

SUGGESTED LISTS OF FORMS & SUPPLIES NEEDED FOR ILR-SD YOUTH JUDGING

- 1. Participants for Youth Judging Classes are encouraged to have clipboards and pencils. Having said this, it is helpful to have extra pencils on hand for the youth who have forgotten.
- 2. The show will need to provide exhibitor numbers (1, 2, 3 & 4) for the handlers to wear in the Youth Judging Classes. These numbers must be used in order for the Youth Judging Placing Cards to work properly.
- 3. Specify in the show program if you want the participants in the Youth Judging Class to be "dressed as Judges".
- 4. A Hormel Scale should be borrowed or purchased. It can be purchased from http://shop.ffa.org/hormel-computing-slide-p38052.aspx. The Hormel Scale is needed to make final placings. Access to the Hormel Scale is available on-line at https://www.worldaccessnet.com/~normans/hormel.html.
- 5. Forms to have on hand:
 - a. <u>ILR-SD Youth Judging Program:</u> Print a copy of the ILR-SD Guidelines. This has an explanation of what the class is about and how to conduct the class.
 - b. <u>ILR-SD Performance Score Cards:</u> These are the score cards that the youth will use to score the 4 handlers in the Free Style Obstacle Class section of the Youth Judging Class. There are two score cards per sheet. Each youth will need four performance score cards.
 - c. <u>ILR-SD Placing Card</u>: This is the final Placing Card that the youth will use to mark their final placings in each of the classes they judge Showmanship, Free Style Obstacle, and Halter. There are three score cards per sheet. Each youth will need one full sheet cut into thirds printed off for their placings. Youth will figure their final placings for each of the three classes and then circle the correct order placings of the handlers, which have numbers 1 through 4. The 24 possible placings are noted on the Youth Judging Placing Card the youth select the one that matches their placing for that class.
 - d. <u>ILR-SD Junior Youth Judging Quiz:</u> The participants in the Junior division of the Youth Judging Class take a written quiz rather than give oral reasons for their placings in the Halter Class. Make one copy of the quiz for each of the Junior participants from the ILR-SD office. Scores are then placed on the Youth Judging Summary Score Sheet.
 - e. <u>ILR-SD Youth Judging Summary Score Sheet:</u> This is the form for the clerk to use for totaling all the scores, Showmanship, Free Style Obstacle, and Halter, to determine the final placings for the Youth Judging Class. A total of three of these forms will need to be printed off one for each age division Junior, Intermediate, and Senior.
 - f. <u>ILR-SD Official Judge's Placing Card:</u> This for is used for the Official Judge to record their placings and "cuts" for the Showmanship, Free Style Obstacle, and Halter Class. The judge will need only one copy of this form. There are also instructions for using the Hormel Scoring System on this form.
 - g. <u>ILR-SD Youth Judging Score Card for Official Judge:</u> The Official Judge will use this card to give points to each Intermediate and Senior class participant as they give oral reasons for the Halter Class. There are three score cards per sheet. You will need to have one score card for each Intermediate and Senior participating in the Youth Judging Class.



ILR-SD YOUTH JUDGING SUMMARY SCORE SHEET

				Junior	Intermediate	Senior
Exhibitor's Number	Exhibitor's Name	Showmanship	Free Style Obstacle	Halter	Oral Reasons or Quiz*	Total
110111001				11011001	01 2012	10001
					1	

^{*}Juniors take a quiz and Intermediates and Seniors give oral reason to the Judge



ILR-SD Youth Judging Halter Oral Reasons Score Card

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ILR-SD Youth Judging Halter Oral Reasons Score Card

SHOW Division ILR-SD Youth Judging	
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e Card	Halter Oral Reasons Score C	arc

Exhibitor #	_ Int. Sr.	Exhibitor #	Int. Sr.	Exhibitor #	Int. Sr.
Class #		Class #		Class #	
Accuracy (possible 25)		Accuracy (possible 25)		Accuracy (possible 25)	
Presentation (possible 25)		Presentation (possible 25)		Presentation (possible 25)	
TOTAL (possible 50)		TOTAL (possible 50)		TOTAL (possible 50)	



ILR-SD OFFICIAL JUDGE'S PLACING CARDS FOR YOUTH JUDGING

For use with Hormel Scoring System

			nanship Class
First	Second	Third	Fourth
CUTS:			
	etween Cut & 2 nd 2	between and & 3 rd	
Comments	S		
Judge's sig	nature		
OFFICIAL	JUDGE'S PLAC	ING: Free S	tyle Obstacle Class
First	Second	Third	Fourth
	Second	Third	Fourth
First CUTS: Cut b	 etween Cut		Cut between
First CUTS: Cut b	 etween Cut & 2 nd 2	between	Cut between

HORMEL SCORING SYSTEM INSTRUCTIONS

This system is designed to score judging classes on a basis of 50 points per class. In judging a class, the youth place four animals or items. This scoring system penalizes a contestant the amount of the margin between the two animals or items involved in each decision.

The Official Judge should determine the official placing and establish by number the margin of difference between each of the three pairs. These numbers represent the penalties for switching the Top (T), Middle (M), and Bottom (B) pairs and as such form the basis of grading.

The total of all three penalties cannot exceed 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.

2-5-3. Consider an example of a class 3-1-4-2 by the Official Judge. The 2-5-3 represents the Judge's cuts; 2 for switching the top pair, 5 and 3 for switching the middle and bottom pairs, respectively. The cuts of 2 and 3 indicate that the top and bottom pairs were fairly close pairs while the 5 indicates the middle pair had enough differences to make it a fairly easy placing.

Establishing "cuts" is most difficult for a judge. Using the Hormel System, 1 and 2 are usually used for a close pair, "1" for extremely close, "2" if there is good reason to mix the pair. Cuts of 4-8 are used for easy placings. Cuts of 5, 5, and 5 would indicate a very easy class from top to bottom while 2-2 or 2-1-2 cuts would indicate an extremely close class with reasons for putting the bottom place on top.

If you have a computer with access to the internet, the following page automatically calculates livestock score by the Hormel Scoring System at https://www.worldaccessnet.com/ \sim normans/hormel.html.

OFFICIAL JUDGE'S PLACING: Halter Class					
First	Secon	nd	Third	Fourth	
CUTS:					
	etween & 2 nd		etween & 3 rd	Cut between 3 rd & 4 th	
Comments	5				
Judge's signature					



ILR-SD Youth Judging Placing Card Showmanship

Exhibitor #_____ Jr. Int. Sr.

	Circle
Placings	Placing
1 * 2 * 3 * 4	1
1 * 2 * 4 * 3	
1 * 3 * 2 * 4	
1 * 3 * 4 * 2	
1 * 4 * 2 * 3	
1*4*3*2	
2*1*3*4	7
2*1*4*3	8
2 * 3 * 1 * 4	
2 * 3 * 4 * 1	
2 * 4 * 1 * 3	
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	



ILR-SD Youth Judging Placing Card Free Style Obstacle

Exhibitor #_____ Jr. Int. Sr.

	Circle
Placings	Placing
1 * 2 * 3 * 4	1
1 * 2 * 4 * 3	
1 * 3 * 2 * 4	
1 * 3 * 4 * 2	
1 * 4 * 2 * 3	
1*4*3*2	6
2 * 1 * 3 * 4	7
2 * 1 * 4 * 3	
2 * 3 * 1 * 4	
2 * 3 * 4 * 1	
2 * 4 * 1 * 3	
2 * 4 * 3 * 1	
3 * 1 * 2 * 4	13
3 * 1 * 4 * 2	
3 * 2 * 1 * 4	
3 * 2 * 4 * 1	
3 * 4 * 1 * 2	
3 * 4 * 2 * 1	
4 * 1 * 2 * 3	19
4 * 1 * 3 * 2	20
4 * 2 * 1 * 3	
4 * 2 * 3 * 1	
4 * 3 * 1 * 2	
4 * 3 * 2 * 1	



ILR-SD Youth Judging Placing Card Halter

Exhibitor #_____ Jr. Int. Sr.

Circle Placings 1*2*3*4 1*2*4*3 2 1*3*2*4 3 1*3*4*2 4 1*4*2*3 5 1*4*3*2 6 2*1*3*4 7 2*1*4*3 8 2*3*1*4 9 2*3*4*1 10 2*4*1*3 11 2*4*3*1 12 3*1*2*4 13 3*1*4*2 14 3*2*1*4 15 3*2*4*1 16 3*4*1*2 17 3*4*2*1 18 4*1*2*3 19 4*1*3*2 20 4*2*1*3 21 4*2*3*1 22 4*3*1*2 23 4*3*2*1 24	•
1 * 2 * 3 * 4 1 1 * 2 * 4 * 3 2 1 * 3 * 2 * 4 3 1 * 3 * 4 * 2 4 1 * 4 * 2 * 3 5 1 * 4 * 3 * 2 6 2 * 1 * 3 * 4 7 2 * 1 * 4 * 3 8 2 * 3 * 1 * 4 9 2 * 3 * 4 * 1 10 2 * 4 * 3 * 1 12 3 * 1 * 2 * 4 13 3 * 1 * 4 * 2 14 3 * 2 * 4 * 1 16 3 * 4 * 1 * 2 17 3 * 4 * 2 * 1 18 4 * 1 * 3 * 2 20 4 * 2 * 3 * 1 21 4 * 2 * 3 * 1 22 4 * 3 * 1 * 2 23	Circle
1 * 2 * 3 * 4 1 1 * 2 * 4 * 3 2 1 * 3 * 2 * 4 3 1 * 3 * 4 * 2 4 1 * 4 * 2 * 3 5 1 * 4 * 3 * 2 6 2 * 1 * 3 * 4 7 2 * 1 * 4 * 3 8 2 * 3 * 1 * 4 9 2 * 3 * 4 * 1 10 2 * 4 * 3 * 1 12 3 * 1 * 2 * 4 13 3 * 1 * 4 * 2 14 3 * 2 * 4 * 1 16 3 * 4 * 1 * 2 17 3 * 4 * 2 * 1 18 4 * 1 * 3 * 2 20 4 * 2 * 3 * 1 21 4 * 2 * 3 * 1 22 4 * 3 * 1 * 2 23	Placings Placing
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3*4*1*2	
3*4*2*1	
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Total Score _____

Total Score _____

Total Score _____