back of this sheet)</small>
Appearance (10 points possible)					
Suitably dressed	5	4 3	2	1	
Poise & Posture	5	4 3	2	1	
Introduction (15 points possible)					
Appropriateness of topic	5	4 3	2	1	
Attention of audience gained	5	4 3	2	1	
Purpose clearly stated	5	4 3	2	1	
Body (50 points possible)					
Accurate and complete	10 9	8 7 6	5 4 3	2 1	
Correct Method (illustrated or demonstrated)	10 9	8 7 6	5 4 3	2 1	
Logical steps presented	10 9	8 7 6	5 4 3	2 1	
Skilled use of visual/other aids	10 9	8 7 6	5 4 3	2 1	
Overall effective presentation	10 9	8 7 6	5 4 3	2 1	
Summary (15 points possible)					
Purpose Achieved	5	4 3	2	1	
Main points summarized	5	4 3	2	1	
Quality of References	5	4 3	2	1	
Questions (10 points possible)					
Clear and concise response	5	4 3	2	1	
Keeps composure	5	4 3	2	1	
Column Total					

Presentation Time

Start Time: _____

End Time: _____

Total: _____

Total Points (100 possible) _____

Less Penalty _____

Excessive Use of Notes (minus 3 points)
Time (minus 1 point for each minute or fraction of a minute under 2 minutes or over 10 minutes.)

Total Score

NMSU Cooperative Extension Service is an affirmative action, equal opportunity employer and educator.

New Mexico State University and the U.S. Department of Agriculture cooperating

IMPROMPTU SPEAKING

Purpose:

To give 4-H youth the opportunity to learn public speaking, teaching and expression skills. To foster development of poise and self-confidence when speaking before a group, be it prepared or impromptu. To teach the ability to organized thoughts to present information in a logical manner which the general public can recognize and appreciate.

Eligibility:

General guidelines will apply. but 4-H member may be enrolled in any project. Enrollment in public speaking is not required. Each county may enter four novice members and four junior members in the Prepared Speech Contest.

General Information:

1. A speech given without any previous preparation except the two minutes before speaking.
2. Youth draw a number and line up accordingly. Talking while in line disqualifies the participant.
3. Two minutes before the speech is given, the speaker chooses two slips of paper which are handed to him/her on which is written a word, phrase, etc. He/she returns one of the slips of paper and begins formulating the speech on the slip he/she kept. After two minutes the speaker gives the impromptu speech.
4. Speech should have an introduction, body and summary.
5. Length of Speech: Novice, 1 minute minimum
Junior, 2 minutes minimum
6. Scorecard - (see attached)

Tie Breaker

1. Presentation score.
2. Organization score.

Awards:

First through fifth place ribbons will be awarded to the novice and junior participants. Medals will be awarded to the high point individual in the novice and junior age group.

Reference Material

Up Front with Groups - 100.F-4

Revised 1995

4-H IMPROMPTU SPEAKING SCORECARD

(95)

(To be used for impromptu speeches) Age

Category: (check one)

Novice_____

Junior_____

Contestant Name _____

Title of Presentation ____
_____**ORGANIZATION**

(50 points possible)

Introduction is attention getting.

Body of speech well organized, gives interesting facts and examples.

Summary is an attention keeper. _____

PRESENTATION

(50 points possible)

Enthusiasm motivates interest. Eye contact is kept with audience.

Voice varies in tempo, volume and is clear. Gestures are natural and used to illustrate. Poise is natural with no leaning on lectern, pacing, hands in pockets, gum

chewing and there is good posture.

Confidence exhibited while speaking on topic, even if speaker was not knowledgeable on topic.
_____**TOTAL** _____

(100 points possible)

PREPARED SPEECH

Purpose:

To give 4-H youth the opportunity to learn public speaking, teaching and expression skills. To foster development of poise and self-confidence when speaking before a group, be it Prepared or impromptu.

To teach the ability to organized thoughts to present information in a logical manner which the general public can recognize and appreciate.

Eligibility:

General guidelines will apply, but 4-H member may be enrolled in any project. Enrollment in public speaking is not required. Each county may enter four novice members and four junior members in the Prepared Speech Contest.

General Information:

1. Notes may be used but no visual aids or props are allowed.
2. Speakers draw a number for speaking order.
3. Examples of prepared speech are:

Informational - helps listener know or understand more about a topic.

Persuasion - encourages listener to accept a challenge, change an attitude, or take action as a result of the speech.

Inspirations - has emotional impact on the listener.

Entertaining - speech is designed to fit a special occasion and to entertain the audience.

4. Novice - 2-4 minutes. Junior - 4- 6 minutes.
5. Scorecard (see attached).

Tie Breaker

1. Presentation of prepared speech score.
2. Organization of prepared speech score. .
3. Knowledge of prepared speech score..

Awards:

First through fifth place ribbons will be awarded to the novice and junior participants. Medals will be awarded to the high point individual in the novice and junior age group.

Reference Material

Up Front with Groups - 100.F-4

Revised 1995

4-H PREPARED SPEECHES SCORECARD

(R-95)

(To be used for prepared speeches, including horse speeches)

Age Category: (check one) _____ Novice _____ Junior

Contestant Name _____

Title of Presentation _____

KNOWLEDGE OF TOPIC

(20 points possible)

Speaker knows more about the topic of speech than most members of the audience.

ORGANIZATION

(40 points possible)

Introduction is attention getting.

Body of speech well organized, gives interesting facts and examples.

Summary is an attention keeper.

PRESENTATION

(40 points possible)

Enthusiasm motivates interest. Eye contact is kept with audience.

Voice varies in tempo, volume and is clear. Gestures are natural and used to illustrate. Poise is natural with no leaning on lectern, pacing, hands in pockets, gum

chewing and there is good posture.

TOTAL _____

(100 points possible)

POETRY

Purpose:

To give 4-H youth the opportunity to learn public speaking, teaching and expression skills. To foster development of poise and self-confidence when speaking before a group, be it prepared or impromptu.

Eligibility:

General guidelines will apply. Enrollment in public speaking is not required. Each county may enter four novice members and four junior members in the Poetry Contest.

General Information:

1. Poem can be original or from a book. Memorized.
2. Speakers draw a number for order of speaking
3. Novice - 1-2 minutes Junior - 2- 4 minutes
4. Scorecard - (see attached).

Tie Breaker

1. Interpretation score.
2. Presentation score.
3. Knowledge score.

Awards:

First through fifth place ribbons will be awarded to the novice and junior participants. Medals will be awarded to the high point individual in the novice and junior age group.

Reference Material

Up Front with Groups - 100.F-4

Revised 1995

4-H POETRY SCORECARD

(R-95)

(To be used for poetry interpretative readings)

Poetry Age Category: (check one) _____ Novice _____ Junior

Contestant Name _____

Title of Presentation _____

KNOWLEDGE OF POEM OR READING

(20 points possible)

Speaker is familiar with the poem/reading context and knows the full meaning. _____

INTERPRETATION

(40 points possible)

Poem or reading performed according to own artistic understanding providing explanation for audience.

The mood or tone is expressed.

Rhythm and pace used to enhance interpretation.

PRESENTATION

(40 points possible)

Enthusiasm motivates interest. Eye contact is kept with audience.

Voice varies in tempo, volume and is clear. Gestures are natural and used to illustrate. Poise is natural with no leaning on lectern, pacing, hands in pockets, gum chewing and there is good posture.

TOTAL _____

(100 points possible)

TALENT REVIEW CONTEST

(Revised 2004)

There are six (6) categories, each with a separate description and score card. Category descriptions are listed in the enclosed Contest and Category Descriptions. The six (6) categories are:

1. Comedian
 2. Vocal
 3. Musical
 4. Choreographed Routines
 5. Drama
 6. Celebrate 4-H
- To determine category for entry, refer to the descriptions on the enclosed Contest and Category Descriptions. County Extension Agents are strongly encouraged to review entries for proper category and appropriateness of material, and ensure that all other rules and regulations are followed.
 - Time limits for all categories will be strictly enforced. **All categories** have a time limit of six (6) minutes for presentation and four (4) minutes for set-up and break down. A penalty of five (5) points per minute or part of a minute over the time limits allowed will be deducted from the total score.
 - Awards – First through fifth place ribbons will be awarded to the winning participants of each category. Medal will go to the first place winners in each category. First place winners in each category will also be asked to perform at the second night's awards assembly.

CONTEST AND CATEGORY DESCRIPTIONS

ENTRY: The Talent Review Contest will allow two novice and two junior **entries** per county to participate.

INDIVIDUAL OR GROUPS (Maximum of five participants) –Comedian Category

INDIVIDUAL OR GROUPS (Maximum of nine participants) – Vocal, Musical, Choreographed Routines, Drama, Celebrate 4-H Categories

Contestants must provide their own musical equipment (ie: piano, guitar, etc.), music (cd or digital), and props or costumes needed for their talent.

OBJECTIVES:

- To provide an opportunity for 4-H youth to develop a spirit of cooperation through working together to develop self-confidence through public appearance.
- To stimulate interest and encourage a broad-based recreation program in NM 4-H at the club and county level.
- To encourage 4-H members to discover and develop their talents.
- To provide for social, cultural, and leadership development of 4-H youth.

CATEGORY DESCRIPTIONS:

(NOTE: Information printed in *italics* below is information added to help clarify the category descriptions)

COMEDIAN – Individual or Group Entry – maximum of five (5) participants. Acts which showcase comedy are required. The act may incorporate vocal, musical, and/or dance but these aspects cannot be more than half of the performance time. These performances CANNOT include 4-H related material. Otherwise, it should be categorized as “Celebrate 4-H”. Examples of comedy entries might include “Who’s On First?,” The Three Stooges, or something original. Stand-Up Comedy is also acceptable, as long as the material is appropriate for a youth audience. Consider selecting a prose piece as is used in UIL competition that is humorous. Judged on material chosen, message, talent, presentation, style, props/costuming. Four (4) minutes total for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

VOCAL – Individual or Group Entry – maximum of nine (9) participants. Vocal presentation may be done a cappella, with an accompaniment tape, or musical instruments. No lip sinc will be allowed. No skit or story line will be permitted. **Sign language may be added to enhance the performance, but entries that strictly showcase sign language without vocal presentation are not permitted in this category. They must be entered in Choreographed routines.** Judged on talent, showmanship, vocal presentation, and material chosen. Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

MUSICAL – Individual or Group Entry – maximum of nine (9) participants. Musical presentation may be musical instruments accompanied by background tape, a band, piano solo, etc. No vocal presentation or lip sinc will be permitted. No skit or story line will be permitted. Judged on talent, showmanship, musical presentation, and material chosen. Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

CHOREOGRAPHED ROUTINES – Individual or Group Entry – maximum of nine (9) participants. No speaking to form a skit or story line. The act requires choreography and can be demonstrated through twirling, pom pom squad routines, jump rope teams, basketball dribbling exhibitions, or dance (Jazz, tap, country & western, ballroom, etc.) **Sign language presentations to music have been added to choreographed routines. However, if a participant is SINGING and SIGNING, this entry should be entered in the Vocal Category.** Judged on material chosen, talent, uniformity, creativity, showmanship, costuming, and material chosen. Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

DRAMA – Individual or Group Entry – maximum of nine (9) participants. Has a story line or theme that relates to a youth issue, current event, or world affair. The drama skit may be simply increasing awareness of the issue and/or a recommended solution to the issue being addressed. It is not a requirement to include 4-H in the skit. May incorporate music, vocal, and/or dance but these aspects cannot be more than half of the performance. Judged on creativity, material chosen, showmanship, costume, talent, props, message, addressing of current issues. Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total often (10) minutes per act.

CELEBRATE 4-H – Individual or Group Entry – maximum of nine (9) participants. Must be 4-H based story line, promoting 4-H, community service, a project or activity. May incorporate music, vocal selections, and/or dance but these aspects cannot be more than half of the performance. Skits can be humorous, creative and make fun of but not degrade Extension employees or the 4-H program. Judged on material chosen, talent, creativity, showmanship, costumes and props. Four (4) minutes for set-up and break down; maximum of six (6) minutes for presentation for a total of ten (10) minutes per act.

TALENT REVIEW CONTEST DEFINITION OF TERMS FOR SCORE SHEETS

The information below is a guide for scoring. Each term used on the score sheets are defined in an effort to clarify what is expected in each performance category. There is a score sheet for each of the six (6) categories.

Inappropriateness in any category is not permitted and would change the score of that particular area dramatically and could lead to disqualification. For example, a brilliantly executed skit that depends upon the use of foul language would not be acceptable. Any inappropriate reference to sex, age, or handicap will lead to disqualification.

MATERIAL CHOSEN– This area refers to the appropriateness of the material selected. A vocalist should select the song that is within his/her voice range; a pianist should pass up the “showy” difficult piece for one he/she will play well. Material chosen also refers to the appropriateness of the selection for presentation before a 4-H audience.

TALENT– This is the performer’s actual ability to do what the activity or skill requires. In any musical classification, this includes items such as the quality of music tones, intonation, manner of uttering tones with regard to rise, fall, pitch, harmony, rhythm and any other attributes of an artistic presentation. In dance, it includes rhythm, timing appropriate gestures, memorization and artistic delivery. Judges should be aware that some of the performers have not had formal training.

CREATIVITY– Creativity is the ability to produce something new, unique, or original. An act may be original in the way it was developed and/or interpreted. Sometimes the act itself may not be original, but the costuming, staging, or delivery may show creativity. Additionally, the quality of the creativity should be measured.

SHOWMANSHIP– Showmanship is the stage personality of the performer. It can include poise, confidence, facial expression, projection of voice, projection of music, body movements, gestures, and the performer’s stage presence, depending on the category (see score sheets for specific criteria). It is the performer’s communication with the audience at all times. It is his/her ability to make smooth entrances and exits, to avoid awkward pauses, and to acknowledge the applause of the audience. It is the use of the microphone and special stage props if these are a part of the act. In general, it is the whole personality of the performer while he/she is on stage.

COSTUME AND PROPS– Costume and props should be appropriate and supportive of the act. For some acts, street clothes may be the most appropriate costume. If the special costumes are used, they should contribute to the effectiveness of the act. Props are the backdrop and/or other items used to add character and meaning to the presentation. See rules # 8 and 9 under “Rules & Regulations” for more details on the appropriate size of props and items that cannot be used.

MESSAGE– Communication of an idea or theme. What is the underlying message that will be taught or presented?

PRESENTATION STYLE– Method of acting; distinctive or characteristic manner; overall excellence; skill or grace in performance and/or appearance.

VOCAL PRESENTATION– Exercising the power of producing voice, speech or sound, expressing one’s self as to relate to character or message being portrayed.

MUSICAL PRESENTATION– Music selected is appropriate to the skill level of the individual or group; sound level of the musical presentation is at an appropriate level; instruments are tuned properly.

UNIFORMITY– Consistency in formation; presenting a consistent appearance; in step; synchronized.

ADDRESSING OF CURRENT ISSUES– Relates to teen issues, current events or world affairs. Presentation should promote awareness and/or possible solutions.

Revised: 2004

Talent Review Contest Score Sheet Category: Comedian
(Individual or Group Entry—maximum of 9 participants)

County: _____ Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<u>Material Chosen</u> — appropriate for youth audience		30	
<u>Message</u> —communication of a theme or idea		20	
<u>Talent</u> —skills and ability to perform the presentation well		20	
<u>Presentation Style</u> — method of acting, distinctive or characteristic manner; overall excellence; skill or grace in performance and/or appearance		20	
<u>Props/Costuming</u> — appropriate and supportive of the act		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

***Note: Six (6) minutes will be allowed for presentation with four (4) minutes for set- up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.**

Talent Review Contest Score Sheet Category: Vocal
 (Individual or Group Entry—maximum of 9 participants)

County: _____ Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<i>Vocal Presentation</i> — exercising the power of producing voice, speech or sound; expressing one's self as to relate to character or message being portrayed		25	
<i>Talent</i> —ability to do what the activity or skill requires		25	
<i>Showmanship</i> —stage personality; poise, confidence, expression, projection of voice, gestures, stage presence		40	
<i>Material Chosen</i> — appropriate material for voice range		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

***Note:**Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Talent Review Contest Score Sheet Category: Musical
(Individual or Group Entry—maximum of 9 participants)

County: _____ Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<u>Musical Presentation</u> — selection is appropriate to skill level; instruments are tuned properly; sound level is appropriate		25	
<u>Talent</u> —ability to do what the activity or skill requires		25	
<u>Showmanship</u> —stage personality; poise, confidence, expression, musical projection, gestures, stage presence		40	
<u>Material Chosen</u> — appropriate and appealing to youth audiences		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

***Note:**Six (6) minutes will be allowed for presentation with four (4) minutes for set-up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.

Talent Review Contest Score Sheet Category: Choreographed Routines

(Individual or Group Entry—maximum of 9 participants)

County: _____

Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<u>Talent</u> —ability to do the activity or skills required; rhythm, appropriate gestures, memorization and artistic delivery		20	
<u>Uniformity</u> —synchronized movement; consistency in formation		20	
<u>Creativity</u> —ability to produce something new, unique, original		20	
<u>Showmanship</u> —stage personality; poise, confidence, expression, gestures, stage presence		15	
<u>Costuming</u> —appropriate for youth audience; fits well and is flattering		15	
<u>Material Chosen</u> — appropriate for youth audience and the ability of performer		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

***Note: Six (6) minutes will be allowed for presentation with four (4) minutes for set- up and break down of props and equipment for a total of ten (10) minutes per presentation. A penalty of five (5) points per minute or part of a minute over the time limit of six (6) minutes allowed for the presentation and four (4) minutes for set-up and break down of props will be imposed.**

Talent Review Contest Score Sheet Category: Drama
 (Individual or Group Entry—maximum of 9 participants)

County: _____ Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<u>Material Chosen</u> — appropriate for youth audience; addresses youth issue, current event or world affair; offers awareness and/or solution to issue		30	
<u>Creativity</u> —ability to produce something new, unique, original		20	
<u>Talent</u> —ability to do what the activity or skill requires; memorization		20	
<u>Showmanship</u> —stage personality; poise, confidence, expression, gestures, stage presence		20	
<u>Props/Costuming</u> — appropriate and supportive of the act		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

Talent Review Contest Score Sheet Category: Celebrating 4-H

(Individual or Group Entry—maximum of 9 participants)

County: _____

Order of Participation: _____

Name of Act: _____

Judging Criteria	Judge's Comments	Possible Score	Actual Score
<i>Material Chosen</i> — appropriate for youth audience; features 4-H		30	
<i>Talent</i> —ability to do what the activity or skill requires; memorization		20	
<i>Creativity</i> —produce something new, unique, original; creativity in delivery of act		20	
<i>Showmanship</i> —stage personality; poise, confidence, expression, voice projection, gestures, stage presence		20	
<i>Props/Costuming</i> — appropriate and supportive of the act		10	
<u>Sub-Total Score</u>		100	
<u>Penalty-Time Limit *</u>			
<u>Total Score</u>		100	

Additional Comments: _____

WILDLIFE HABITAT EVALUATION

(Revised 2025)

Eligibility

- A. Read general rules
- B. Members may be enrolled in any 4-H project
- C. Two, four- (4) member teams made of Novice and Two-, four- member team of Juniors members per county. Novices may be moved up to a junior team.

Resource:

Wildlife Habitat Evaluation Program Manual <http://www.whep.org/>

4-H Projects:

- 03101 Wildlife I: Discovering
- 03102 Wildlife II: Small Game
- 03103 Wildlife III: Waterfowl Management
- 03104 Wildlife IV: Big Game (N-06)

Contest Procedures:

a. Wildlife Identification:

Wildlife ID: 25 slides 2 points per Slide. Total of 50 points

Objective: To be able to identify wildlife species listed in the WHEP manual.

Wildlife managers must be able to identify the species for which they are managing. Photos of the species used in WHEP are readily available from several sources, including many field guides and websites. In this portion of the judging event contestants will be asked to identify wildlife species that are listed in the WHEP manual. The Wildlife Species Study List is found in the manual following the contest rules. There will be twenty-five species represented by a clear photograph of either male or female and can be shown in either the juvenile or adult stage. The format of this portion of the test is to write the number of the slide in the appropriate-blank. If the judges cannot read the intent of the contestant, the answer will be considered incorrect.

b. General Wildlife Knowledge: 25 questions 2 points each. Total of 50 points

Objective: To demonstrate knowledge of the wildlife species in the Hot Desert, Urban and Wetlands regions to be judged. Understand the biology and behaviors of the wildlife species found within the regions, and the use of aerial photos in wildlife management.

Questions can include information for any of the following in the WHEP manual:

- Wildlife species identification
- Wildlife foods

- Aerial photos
- Wildlife habitat requirements for a species
- Region specific questions (Hot desert or Urban)
- Wildlife management concepts and terms
- Wildlife management practices (WMP's)
- Glossary

The general knowledge portion tests the ability of participants to demonstrate their knowledge of species listed in the Wildlife Species Study List (found in the manual following the contest rules). The format will include general knowledge questions and specific questions that pertain to numbered practicum stations. Participants should be prepared to answer questions relating to foods eaten by specific species, identify tracks, feathers, skulls, droppings. In the "Species" section of the WHEP manual, each species has information on habitat requirements, management practices, habitat preferences and some incidental facts listed.

Scoring the Contest

Contestants are not allowed to utilize any personal electronic devices.

The wildlife contest is worth a total of 100 points.

A. *Wildlife Identification:*

Total of 50 points 2 points per Power Point Slide. Incorrect answers, or illegible answers will be marked wrong.

B. *General Knowledge:*

The general knowledge questions are worth a total of 50 points with each station worth 2 points apiece.

Tie Breakers

A. *Team:*

1. Total Wildlife ID score of top three team members
2. Total General Knowledge score of top three team members

B. *Individual:*

1. Wildlife Identification score
2. General Knowledge score

Birds (86)

American bittern
 American black duck
 American kestrel
 American robin
 American wigeon
 American woodcock
 barred owl
 black-backed woodpecker
 black-bellied whistling duck
 black-capped chickadee
 black-throated sparrow
 blue-winged teal
 Brewer's sparrow
 broad-winged hawk
 brown thrasher
 California quail
 California thrasher
 Canada goose
 common nighthawk
 crested caracara
 crissal thrasher
 dickcissel
 dusky grouse
 eastern bluebird
 eastern meadowlark
 European starling
 ferruginous hawk
 Gambel's quail
 golden eagle
 golden-cheeked warbler
 golden-fronted woodpecker
 golden-winged warbler
 grasshopper sparrow
 great horned owl
 greater prairie-chicken
 greater roadrunner
 greater sage-grouse
 hairy woodpecker
 house finch
 house sparrow
 house wren
 ladder-backed woodpecker
 lark bunting
 Lawrence's goldfinch
 loggerhead shrike
 long-billed thrasher
 mallard
 marbled murrelet
 mountain bluebird
 mourning dove
 northern bobwhite
 northern flicker
 northern goshawk
 northern harrier
 northern pintail

Nuttall's woodpecker
 ovenbird
 peregrine falcon
 prairie falcon
 prothonotary warbler
 pyrrhuloxia
 red-cockaded woodpecker
 red-eyed vireo
 red-tailed hawk
 redhead
 ring-necked pheasant
 rock pigeon
 ruby-throated hummingbird
 ruffed grouse
 sage thrasher
 scaled quail
 sharp-tailed grouse
 song sparrow
 sooty grouse
 southwest willow flycatcher
 spotted sandpiper
 spotted towhee
 Virginia rail
 western bluebird
 western kingbird
 white-tailed ptarmigan
 white-winged dove
 wild turkey
 Wilson's snipe
 wood duck
 yellow-rumped warbler

Mammals (34)

American beaver
 American marten
 big brown bat
 black bear
 black-tailed jackrabbit
 black-tailed prairie dog
 bobcat
 Brazilian free-tailed bat
 collared peccary
 Columbian black-tailed deer
 common muskrat
 coyote
 desert cottontail
 eastern cottontail
 eastern fox squirrel
 eastern gray squirrel
 elk
 fisher
 gray fox
 Indiana bat
 mink
 moose
 mountain cottontail

Mountain Lion
 New England Cottontail
 Pronghorn
 Raccoon
 Red Fox
 Red Squirrel
 River Otter
 Rocky Mountain
 Mule Deer
 Snowshoe Hare
 White-Tailed Deer
 Wild Pig

Reptiles (10)

American Alligator
 Eastern Box Turtle
 Eastern Indigo Snake
 Eastern Snapping Turtle
 Gila Monster
 Gopher Tortoise
 Plains Hog-Nosed Snake
 Texas Horned Lizard
 Timber Rattlesnake
 Western Diamond-Backed Rattlesnake

Amphibians (7)

American Bullfrog
 Crawfish Frog
 Monterey Salamander
 Northern Red-Legged Frog
 Rough-Skinned Newt
 Tiger Salamander
 Wood Frog

Fish (6)

Bluegill
 Channel Catfish
 Coho Salmon
 Cutthroat Trout
 Largemouth Bass
 Rainbow Trout

Invertebrates**(2)**

American Bumble Bee
 Monarch Butterfly

NORTHERN DISTRICT 4-H CONTEST

Wildlife Species Identification

Match Slide Number with Name of Animal

Name: _____

County: _____

Age: Novice Junior

SCORE: _____

Birds (86)

- | | |
|------------------------------------|-----------------------------------|
| _____ American bittern | _____ mourning dove |
| _____ American black duck | _____ northern bobwhite |
| _____ American kestrel | _____ northern flicker |
| _____ American robin | _____ northern goshawk |
| _____ American wigeon | _____ northern harrier |
| _____ American woodcock | _____ northern pintail |
| _____ barred owl | _____ Nuttall's woodpecker |
| _____ black-backed woodpecker | _____ ovenbird |
| _____ black-bellied whistling duck | _____ peregrine falcon |
| _____ black-capped chickadee | _____ prairie falcon |
| _____ black-throated sparrow | _____ prothonotary warbler |
| _____ blue-winged teal | _____ pyrrhuloxia |
| _____ Brewer's sparrow | _____ red-cockaded woodpecker |
| _____ broad-winged hawk | _____ red-eyed vireo |
| _____ brown thrasher | _____ red-tailed hawk |
| _____ California quail | _____ redhead |
| _____ California thrasher | _____ ring-necked pheasant |
| _____ Canada goose | _____ rock pigeon |
| _____ common nighthawk | _____ ruby-throated hummingbird |
| _____ crested caracara | _____ ruffed grouse |
| _____ crissal thrasher | _____ sage thrasher |
| _____ dickcissel | _____ scaled quail |
| _____ dusky grouse | _____ sharp-tailed grouse |
| _____ eastern bluebird | _____ song sparrow |
| _____ eastern meadowlark | _____ sooty grouse |
| _____ European starling | _____ southwest willow flycatcher |
| _____ ferruginous hawk | _____ spotted sandpiper |
| _____ Gambel's quail | _____ spotted towhee |
| _____ golden eagle | _____ Virginia rail |
| _____ golden-cheeked warbler | _____ western bluebird |
| _____ golden-fronted woodpecker | _____ western kingbird |
| _____ golden-winged warbler | _____ white-tailed ptarmigan |
| _____ grasshopper sparrow | _____ white-winged dove |
| _____ great horned owl | _____ wild turkey |
| _____ greater prairie-chicken | _____ Wilson's snipe |
| _____ greater roadrunner | _____ wood duck |
| _____ greater sage-grouse | _____ yellow-rumped warbler |

Mammals (34)

- | |
|-----------------------------------|
| _____ American beaver |
| _____ American marten |
| _____ big brown bat |
| _____ black bear |
| _____ black-tailed jackrabbit |
| _____ black-tailed prairie dog |
| _____ bobcat |
| _____ Brazilian free-tailed bat |
| _____ collared peccary |
| _____ Columbian black-tailed deer |
| _____ common muskrat |

- | |
|--------------------------------|
| _____ coyote |
| _____ desert cottontail |
| _____ eastern cottontail |
| _____ eastern fox squirrel |
| _____ eastern gray squirrel |
| _____ elk |
| _____ fisher |
| _____ gray fox |
| _____ Indiana bat |
| _____ mink |
| _____ moose |
| _____ mountain cottontail |
| _____ mountain lion |
| _____ New England cottontail |
| _____ pronghorn |
| _____ raccoon |
| _____ red fox |
| _____ red squirrel |
| _____ river otter |
| _____ Rocky Mountain mule deer |
| _____ snowshoe hare |
| _____ white-tailed deer |
| _____ wild pig |

Reptiles (10)

- | |
|--|
| _____ American Alligator |
| _____ eastern box turtle |
| _____ eastern indigo snake |
| _____ eastern snapping turtle |
| _____ Gila monster |
| _____ gopher tortoise |
| _____ plains hog-nosed snake |
| _____ Texas horned lizard |
| _____ timber rattlesnake |
| _____ western diamond-backed rattlesnake |

Amphibians (7)

- | |
|--------------------------------|
| _____ American bullfrog |
| _____ crawfish frog |
| _____ Monterey salamander |
| _____ northern red-legged frog |
| _____ rough-skinned newt |
| _____ tiger salamander |
| _____ wood frog |

Fish (6)

- | |
|-----------------------|
| _____ bluegill |
| _____ channel catfish |
| _____ Coho salmon |
| _____ cutthroat trout |
| _____ largemouth bass |

Invertebrates (2)

- | |
|--------------------------|
| _____ American Bumblebee |
| _____ Monarch Butterfly |

HIPPOLOGY

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 District Hippology Contest has two (2) different phases:

- 1) Examination Phase
- 2) Station Phase

I. CONTESTANTS AND ELIGIBILITY

ELIGIBILITY Each county is allowed to bring one novice and one junior team to the district contest. A junior team may be mixed ages, novice and junior. A novice team may be novice age contestants only.

The county team score will be the sum of the three highest scores. If a county does not have a team, they may bring individuals in each category. Individuals can compete only for high point individual.

A team consists of three or four members. Team scores will be the sum of the three highest placing individuals of the team.

II. THE CONTEST

A. Examination Phase – 200 points – this phase of the contest will include, but is not limited to:

- i. Written Exam: All answers will be recorded on the contestant's scantron form, test sheet, or electronically. It is the contestant's responsibility to make sure that the exam is correctly filled in and legible. (100 pts)
- ii. Photos to be identified such as breed, color, color pattern, body markings, activity being performed. (50 pts)
- iii. Anatomy which may include external anatomy, parts of the gastrointestinal tract and anatomy of the foot for novices. Juniors may also be tested on skeleton anatomy. (50 pts)

B. Station Phase -- 200 points -- this phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Students will have a maximum time limit of one (1) hour to complete this portion of the contest. All answers will be recorded on the contestant's scantron form, test sheet, or electronically. It is the contestant's responsibility to make sure that the sheet/tablet is correctly filled in and legible. Examples of stations which may be used include, but are not limited to:

a. Identification of:

1. Various types of saddles (actual or pictures) and parts of saddles.
2. Tack, bits, bridles, horse shoes and parts of shoes.
3. Tools and equipment.
4. Blemishes and Unsoundnesses
5. Optimal pulse rate, respiration rate and temperature for a horse at rest.
6. Grains and forages commonly used in New Mexico
7. Medicine Label - labeling parts and interpreting data, such as proper dosage, correct application, uses, and following warnings.

III.TIE-BREAKING

All ties 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.

IV.AWARDS

First through fifth place individual ribbons will be awarded.

V.REFERENCE MATERIAL

All the information covered in this contest may be found in one or more of the following publications:

- Evans The Horse – Evans, Borton, Hintz, and Van Vleck. Second Edition.W. H. Freeman and Company, 660 Market Street, San Francisco, CA 94104.(415)391-5870
- New Mexico 4-H Horse Project Book
- Ohio State University Learning Lab Horse Kit
- AYHC Horse Industry Handbook – by the American Youth Horse Council; American Youth Horse Council 4093-A Iron Works Pike, Lexington, KY 40511-8434.

MEATS IDENTIFICATION CONTEST

I. Eligibility

- a. Read the general rules.
- b. There will be two three-or-four member teams or individuals from each county.

II. Procedures

- a. Fifteen retail cuts of beef, pork and lamb (fresh, processed or variety meats) will be used in the identification phase of the contest.
- b. While judging, participants shall not talk to anyone except the group leaders or the contest superintendent. Points may be deducted for talking.
- c. Junior participants will answer questions based on the retail placing classes. Actual questions will be selected by the contest superintendent directly from the class.

Sample Questions

1. Which cut had the most fat?
2. Which cut had the least fat?
3. Which cut was the biggest in size?
4. Which cut was the smallest in size?
5. Between cuts A and B, which one looked meatier?

- d. Ties will be broken by retail name score, thereafter primal cut score.

III. Scoring

a.	Placing retail class	50 points
1.	Retail questions class Juniors Only	50 points
b.	Identify 15 retail cuts - beef, pork and lamb	Possible Score
1.	Name of species at two points each	30 points
2.	Name of primal cut at three point each	45 points
3.	Name of retail cut at four points each	60 points
4.	Recommended cookery method at one point each	15 points
	<i>Total identification score possible</i>	<i>150 points</i>
	Total score possible	250 points

IV. References

- a. [National 4-H Meat Judging Resources](#)
 - i. [American Royal National 4-H Retail Meat Identification Codes](#)
 - ii. [Meat Evaluation Handbook](#)
 - iii. [University of Nebraska](#)
 - iv. [Texas A&M University](#)
- b. Local packing plants, food lockers, local and chain food stores with meat counter.
- c. Placing Card, 200 D-9.

V. Awards

- a. First through fifth place ribbons will be awarded to team members and high point individuals. Medals will go to the first-place team members and high point individuals.

Retail Meat ID Master List

Important Note: The following material is provided as a study guide. Juniors will identify ten (10) cuts as to Species, Primal, Retail, and cookery.

SPECIES	PRIMAL	RETAIL	COOKERY
Beef	Chuck	Top Blade Steak (Flat Iron)	Dry
Beef	Flank	Flank Steak	Dry/Moist
Beef	Loin	Porterhouse Steak	Dry
Beef	Loin	T-Bone Steak	Dry
Beef	Plate	Short Ribs	Moist
Beef	Rib	Short Ribs	Dry
Beef	Rib	Ribeye Steak	Dry
Beef	Round	Bottom Round Roast	Dry/Moist
Beef	Round	Eye Round Steak	Dry/Moist
Beef	Round	Top Round Steak	Dry
Beef	Various	Cube Steak	Dry/Moist
Beef	Various	Beef for Stew	Moist
Beef	Various	Ground Beef	Dry
Beef	Variety	Heart	Dry/Moist
Beef	Variety	Kidney	Dry/Moist
Beef	Variety	Liver	Dry/Moist
Beef	Variety	Oxtail	Moist
Beef	Variety	Tongue	Dry/Moist
Pork	Ham/Leg	Pork Fresh Ham Center slice	Dry/Moist
Pork	Ham/Leg	Pork Fresh Ham Shank Portion	Dry/Moist
Pork	Loin	Blade Chops	Dry/Moist
Pork	Loin	Blade Roast	Dry/Moist
Pork	Loin	Center Rib Roast	Dry
Pork	Loin	Country Style Ribs	Dry/Moist
Pork	Loin	Loin Chops	Dry
Pork	Loin	Rib Chops	Dry
Pork	Loin	Butterflied Chop boneless	Dry
Pork	Shoulder	Arm Roast	Dry/Moist
Pork	Shoulder	Blade Boston Roast	Dry/Moist
Pork	Shoulder	Blade Steak	Dry/Moist
Pork	Side/Belly	Slab Bacon	Dry
Pork	Side/Belly	Sliced Bacon	Dry
Pork	Spareribs	Pork Spareribs	Dry/Moist
Pork	Variety	Smoked Jowl	Dry/Moist
Pork	Variety	Heart	Dry/Moist
Pork	Variety	Kidney	Dry/Moist
Pork	Variety	Liver	Dry/Moist
Pork	Variety	Tongue	Dry/Moist
Lamb	Loin	Loin Chops	Dry
Lamb	Rib	Rib Chops	Dry
Lamb	Rib	Rib Roast	Dry
Lamb	Shoulder	Arm Chops	Dry/Moist
Lamb	Shoulder	Blade Chops	Dry/Moist
Lamb	Leg	Center Slice	Dry
Lamb	Variety	Heart	Dry/Moist
Lamb	Variety	Kidney	Dry/Moist
Lamb	Variety	Liver	Dry/Moist
Lamb	Variety	Tongue	Dry/Moist

Name:		
County:		
Age:	Novice	Junior

Meats Livestock Skillathon

MEATS IDENTIFICATION CONTEST

Meat Identification

Item	Species B-P-L	Primal	Retail Name	Cookery D-M- D/M
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
Meats Contest Only				
11				
12				
13				
14				
15				
Total				

Retail Meat ID List

Species		
B - Beef	L - Lamb	P - Pork
Primal		
1 - Chuck	8 - Round	
2 - Flank	9 - Shoulder	
3 - Ham/Leg	10 - Side/Belly	
4 - Leg	11 - Spareribs	
5 - Loin	12 - Variety	
6 - Plate	13 - Various	
7 - Rib		
Retail		
1 - Arm Chops	20 - Loin Chops	
2 - Arm Roast	21 - Oxtail	
3 - Beef for Stew	22 - Pork Fresh Ham	
4 - Blade Boston Roast	Center slice	
5 - Blade Chops	23 - Pork Fresh Ham	
6 - Blade Roast	Shank Portion	
7 - Blade Steak	24 - Pork Spareribs	
8 - Bottom Round	25 - Porterhouse Steak	
Roast	26 - Rib Chops	
9 - Butterflied Chop	27 - Rib Roast	
boneless	28 - Ribeye Steak	
10 - Center Rib Roast	29 - Short Ribs	
11 - Center Slice	30 - Slab Bacon	
12 - Country Style Ribs	31 - Sliced Bacon	
13 - Cube Steak	32 - Smoked Jowl	
14 - Eye Round Steak	33 - T-Bone Steak	
15 - Flank Steak	34 - Tongue	
16 - Ground Beef	35 - Top Blade Steak	
17 - Heart	(Flat Iron)	
18 - Kidney	36 - Top Round Steak	
19 - Liver		
Cookery		
D-Dry	M- Moist	D/M- Dry/Moist

Placing Class		
CLASS 1		
A		1-2-3-4
B		1-2-4-3
C		1-3-2-4
D		1-3-4-2
E		1-4-2-3
F		1-4-3-2
G		2-1-3-4
H		2-1-4-3
I		2-3-1-4
J		2-3-4-1
K		2-4-1-3
L		2-4-3-1
M		3-1-2-4
N		3-1-4-2
O		3-2-1-4
P		3-2-4-1
Q		3-4-1-2
R		3-4-2-1
S		4-1-2-3
T		4-1-3-2
U		4-2-1-3
V		4-2-3-1
W		4-3-1-2
X		4-3-2-1

MEATS CONTEST ONLY	
QUESTIONS CLASS (JUNIORS ONLY)	
1	A _____
	B _____
	C _____
	D _____
2	A _____
	B _____
	C _____
	D _____
3	A _____
	B _____
	C _____
	D _____
4	A _____
	B _____
	C _____
	D _____
5	A _____
	B _____
	C _____
	D _____

	M	LVS
ID SCORE		
CLASS SCORE		
QUESTIONS SCORE		
TOTAL SCORE		

