



New South Wales
YOUNG JUDGES

Merino Sheep Young Judges Operational Guidelines

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RULES & REGULATIONS

- Competitors must be 15 and under 25 years of age on 1st May in the year of the State Final at the Royal Easter Show. They must be residing in either NSW or the ACT; or be in regular paid employment in NSW or the ACT; or be in full-time education in NSW or the ACT at the time of first competing in any competition year.
- Once a competitor has qualified to represent a Group at Sydney Royal Show in any one of the Judging or Parading Competition State Finals, they may not enter another Group Final as a potential qualifier in that type of competition in that competition year. They can, however, enter any one or more Group Finals anywhere in the state, for practice (and score), in the same type of competition as one in which they have previously qualified as long as they disclose this to the Group Final organisers at the time of entry and indicate that they are not eligible for a placing in that event.
 - (*“qualified” means First in Poultry, Merino Sheep, First or Second in Meat Breeds Sheep, Merino Fleece, Beef Cattle and Grain, and First, Second or Third in Dairy Cattle and Fruit and Vegetables. In Beef Cattle Paraders, “qualified” means gaining one of the placings which the particular Group Final is entitled to award based on the scale of entries. The Stud Merino Breeders Association competitions in Merino Sheep Judging at Armidale, Canberra and Dubbo are classed as Group Finals.*)
- A competitor who has previously qualified, or intends to qualify, for the State Final in the current qualifying year may be disqualified if they act as a Judge or Associate Judge at a Group Final in the same qualifying year for that specific NSW Young Judges Competition.
- 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 National Finals cannot compete thereafter at any level in the particular competition that they won.
- Winners of two (2) State Finals in any one young judges' competition shall not be eligible for future competitions in that young judges' competition. If a competitor has won two (2) NSW State Merino Sheep Young Judges competitions, they become ineligible to compete in any future NSW State Merino Sheep Young Judges competitions.
- The Hormel Slide or the Computerised Scoring System is to be used at all Group and State Finals.
- Groups are entitled to be represented at State level by one (1) Competitors unless otherwise stated.
- Group Secretaries **must** inform AgShows of the name, date of birth, address and telephone number of any competitor in judging competitions going on to State Finals. AgShows NSW 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 sent to AgShows NSW** the next working day after the competition.
- Competitors are allotted 5min after the conclusion of the presentation to ask the stewards for their scores. The competitor can only view their score for the competition.
- **Competitors will be eliminated from the competition if deemed by the Chief Steward to be receiving outside assistance.**

Please Note:

- i. This is a master set of sheets for use in creating sheets or cards for competitions.
- ii. Competitors each receive a copy of the Appendix A - Competitors pack.
 - a. Part 1 & 2 usually printed back to back.
 - b. Card A – Kept by competitor for notes on Oral class.
 - c. Card B – Handed in for scoring.
- iii. Competition Judges receive a copy of Appendix B - Judges Pack
 - a. Part 1
 - b. Card C
 - c. Card D (A copy of Card D is required by the Competition Judge for each competitor in the Oral Class).
- iv. Sheets should be given to Competition Judges and Competitors with time for them to read through before the competition begins.
- v. Competition Coordinator receive a copy of Appendix C - Coordinator's pack
 - a. E & F required only if using Hormel Slide, otherwise G.
 - b. Additional requisites: Competitor Numbers and 2 sets of Poll Numbers (1-4).

PROCEDURE

Two groups of four animals are judged by competitors. There are two non-oral judging sections and one oral section.

Animals in each class must be identified by **numbers 1 – 4, (not A, B, C, D)**. This is essential when using the Hormel Computing Slide or the Computerised Scoring System.

The Competition Judge, in filling out their Master Card, is required to note a numerical difference between animals, as directed in instructions for the use of the Hormel Computing Slide and the Computerised Scoring System.

The oral class of 4 animals will be nominated by the Competition Judge before judging commences.

Non-oral judging will take place first. Competitors will be allowed twelve minutes to judge the four animals in each class and to complete each Judging Card.

At the discretion of the RAS Judging Competitions Supervisor a minimum of the six top placed Competitors in the non-oral judging will participate in the oral judging.

Each competitor in the oral class is allowed two minutes for ringcraft and speaking. If they finish in less than this time but has said all that was needed to support their case, they should not be penalised. On the other hand, once the two minutes has been reached, 1 mark per 10 seconds or part thereof will be deducted from the total score by the stewards. The Competition Judge will use the “Oral Class” card for scoring Competitors in this section. During oral judging all Competitors except one at a time should be taken out of hearing range of the judging ring.

The winner of the competition is worked 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”

Competitors in the oral class are scored on their:

- **ringcraft,**
- **accuracy of observation,**
- **their comparative statements,**
- **speaking ability,**
- **general presentation and dress.**

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 make the decision on awarding of placing.

PROCEDURE FOR PARADING OF ANIMALS DURING YOUNG JUDGING

- Animals stand 1, 2, 3, 4 in that order for **seven minutes**.
- Animals then sit for **three minutes**.
- Animals stand 1, 2, 3, 4 in that order for **two minutes**.
- Cards to be completed and handed in at the end of twelve minutes.

MAXIMUM TOTAL TIME = 12 MINUTES

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	7 min
3 minutes – sheep sitting	3 mins
2 minutes – sheep standing	2 mins
Change over time	4 min
Assessor steward finalise non-oral score	4 min
All competitors, except one, taken out of hearing range of the judging ring	2 min
6 Competitors' oral tests – 1 minute for placings + 2 minutes speaking	18 mins
<i>(During oral judging, all Competitors except one at a time should be taken out of hearing range of the judging ring).</i>	
Comments from competition judge on both classes	6 mins
Comments from Competition Judge on Competitors' oral presentations	3 mins
Announcement and presentation of awards	8 mins
TOTAL TIME (based on 8 competitors)	57 MINS

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

APPENDIX 1: COMPETITOR PACK

ORAL SECTION GUIDELINES

Upon entering the ring for the Oral Presentation each Competitor is to inform the Steward of their placings in the class to allow the Stewards to arrange the exhibits prior to the presentation. You will then be allowed a maximum of two minutes 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:

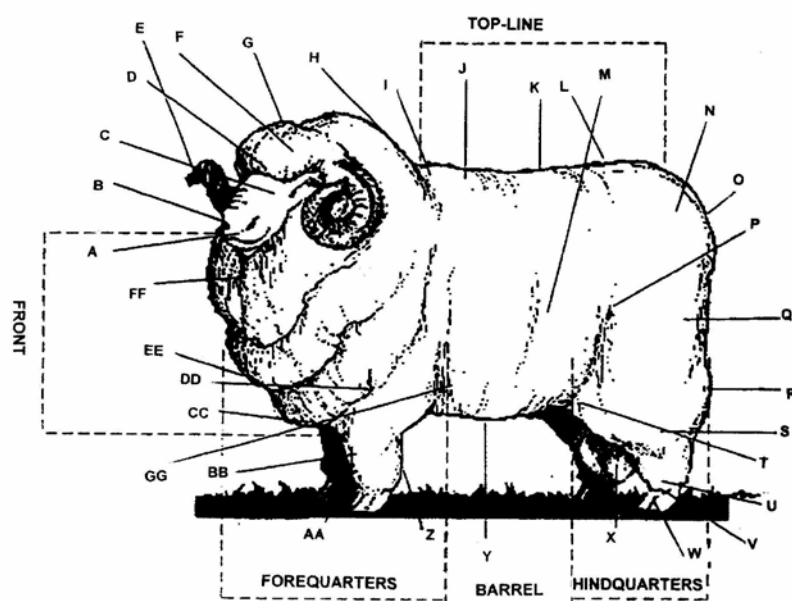
- ***Be concise;***
- ***Show conviction in your placings;***
- ***Give important reasons first;***
- ***Use comparative terms.***

DRESS:

- Competitors must be neatly and suitably attired according to industry standards, which may include a tie or scarf.
- Jackets are normally worn at State Finals.
- In Merino Sheep Judging, hats need not be worn unless outdoors, and jackets may be removed when handling sheep.
- Points will be deducted for poor presentation.
- Blue jeans are not normally worn for major competitions.
- Shorts and thongs are not permitted.

DESCRIPTIVE PARTS OF THE MERINO SHEEP

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



A: REASON CARD – Not to be handed in

Class:

Placings: 1st 2nd 3rd 4th

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

Exhibit 1	Good Attributes	Placing
	Faults	
Exhibit 2	Good Attributes	Placing
	Faults	
Exhibit 3	Good Attributes	Placing
	Faults	
Exhibit 4	Good Attributes	Placing
	Faults	



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B

B: COMPETITORS JUDGING SHEET

Judging Cards must be completed in the allocated time

NON-ORAL CLASS

Competitor's No:

Breed:

Placings:

1st

2nd

3rd

4th

NON-ORAL CLASS

Competitor's No:

Breed:

Placings:

1st

2nd

3rd

4th

ORAL CLASS: Placings should be the same as Card A

Competitor's No:

Breed:

Placings:

1st

2nd

3rd

4th

APPENDIX 2: JUDGES PACK

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 four rams or four ewes. It is probably better if animals of similar age are selected for each class.

Where animals of widely different ages have to be used, the ages should be given and it should be made clear to the Competitors that each animal is to be judged on its present showing and not on what it has done or might do.

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 and the Judges Steward 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 their placings will be noted on the Master Card.

The Competition Judge, in filling out their Master Card, is required to note a numerical difference between animals, as directed in instructions for the use of the Computerised scoring program and 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. This same degree of penalty is built into the Computerised Scoring System.

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 they do so, they may draw different conclusions because they do 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 they should not be further penalised in the oral test if their 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.

In the oral class the stewards will line up the animals in order for comment nominated by the competitor. Each competitor is then allowed a maximum of two minutes for stating their reasoning for the placings. 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 their own reasons for the placing of the animals, preferably with the animals present. They should 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 according to industry standards, which may include a tie or scarf.
- Jackets are normally worn at State Finals.
- In Merino Sheep Judging, hats need not be worn unless outdoors, and jackets may be removed when handling sheep.
- Points will be deducted for poor presentation.
- Blue jeans are not normally worn for major competitions.
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C

C: MASTER CARD – COMPETITION JUDGE'S PLACINGS

The total cuts must not be more than 15 or less than 3. Also if the total cuts equals 15, the middle cut must not be more than 8 or if the total cuts equals 14 the middle cut must not be more than 8.

BREED/CLASS:

PLACINGS:

1

2

3

4

CUTS: 1 – 2 2 – 3 3 – 4

1-2

2-3

3-4

BREED/CLASS:

PLACINGS:

1

2

3

4

CUTS: 1 – 2 2 – 3 3 – 4

1-2

2-3

3-4

BREED/CLASS:

PLACINGS:

1

2

3

4

CUTS: 1 – 2 2 – 3 3 – 4

1-2

2-3

3-4



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D

D: ORAL CLASS JUDGING SHEET

Competitor's No.....

Breed/Class.....

	POSSIBLE SCORE	SCORE
ORAL:		
(a) Accuracy of observation	15	
(b) Ability to compare exhibit	15	
(c) Speaking ability	10	
(d) Presentation and dress	10	
	Sub Total (50)	
	Less time penalties	
	TOTAL ORAL SCORE	

Competitor's No.....

Breed/Class.....

	POSSIBLE SCORE	SCORE
ORAL:		
(a) Accuracy of observation	15	
(b) Ability to compare exhibit	15	
(c) Speaking ability	10	
(d) Presentation and dress	10	
	Sub Total (50)	
	Less time penalties	
	TOTAL ORAL SCORE	



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E

E: HANDLING SCORESHEETS

<u>AgShows NSW</u>	
HANDLING SCORES	
Competitor's No.	Score /50
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

<u>AgShows NSW</u>	
HANDLING SCORES	
Competitor's No.	Score /50
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>



YOUNG JUDGES & PARADERS

F

F: MASTER SCORE SHEET

Place

[illegible]

MEAT BREEDS SHEEP - 2x Non-Oral classes, each out of 50, 2x Handling, each out of 25 (Use Placing columns 1&2 and Handling columns 1&2)
+ ORAL out of 50 = Total 200.



New South Wales YOUNG JUDGES & PARADERS

G

G: USING THE HORMEL SLIDE

Based on material prepared by the late Geoff Mayo.

Note: *The Hormel Slide is a 1975 American invention copyright for which is held by George A. Hormel & Co.*

- *Four exhibits (animals, fleeces, 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 the 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 probably have inspected the exhibits and have a good idea how they will place them before they enter the judging ring, but it is suggested that the Competition Judge has another look at them as they are being paraded, so that they view them under the same conditions as the contestant sees them. They will then proceed to place the exhibits and enter the placings, 1st, 2nd, 3rd and 4th, on the card. Then they will put what we call a "cut", a "split" or a "gap" between the 1st and 2nd placing, 2nd and 3rd placing and 3rd and 4th placing.
- *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, they will put a gap of 1 or 2 between them but if they feel that there is a lot of difference, they will put a much larger cut (6 or 7). The same applies between 2nd and 3rd placing and between 3rd and 4th placing.
- *From the contestant's point of view it simply means that if they have two animals that they have placed opposite to the Competition Judge and there is a small gap between them, very few points will be lost, but if the gap is greater the contestant will lose more points.

For example: Placings: 3 1 2 4
Gap between exhibits: 4 1 5 Total of gaps adds up to: 10

NOW TO SET THE SLIDE (for these placings and with these gaps)

- Take all cards from slide and find the white card that has the number 10(the total of the gaps) at the top and place this card on top of the remaining cards.
- Now on the clear plastic card with the red numbers, find the numbers 3 1 2 4 on the top row.
- Place this card on top of the white card being used and put all other plastic cards at the back.
- Gently put all cards back into slide – this keeps them tight.
- 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.
- Move white card along until the numbers 4 1 5 appear at the bottom of the viewing area.
- After making sure that the placings and gaps are lined up correctly, it is suggested that a clip be put on the slide to ensure that cards do not move.
- Have the competition judge or someone else check to make sure it is correct.
- Correct scores now appear directly opposite all 24 possible placings.



New South Wales **YOUNG JUDGES & PARADERS**

H

H: COMPUTERISED SCORING SYSTEM – INSTRUCTIONS

Any enquiries about this system should be directed to [AgShows](#) NSW.

- 1 **You can only enter data into pre-selected sheets and cells. All other cells are locked. It does not matter which order you enter the data into any of the sheets. Calculations may not show until all relevant scores are entered.**
- 2 When you open the template you will get a Security Warning. Select "*Enable Content*".
- 3 When the program is opened it will be given a name like "ASC Group5 V16-1001.xlsm". Click **FILE - SAVE AS**. In the screen that opens select the destination where you want the file saved to; Select **SAVE AS FILE TYPE** as "*Excel Macro-Enabled Workbook*"; Enter a meaningful name in **FILE NAME**; Click **SAVE**.
- 4 In the **Title** tab enter the information coloured green.
- 5 In the **Results** tab enter the names of the contestants. If an entrant does not show for the contest delete the name and/or leave the Entrant Name blank.
- 6 In the **Results** tab enter the number of **Groups** to be judged.
- 7 In each of the **Group** tabs enter the **Group** name (eg Tomato, Jersey, Conformation), the **Judge's Placings** and **Judge's Cuts** for that Group. The total cuts must not be more than 15 or less than 3. Also if the total cuts equals 15, the middle cut must not be more than 8 or if the total cuts equals 14 the middle cut must not be more than 8. A Warning will appear if these conditions are not met. The Judge must adjust the cuts to meet these conditions.
- 8 The **Entrant Number** will automatically be inserted in the **Group** tabs. When available enter the contestants' placings in the form of four numbers, eg 2134, 3412, etc. The score will be automatically appear.
- 9 When all the scores for the visual part of the competition have been entered the total visual score will automatically be inserted into the **Visual Score** column of the **Result** tab.
- 10 In the **Results** tab enter the **Handling Score** if appropriate.
- 11 In the **Oral** tab all data is entered automatically. Click the Green arrow to sort the entrants into rank order from highest to lowest score. Use this to select contestants for the oral section. To re-sort into contestant order click the Blue arrow
- 12 In the **Results** tab enter the **Oral** Scores.
- 13 In the **Results** tab the final ranking of the contestants will be displayed.
- 14 If there are any ties go to the **Final** tab and click the Green arrow. This will list the contestants in Rank Order. Use this information and the competition rules to determine the placings if ties are not allowed.
- 15 In the **Results** tab enter the placings in the **Place** column.
- 16 If facilities are available print the **Print** tab and give to each contestant.
- 17 Save the file.

I: EXHIBIT CARDS (POLL CARDS)



1



2



3



4



1



2



3



4



1



2



3



4



1



2



3



4

