

AGRICULTURAL SOCIETIES COUNCIL OF NSW

MERINO SHEEP JUDGING COMPETITION

The sheets in this set are:

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| 1. Rules & Regulations | 8. Master Score Sheet |
| 2. Procedure | A. Reason Card |
| 3. Competition Timing | B. Master Card–Comp. Judge’s Placing |
| 4. Competitor’s Judging Card | C. Handy Hints on the Hormel Slide |
| 5. Oral Section Guidelines | D. Helpful Hints on use of Hormel Slide |
| 6. Merino Sheep Judging Points | (Sheets A, B, C & D relate to a |
| 7. Notes for Competition Judges | number of competitions) |

RULES & REGULATIONS

- a) Competitors must be over 15 and under 25 years of age on 1st May in the year of the State Final at the Royal Easter Show.
- b) Competitors can compete in **only one Group Final** but it is not necessary to reside within the boundaries of the Group conducting the Final.
- c) No competitor can represent more than one show society in any one Group Final and no more than one group in a State Final. The winners of a National Final cannot compete at any level in the particular competition that they won.
- d) Winners of two (2) State Finals in any one class shall not be eligible for future competitions in that class.
- e) The Hormel Slide is to be used at all Group and State Finals.
- f) Merino judging only – Groups to be entitled to be represented at State Level by one (1) competitor.
- g) Group Secretaries **must** inform the ASC of the name, date of birth, address and telephone number of any competitor in judging competitions going on to State Finals. The ASC will advise these competitors of the venue and times of the State Final. In addition, a **complete list of all competitors in a Group Final must be send to the ASC** the next working day after the competition.
- h) Winners should be requested to do a report on any study tour they take as a result of winning a competition to justify the sponsorship money.
- i) **Competitors will be eliminated from the competition if deemed by the chief steward to be receiving outside assistance.**

<p>Please Note: i) This is a master set of sheets for use in creating sheets or cards for competitions.</p> <ol style="list-style-type: none">ii) Competition Judges receive sheets 2, 3, 4, 5, 6, 7, 8, A & B.iii) Competitors receive sheets 2, 3, 4, 5, 6, 7, 8 & Aiv) Sheets should be given to Competition Judge and Competitors with time for them to read through before the competition begins.v) Sheets 1, 9, C & D are for the use of Competition Co-ordinators/Stewards.vi) Additional requisites–Competitor Numbers and 2 sets of Poll Numbers (1–4)
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MERINO SHEEP JUDGING COMPETITION

The arrangements for the conduct of a Merino Sheep Judging Competition are as follows:

PROCEDURE

1. Two groups of four animals are judged by competitors. There are two non-oral judging sections and one oral section.
2. The oral class of 4 animals will be nominated by the Competition Judge or Chief Steward before judging commences, with the top section of the card marked "Oral Class" being used by all competitors to indicate their placings. The card marked "Non-oral Class" will be used for the other class of 4 animals.
3. Animals must be identified by the numbers 1-4, and not A, B, C, D. This is essential when using the Hormel Computing Slide.
4. Non-oral judging will take place first. Competitors will be allowed 12 minutes to judge the four animals and to complete each Non-oral Judging Card.
5. At the discretion of the Chief Steward a minimum of the six top-placed competitors in the non-oral judging will participate in the oral judging.
6. Each competitor in the oral section is allowed 3 minutes to line up the animals and explain the reasons for his placings.
7. The winner of the competition is marked out of a maximum of 200 points – 50 for placing each "Non-oral Class", 50 for handling of animals in one "Non-oral Class" and 50 for the "Oral Class".
8. The Competition Judge, in filling out his/her Master Card, is required to note a numerical difference between animals, as directed in instructions for the use of the Hormel Computing Slide.

This slide shows the degree of penalty as related to the degree of difference between animal placings, and the competitor is scored accordingly.
9. The Oral Section Guideline is retained for use by the competitor if required. It is designed to ensure competitors **use comparative details** in their oral description of the class.

The Reason Card is used to note those aspects in which the animal placed down the line is better than the animal placed before it.
10. Competitors in the oral class are scored on their accuracy of observation, **their comparative statements**, speaking ability and general presentation and dress.
11. In the case of a dead heat the contestant with the highest points for non-oral judging will be declared the winner, or if there is still a dead heat the Competition Judge will have the final say.

MERINO SHEEP JUDGING COMPETITION

COMPETITION TIMING

From the point of view of the competitors, the animals and the spectators, it is important that the whole competition be completed without delay. However, a minimum of 1½ hours is required as follows.

Non-oral Judging: (3 or 4 competitors at a time)

7 minutes - sheep standing)		
3 minutes - sheep sitting)	12 minutes	24 mins
2 minutes - sheep standing)		

Change over times 4 mins

Assessor Steward finalise non-oral score 4 mins

(Non-oral judging time is dependent on the number of competitors, allowing 12 minutes for a maximum of 4 persons at a time).

Oral Judging:

All competitors, except one, taken out of hearing range of the judging ring 2 mins

6 competitors' oral tests - 3 minutes each (1 minute placing, 2 minutes speaking) 18 mins

Competition Judge's individual comments (1 minute each) 6 mins

Change over time (1 minute each) 6 mins

Comments from Competition Judge 6 mins

Announcement and presentation of awards 8 mins

TOTAL TIME 90 mins

In order to maintain the impetus of the competition, immediately the Competition Judge has completed his final comments, the competition results should be ready to be announced and the awards and presentations made.

MERINO SHEEP JUDGING COMPETITION

COMPETITOR'S JUDGING CARD

(Print 2)

Competitor's No:

Selected Group:

Breed	1st	2nd	3rd	4th	Max. Points	Score
Competitor's Placing					50	
Competitor's Handling					50	
Oral:						
(a)	Presentation and dress				10	
(b)	Accuracy of observation				10	
(c)	Speaking Ability				15	
(d)	Ability to compare animals				15	
TOTAL					50	

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MERINO SHEEP JUDGING COMPETITION

ORAL SECTION GUIDELINES

You are allowed three minutes to line up the animals and to clearly express your views to the Competition Judge and spectators on why you placed the exhibits in a particular order.

Have your reasons organised and emphasise the most important points you wish to make.

The main objective when giving your reasons is to inform the judge that you saw and compared each animal in the class.

It is important that you make comparisons between animals rather than describe individual animals.

Commence your oral reasoning as follows:

"I placed this class 4, 1, 3, 2".

Give the most important reasons first and remember to use comparative terms. Where necessary you will then follow with:

"I grant (admit) that 1 is better than 4 in".

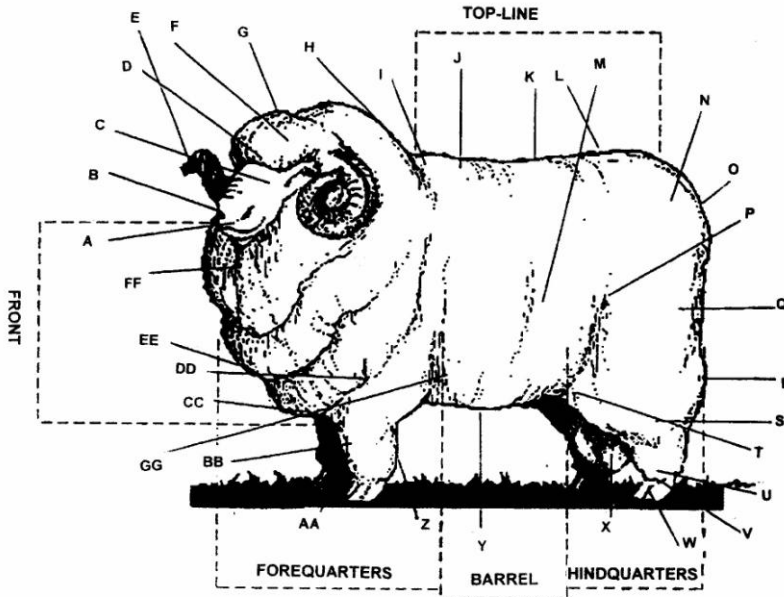
This demonstrates to the judge the accuracy of your priorities. Mention major faults, if any.

Continue in similar manner by comparing and granting the middle pair and finally the bottom pair.

Remember: Be concise;
 Show conviction in your placings;
 Give important reasons first;
 Use comparative terms.

DRESS - Competitors must be neatly and suitably attired. Male competitors must wear a tie and female competitors must be attired to a similar standard. Points will be deducted for poor presentation. Shorts and thongs are not permitted.

JUDGING POINTS – MERINO RAM



A	Muzzle	L	Loins	W	Hoof
B	Nostrils	M	Ribs	X	Testes
C	Face	N	Rump	Y	Underline
D	Forehead	O	Tail	Z	Elbow
E	Horns	P	Flank	AA	Knee
F	Crest	Q	Twist	BB	Forearm
G	Poll	R	Hock	CC	Brisket
H	Scrag	S	Stifle	DD	Shoulder
I	Withers	T	Lower Flank	EE	Apron
J	Seat of Devils Grip	U	Fetlock	FF	Dew-lap
K	Back or Saddle	V	Pasterns	GG	Girth

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MERINO SHEEP JUDGING COMPETITION

NOTES FOR COMPETITION JUDGES

In the selection of a class of animals for judging competitions, the aim should be to get a group of four upon whose placing experienced judges, after careful inspection and consideration, would be likely to agree. As a general rule these should be either four rams or four ewes. It is probably better if animals of similar age are selected for each class.

A suitable group might be made up of a fairly clear leader, a fairly obvious 'tail' and two others that present a more difficult choice. They will be judged against the standard of what is considered a good Merino type, rather than one that pays strict attention to specific breed points.

Prior to the competition the Competition Judge will select the animals to be judged - this can be done a day or two before the competition if required. On the day of the competition the Competition Judge will decide on the correct placing of the animals and his/her placings will be noted on the Master Card.

The Competition Judge, in filling out his/her Master Card, is required to note a numerical difference between animals, as directed in instructions for the use of the Hormel Computing Slide. This slide shows the degree of penalty as related to the degree of difference between placings, and the competitor is scored accordingly.

While competitors are judging the class of animals selected for the oral section, the Competition Judge allocates each competitor a mark out of 50 for handling and hands the scores for each group of competitors to the steward.

A competitor is in as good a position as is the Competition Judge to observe both the good points and the defects of the animals. But even if he/she does so, he/she may draw different conclusions because he/she does not give those good and bad points the same importance as does the Competition Judge. This difference of opinion will be reflected in the competitor's low score for placing and he/she should not be further penalised in the oral test if his/her observation has been accurate and the Competition Judge considers the reasoning to be logical. When assessing a competitor's oral performance, the Competition Judge should not seek to access the competitor's score for placing.

Each competitor in the oral class is allowed three minutes to line up the animals in his/her order of merit and to state his/her reasoning for the placings. If he/she finishes in less than this time, but has said all that was needed to support his/her case, he/she should not be penalised. On the other hand, if he/she greatly exceeds three minutes, marks should be deducted from the 15 allowed for 'Speaking' etc. After allocating points for each heading to a competitor in the oral section, the Competition Judge hands the score card immediately to the steward.

During the competition and at its conclusion the Competition Judge is asked to give his/her own reasons for the placing of the animals, preferably with the animals present. He/she might also make comment on the various oral reasons and speaking styles of the competitors.

In the interests of maintaining full spectator and competitor interest in the competition it is important that it be, as far as possible, confined to a time limit. Competition Judges are therefore asked to try and confine their comments to the times suggested in the "Competition Procedure".

DRESS - Competitors must be neatly and suitably attired. Male competitors must wear a tie and female competitors must be attired to a similar standard. Points will be deducted for poor presentation. Shorts and thongs are not permitted.

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JUDGING COMPETITIONS

REASON CARD FOR COMPETITOR'S NOTES (NOT TO BE HANDED IN)

Breed:

Placings: 1st 2nd 3rd 4th

*Please remember when speaking to say why you put 1st place over 2nd, 2nd place over 3rd, etc.

1st PLACE NO: Why you placed 1st:	
2nd PLACE No: Good Points:	Faults:
3rd PLACE No: Good Points:	Faults:
4th PLACE No: Good Points:	Faults:

MASTER CARD – COMPETITION JUDGE’S PLACINGS

Breed:

.....

Placings:
4

1	2	3	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Gaps:

1 – 2	2 – 3	3 – 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MASTER CARD – COMPETITION JUDGE’S PLACINGS

Breed:

.....

Placings:
4

1	2	3	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Gaps:

1 – 2	2 – 3	3 – 4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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HANDY HINTS ON THE HORMEL SLIDE & JUDGING COMPETITIONS

By Geoff Mayo

This is an American Invention that is held copyright by George A Hormel & Co., invented in 1975.

Four animals, birds, produce etc. are to be used at all times. It is usual to have contestants place two or three classes of four.

Always use the numbers 1, 2, 3, 4 not A, B, C, D. By using these numbers, they can be put into twenty four possible placings.

Contestants can obtain a maximum of 50 points per class and are scored down according to variations in their placings compared to the Competition Judge's placings.

The Competition Judge will have inspected the animals etc and have a good idea how he/she will place them before they enter the judging ring, but I suggest that the Competition Judge has another look at them as they are being paraded, so that he/she views them under the same conditions as the contestant sees them.

After completing placing decisions, he/she will then proceed to put what we call a cut or split between the 1st & 2nd placing, 2nd & 3rd placing and 3rd & 4th placing.

It appears that a lot of people do not understand how the Competition Judge arrives at the decision of the cuts.

The total of the cuts added together must not be under 3 and not more than 15. If they total 15, the middle number cannot be larger than 5. If they total 14, the middle number cannot be larger than 8.

If the Competition Judge decides that the first two animals are very close, he/she will put a cut of 1 or 2 between them but if he/she feels that there is a lot of difference, he/she will put a much larger cut. The same applies between 2nd & 3rd placing and between 3rd & 4th placing.

From the contestant's point of view it simply means that if he/she has two animals that he/she has placed opposite to the Competition Judge and there is a small cut between them, very few points will be lost, but if the cut is greater the contestant will lose more points. The fewer the faults between the animals the smaller the cut and vice versa.

An Oral is then conducted, which means that the selected contestants must tell the Competition Judge and spectators why he/she placed the animal in the order he/she has.

In competitions where contestant numbers are larger than say 10, it is usual to select those contestants with the higher total points after judging the non-oral classes to do the oral. This applies particularly in cattle classes as the animals get very tired being moved constantly, especially after the class judging. The spectators need to be considered - if competition is too long, they become bored and leave the ring.

The oral is judged on one class only. This class may be selected by the Competition Judge or the contestants – it varies with the type of competition.

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HELPFUL HINTS ON HOW TO USE THE HORMEL SLIDE

By Geoff Mayo.

POINTS TO LOOK FOR:

4 ANIMALS (or WHATEVER IS BEING JUDGED) MUST BE USED.

MAKE SURE THAT THEY ARE NUMBERED 1, 2, 3, 4 not A, B, C, D

A, B, C, D can be converted but with large numbers of contestants, this takes a lot of time and leaves room for error.

THE COMPETITION JUDGE PLACES THE ANIMALS

He/she will then proceed to put what we call a cut or split between each placing, 1st & 2nd placing, 2nd & 3rd placing, 3rd & 4th placing.

Using as an example:

Placings:	3	1	2	4
Cut between animals:	4	1	5	
Total cut adds up to:			10	

NOW TO SET THE SLIDE

1. TAKE ALL CARDS FROM SLIDE.

FIND THE WHITE CARD THAT HAS THE NUMBER 10 AT THE TOP AND PLACE THIS CARD ON TOP OF THE REMAINING CARDS.
3. NOW ON THE CLEAR PLASTIC CARD WITH THE RED NUMBERS, FIND THE NUMBERS 3 1 2 4 ON THE TOP.
4. PLACE THIS CARD ON TOP OF THE WHITE CARD BEING USED AND PUT ALL OTHER PLASTIC CARDS AT THE BACK.
5. GENTLY PUT ALL CARDS BACK INTO SLIDE – THIS KEEPS THEM TIGHT.
6. NOW PUSH PLASTIC CARD ALONG UNTIL THE NUMBERS 3 1 2 4 APPEAR AT THE TOP ON THE LEFT SIDE OF THE VIEWING SPACE IN THE CENTRE OF SLIDE.
7. MOVE WHITE CARD ALONG UNTIL THE NUMBERS 4 1 5 APPEAR AT THE BOTTOM OF THE VIEWING AREA.
8. AFTER MAKING SURE THAT THE PLACINGS AND CUT ARE LINED UP CORRECTLY, I SUGGEST TO PLACE A CLIP ON THE SLIDE TO ENSURE THAT CARDS DO NOT MOVE.
9. IT IS A GOOD IDEA TO LET THE COMPETITION JUDGE OR SOMEONE ELSE CHECK TO MAKE SURE IT IS CORRECT.
10. CORRECT SCORES NOW APPEAR DIRECTLY OPPOSITE ALL TWENTY FOUR POSSIBLE PLACINGS AS THE CONTESTANTS HAVE PLACED THEM.