



TASMANIAN AGRICULTURAL SHOWS
HANDBOOK

BEEF CATTLE
JUDGING COMPETITION

(Last Reviewed 27 APRIL 2017)

JUDGING INSTRUCTIONS

THE JUDGING CARDS FOR THIS COMPETITION SHOULD BE ON GREEN COLOURED PAPER.

BEEF CATTLE JUDGING COMPETITION

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Beef Cattle Judging Competition

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The Beef Cattle Judging Competition is designed to determine the Competitors whose placings after careful inspection and consideration would likely agree to those of the Competition judge.

RULES AND REGULATIONS

1. Competitors must be twelve (12) and under twenty five (25) years of age on first (1st) May in the year of the Competitor's State Final. Competitors under the age of eighteen (18) must be accompanied by a chaperone or school teacher.
2. Competitors must have lived, worked or attended school within the State of Tasmania for at least three (3) months to be eligible to compete in the competition
3. .
4. Each year one (1) Competitor is to represent the your society in the state final to be held at the Devonport Agricultural Show.
5. The Computer Scoring Program and the Hormel Slide are to be used at the Judging Competition.
6. The Competition judge **must** not have access to any Master Score Sheet prior to the announcement of the winners of the Beef Cattle Judging Competition.
7. Secretaries **must** inform the State Council Secretariat of the name, address and telephone number of **their** Competitor in a Judging Competition going on to State Final.
8. Winners are eligible to compete again after winning the final of the Beef Cattle Judging Championship.
9. Competitors will be eliminated from the Competition if the Judge's Steward considers they are receiving outside assistance.

Notes for Stewards

1. Shows will provide one (1) Data Reader Steward, one (1) Ring Steward and one (1) Timekeeper.
2. Show is to provide one (1) Data Entry Steward, one (1) Ring Steward and one (1) Announcer Steward.
3. The role and activities of Officials are listed in the 'Young Judges Competition Handbook for Description of Officials' Duties'.
4. One (1) Competition judge is required for the Competition.
5. The show is to provide place ribbons to Exhibitors/ Competitors.
6. Rules and Regulations for the Competition to be made available to the competitors.

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Please Note:	i	This is a master set of Beef Cattle Judging Instruction Sheets to photocopy for the Competition.
	ii	Competition judge receives Pages 4, 5, 7, 8, 10, 12 and 13.
	iii	Competitors receive Pages 6, 8, 9, and 12.
	iv	Pages should be given to the Competition judge and Competitors with time for them to read through before the Competition begins.
	v	Pages 3, 4, 5, 11, 14 and 15 are for the use of the Competition Judge's Steward.
	vi	Additional requisites – Competitor Numbers and 3 sets of Breastplates (1 to 4).

The arrangements for the conduct of the Competition are as follows:-

A. PROCEDURE FOR RUNNING THE COMPETITION

1. a). Three (3) Classes of animals are to be judged by Competitors. One (1) Class judged at a time.
b). Each Competitor may select his/ her Class for the Oral presentation.
2. Animals in each Class must be identified by 'breastplates' numbered one to four (1 to 4), and **not** A B C D with relevant age, weights and measurements on them. This is essential when the Computer Scoring Program or Hormel Slide are used.
3. All Competitors will take part in the Oral judging and use the card/ sheet marked 'Oral Class'. Before the commencement of the Oral presentation, each Competitor is required to give instruction to the Ring Steward to place the ribbons on the cattle in their placement order. The ribbon colour order being Blue – First (1st), Red – Second (2nd), White – Third (3rd), Yellow – Forth (4th).
4. Visual judging will take place first. Competitors will be allowed eight (8) minutes to judge the four (4) animals and to complete each Visual Judging Card.
5. Each Competitor in the Oral Class is allowed two (2) minutes for speaking. **Penalty points apply** – One (1) point should be deducted for every ten (10) seconds or part thereof over the allotted two (2) minutes.
6. The winner of the Competition is marked out of a maximum of two hundred (200) points: fifty (50) points or the placings in each of the three (3) Classes, and fifty (50) points for the Oral Class.
7. Competitors in the Oral Class are scored on their ringcraft, accuracy of observation, their comparative statements, speaking ability and general presentation and dress.
8. In the case of a dead heat the Competitor with the highest total points for Visual judging will be declared the winner, or if there is still a dead heat the Competition judge will have the final say. All tie-break details are to be confirmed by the the Judge's Steward.

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B. PARADING OF ANIMALS

1. Animals to be paraded one, two, three, four (1, 2, 3, 4) in that order in a clockwise direction for two (2) minutes.
2. Animals then lined up head to tail for two (2) minutes.
3. Animals led around one more circuit for two (2) minutes.
4. Animals to be lined up side by side for remaining two (2) minutes.
5. Judging Cards to be handed in at the end of eight (8) minutes.

Maximum total time of eight (8) minutes.

C. JUDGING CARDS

1. Judging Cards are simple in design. All that is required by Competitors is to place animals in order from one to four (1 to 4).
2. It is essential that one (1) Competition judge officiate for all Classes.
3. The Competition judge, when filling out his/ her Master Card, is to note a numerical difference between animals, as directed in the instructions for use of the Hormel Slide.

The Hormel Slide shows the degree of penalty as related to the degree of difference between animal placings and the Competitor is scored accordingly.

4. The Oral Section Guideline may be retained by the Competitor. It is designed to ensure Competitors use comparative details in their Oral description of the Class.

The Work Sheet is to note the features of each animal and the reason it was placed in its position.

D. COMPETITION TIMING

To maintain the interest of Competitors, the animals and the spectators, it is important the entire Competition is completed in approximately one and a half (1½) hours. The timing should be as follows:-

Visual Judging

Judging three (3) Classes – Eight (8) minutes each	24 mins
Changeover times	3 mins
Data Reader Steward to finalise Competitors Visual score	3 mins

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Oral Judging

Note: All Competitors, except one (1) should be taken out of hearing range of the Judging Ring

Six (6) Competitors placings – One (1) minute each	6 mins
Six (6) Competitors' oral tests – Two (2) minutes speaking	12 mins
Changeover times	8 mins
Comments from Competition judge on Oral Class	9 mins
Announcement and Presentation of Awards	10 mins
	<hr/>
Total Time	75 mins
	<hr/>

In order to maintain the impetus of the Competition, immediately the Competition judge has completed his/ her final comments, the Competition results should be ready to be announced and the Awards and Presentations made.

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BEEF CATTLE JUDGING COMPETITION

(Visual Class)

Competitor's No:				
Breed:				
Placings:	1st	2nd	3rd	4th	Max. Points (50)

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BEEF CATTLE JUDGING COMPETITION

(Visual Class)

Competitor's No:				
Breed:				
Placings:	1st	2nd	3rd	4th	Max. Points (50)

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BEEF CATTLE JUDGING COMPETITION

(Oral Class)

Competitor's No:

Selected Breed:

Class					Score	Max. Points
Competitor's Placing						
Oral Order:						
(a) Accuracy of observation						15
(b) Ability to compare animals						15
(c) Speaking ability						10
(d) Presentation and dress						10
SUB TOTAL						
PENALTIES						
TOTAL						50

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BEEF CATTLE JUDGING COMPETITION

ORAL SECTION GUIDELINES

Competitors will give their placings to the Ring Steward upon entering the Judging Ring for their Oral presentation.

Competitors are allowed one (1) minute to parade the animals for one circuit of the ring and to place them in the order of merit.

Competitors will then be allowed two (2) minutes to clearly express their views to the Competition judge and spectators the reasons they placed the Exhibits in a particular order. **Penalty points apply** – One (1) point should be deducted for every ten (10) seconds or part thereof over the allotted two (2) minutes.

Competitors should have their reasons organised and emphasise the most important points they wish to make.

When giving the reasons, the main objective is to inform the Competition judge that the Competitor has seen and compared each animal in the Class.

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

Commence the Oral reasoning as follows:-

‘I placed this Class four, one, three, two (4, 1, 3, 2)’.

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

In my opinion No one (1) is better than No four (4) in

This demonstrates to the **Competition** judge the accuracy of any priorities. Mention major faults, if present.

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

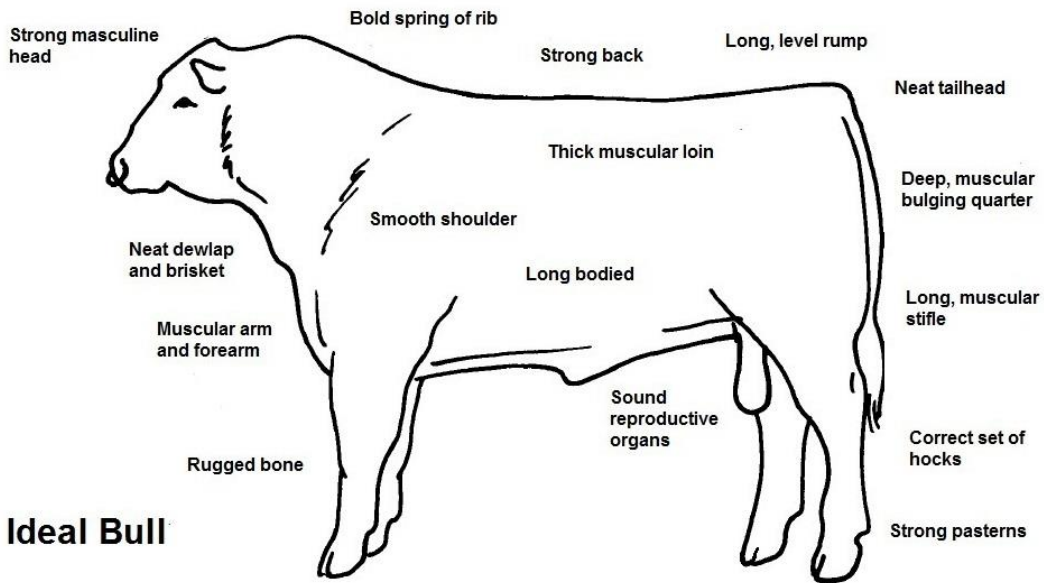
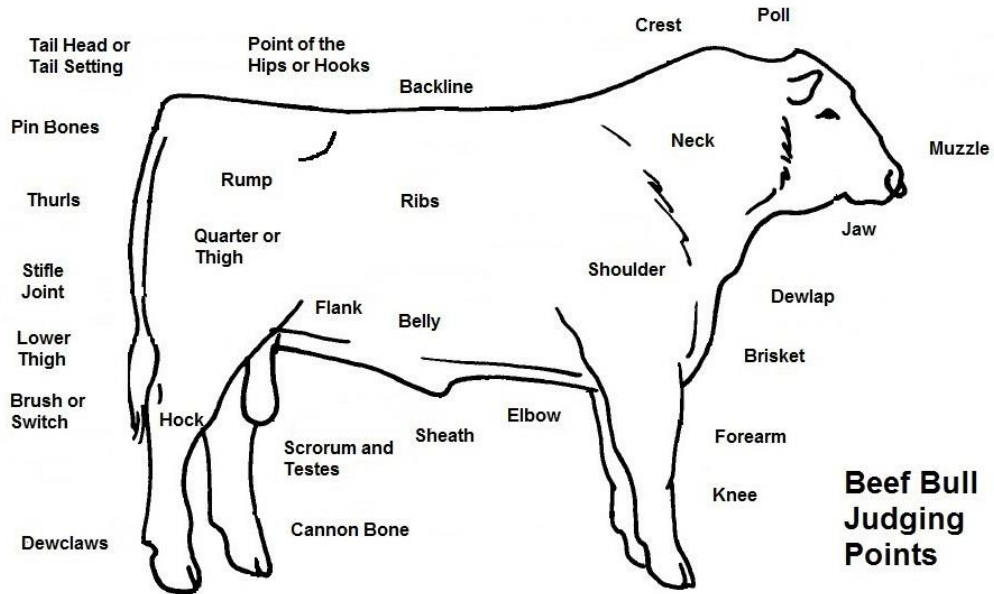
Remember: Be concise;
 Show conviction in the placings;
 Give important reasons first;
 Use comparative terms.

DRESS - Competitors must be neatly and suitably attired, and male Competitors must wear a tie. Points will be deducted for poor presentation. Shorts and thongs are not permitted.

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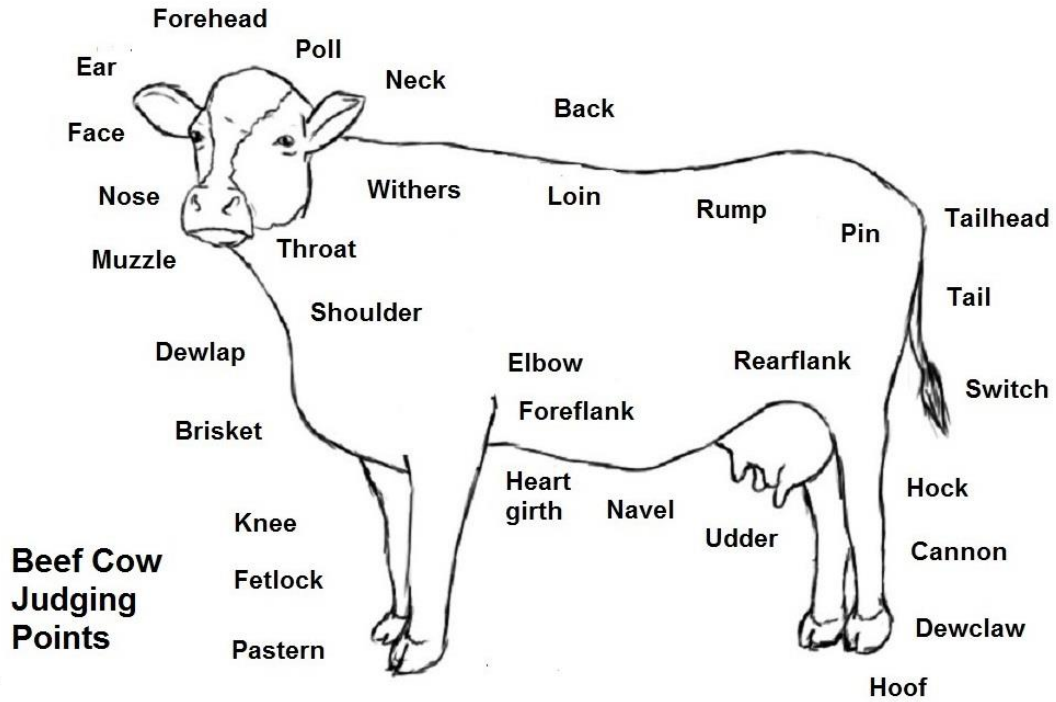
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Beef Cattle Judging Competition

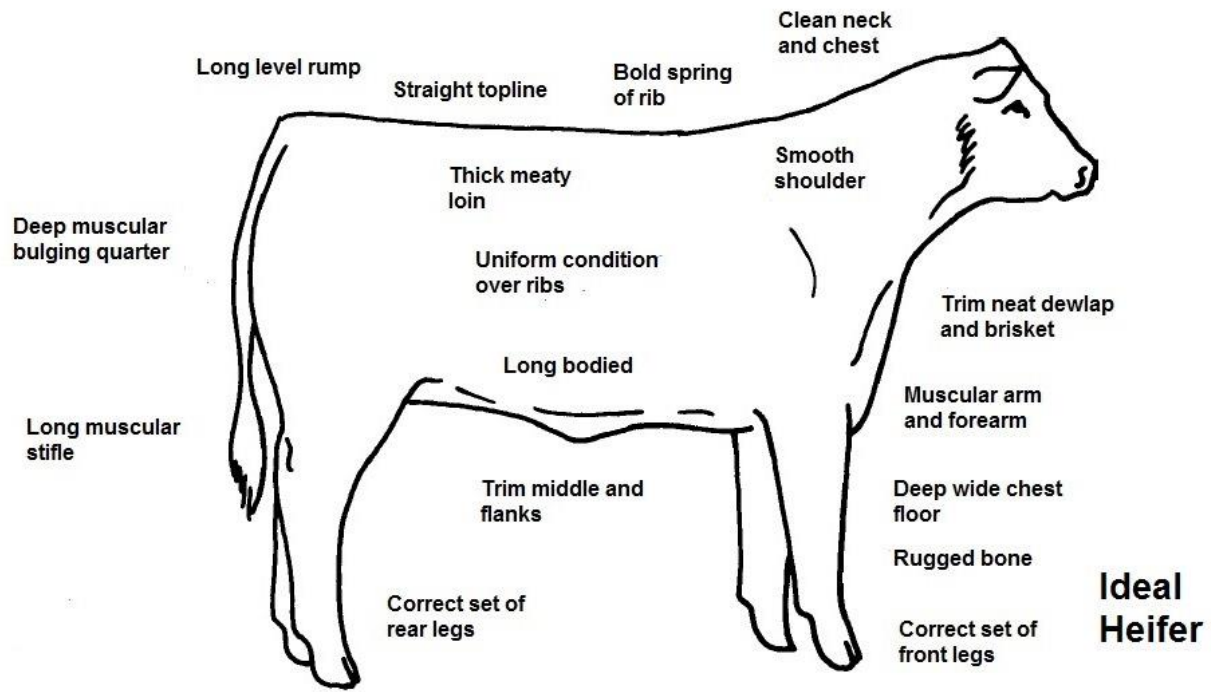
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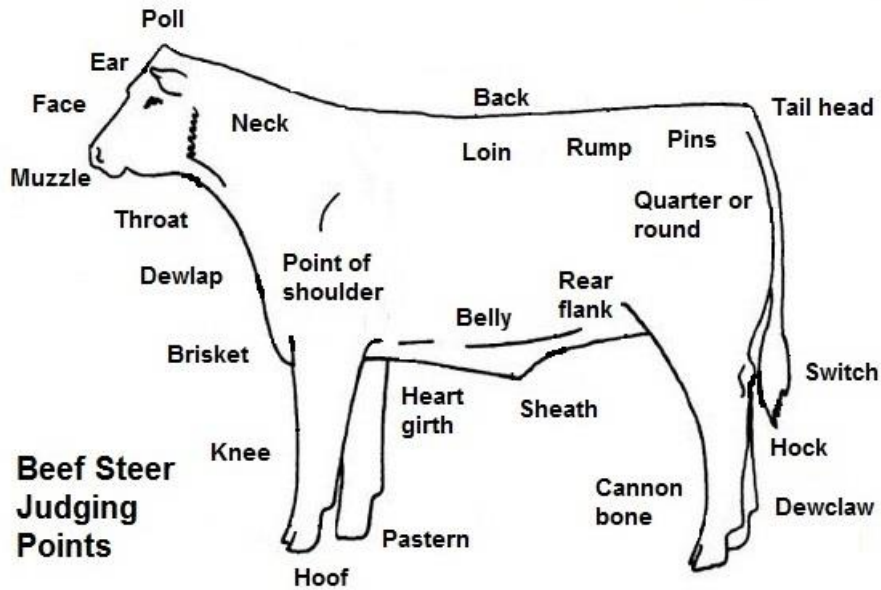


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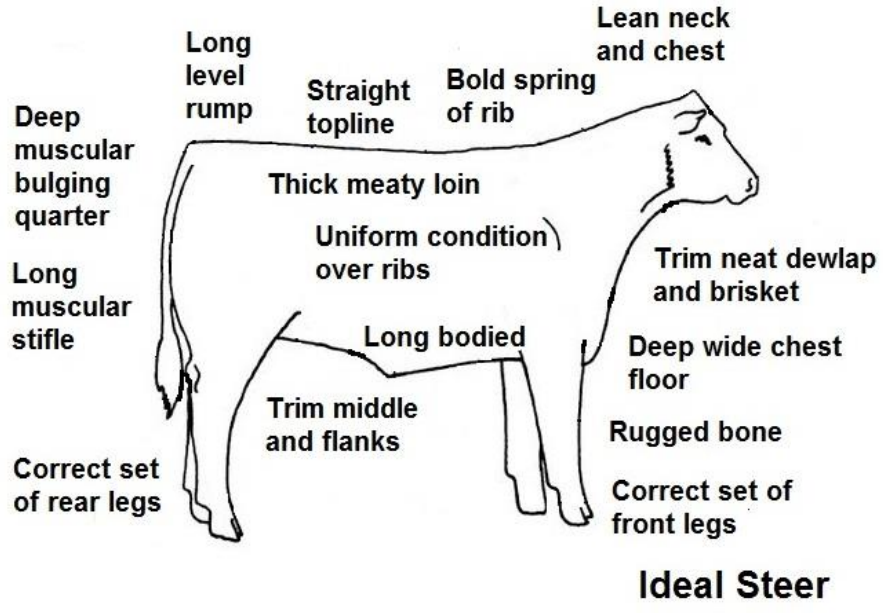


BEEF CATTLE JUDGING COMPETITION



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BEEF CATTLE JUDGING COMPETITION

NOTES FOR COMPETITION JUDGE

In the selection of a Class of animals for the Beef Judging Competition, the aim should be to get a group of four (4) upon whose placing experienced Judges, after careful inspection and consideration, would be likely to agree.

As a general rule, these should be either four (4) bulls, four (4) steers, four (4) cows or four (4) heifers.

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 beef type, rather than one that pays strict attention to specific breed points.

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 which it has done or might do. It is probably better if animals of relatively similar age are selected for the Competition.

Prior to the Competition the Competition judge will select the animals to be judged – if required this can be done a day or two before the Competition. On the day of the Competition the Competition judge will decide on the correct placing of the animals in each ring and note on the Master Card.

In filling out the Master Cards, the Competition judge is required to note a numerical difference between animals as directed in instructions for use of the Computer Scoring Program or Hormel Slide. Both the Computer Scoring Program and Hormel Slide show the degree of penalty as related to the degree of difference between animal placings and the Competitor is scored accordingly.

A Competitor is in as good a position as is the Competition judge to observe both the good and bad points 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.

Each Competitor in the Oral Class is allowed one (1) minute to line up the animals in his/ her order of merit and two (2) minutes 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. If he/ she exceed the two (2) minutes, marks should be deducted from the maximum fifteen (15) points allowed for 'speaking ability'. One (1) point should be deducted for every ten (10) seconds or part thereof over the allotted two (2) minutes.

At the conclusion of the the Competition the Competition judge is asked to give his/ her own reasons for the placing of the animals. If possible with the animals present. Comment on the various oral and ringcraft styles of the Competitors may also be made.

As far as possible to maintain Competitor and spectator interest in the Competition, it is important that it is confined to a time limit. Competition judges are asked to confine their comments to the times suggested in the 'Competition Procedure' for all cattle judging Competitions.

DRESS – Competitors must be neatly and suitably attired, and male competitors must wear a tie. Points will be deducted for poor presentation. Shorts and thongs are not permitted.

Competition Judge's Notes – Oral:

Cattle to be paraded one (1) time around the ring and then the Competitor to line Exhibits up in order for comment. As Competitors have already judged animals when called into the ring to give oral reasons, one (1) minute to walk around ring, two (2) minutes oral.

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BEEF CATTLE JUDGING COMPETITION

MASTER SCORE SHEET

Date:

Breeds Used: (I)

(II)

Place:

(III)

Competitor's Name	No	Placing			Sub Total (150)	Oral Class		Penalties	TOTAL (200)	Placings
		(I) (50)	(II) (50)	(III) (50)		Breed Chosen	Oral (50)			

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BEEF CATTLE JUDGING COMPETITION

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 first (1st(place over second (2nd(, second)2nd(place over third (3rd(, etc.

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

MASTER CARD – COMPETITION JUDGE’S PLACINGS

Breed:

.....

Placings:

1	2	3	4
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Gaps:

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



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MASTER CARD – COMPETITION JUDGE’S PLACINGS

Breed:

.....

Placings:

1	2	3	4
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Gaps:

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

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HOW TO USE THE COMPUTER SCORING PROGRAM

The Computer Scoring Program acts similar to the Hormel Slide and is relatively easy to use. Like the Hormel Slide, the Program adds up the scores of the Competitors and provides the Data Reader Steward with the order of placings for the Competition. A Results Page can be printed and distributed to Competitors.

INSTRUCTIONS FOR USE OF THE PROGRAM:

1. Data can only be **entered** into selected spread sheets and cells. All other cells are locked.
2. A number of cells are automatically filled in through their connections with other TABS and therefore cannot be changed.
3. When the Program is first opened there will be a Security Warning. Select *Enable Content*. The File will need to be **named** and **saved** to a selected destination. The FILE TYPE is an '*Excel Macro-Enabled Workbook*'. Save the File on a regular basis.
4. TABS located across the bottom of the Program allows data to be entered.

5. ***Title TAB:***

Under the **headings coloured green** enter the name of the Competition, location (Agricultural Show) and date of Competition.

6. ***Results TAB:***

At the top right of the spreadsheet enter the number of '**Groups**' being judged, e.g. if there are three (3) Classes of cattle being judged then write in three (3). In the '**Name**' column enter each Competitor's name.

The '**Entrant No**' is the Competitor's identification number for the particular Competition being judged.

Where a Competitor does not turn up for the Competition then either delete the Competitor's name that may have been entered or leave the '**Name**' column blank.

7. ***Group One (1) TAB:***

At the top of the spread sheet under **Group One (1)** enter the name of the Group being judged, e.g., Angus, etc.

'**Judge's Placings**' is where the Competition judge's placings are entered, e.g. three, one, two, four (3 1 2 4) or two, four, one, three (2 4 1 3) or one, three, two, four (1 3 2 4), etc.

'**Judge's Cuts**' is where the Competition judge's cuts are entered. The total of the three (3) numbers of the cuts/gaps should not be more than fifteen (15) or less than three (3). If the total cut equals fifteen (15), the middle cut must not be more than eight (8) or if the total cut equals fourteen (14) the middle cut must not be more than eight (8). A **Warning** will appear if these conditions are not met. The Competition judge must adjust the cuts to meet these conditions.

Note that the '**Entrant No**' will appear automatically once a Competitor's name has been entered next to a number on the '**Results TAB**' spread sheet, e.g. if Fred Smith's name has been entered in the '**Results TAB**' spread sheet as the third Competitor, then a three (3) will appear under the '**Entrant No**'.

Once each Competitor has completed their placings and have handed in their placings, enter their information in order under '**Placings**' e.g. three, one, two, four (3 1 2 4) or two, four, one, three (2 4 1 3) or one, three, two, four (1 3 2 4), etc.

Note that the score will automatically be calculated and can be seen under '**Score**'.

8. ***Group Two (2) TAB:***

The process for Group Two (2) spread sheet is the same as for '**Group One (1) TAB**'.

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9. **Group Three (3) TAB:**

The process for Group three (3) spread sheet is the same as for '**Group One (1) TAB**'.

10. **Group Four (4) TAB:**

If a Group Four (4) is required then the process for Group Four (4) spread sheet is the same as for '**Group One (1) TAB**'.

11. **Oral TAB:**

This spread sheet lists all of the Competitors and their scores to date. For the Oral part and depending on what order the Competition judge chooses, the Competitors can be asked to speak in order of their score.

The blue arrow on the left puts the Competitors in order of their '**Entrant No**'.

The green arrow on the right puts the Competitors in order of their '**Score**', in Rank Order from highest to lowest score.

When the Competition judge has listed each Competitor's Handling Score then the scores can be entered on the '**Results**' TAB spread sheet.

Note:

In the Competition where there are no Handling scores, e.g. Beef Cattle Judging and Dairy Cattle Judging, a Zero (0)' should be entered against each Competitor.

12. **Scoring Oral And Handling Scores:**

Once the Competition judge has given the Competitor their Oral and Handling scores (where appropriate), then enter these scores in the '**Results**' TAB spread sheet.

Note that these scores then carry through to the remaining TABS.

13. **Final TAB:**

This spreadsheet contains all of the scores that allow the Competitors to be sorted into '**Entrant No**' order or '**Placing**' order.

If there are any ties then go to the '**Final**' TAB spread sheet and click the green arrow. This will list the Competitors in Rank Order. Use this information and the Competition Rules to determine the '**Placings**' if ties are not permitted. There will be a need to go to the '**Final**' TAB spread sheet and enter the placings in the '**Placings**' column.

14. **Print TAB:**

This spread sheet has all of the information that has been provided in the previous TABS.

To get the '**Place**' column completed, there is a need to go back to the '**Results**' TAB spread sheet and enter the top three placings under '**Place**'. This is easily known via the '**Rank**' column which is located to the left.

The entered information will then automatically transfer through to the '**Print**' TAB spread sheet.

Where print facilities are available, print off the '**Print**' TAB spread sheet and distribute the Competition results to Competitors.

A copy of the Competition final results should be retained for the Show Secretariat.

15. **Save file:**

DON'T FORGET TO SAVE THE FILE.

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HANDY HINTS ON THE HORMEL SLIDE AND JUDGING COMPETITION

By Geoff Mayo

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

Four (4) animals, are to be used at all times. It is usual to have Competitors place two (2) or three (3) Classes of four (4).

Always use the Numbers one, two, three, four (1, 2, 3, 4) not A, B, C, D. By using Numbers, they can be put into twenty four (24) possible placings.

Competitors can obtain a maximum of fifty (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 previously inspected the animals and have a good idea how he/ she will place them before they enter the Judging Ring. It is recommended that the Competition judge has another look at the animals as they are being paraded, so that he/ she views them under the same conditions as the Competitor sees them.

After completing placing decisions, the Competition judge will then proceed to put what is called a cut or spilt between the First (1st) and Second (2nd) placing, Second (2nd) and Third (3rd) placing, and Third (3rd) and Fourth (4th) placing.

The Competition judge arrives at the decision of the cuts as follows:

- By adding the cuts together they must not be under three (3) and not more than fifteen (15). If the cuts fifteen (15), then the middle number cannot be larger than five (5). If the cuts total fourteen (14), the middle number cannot be larger than eight (8).
- Where the first two (2) animals are very close, the judge will put a cut of one (1) or two (2) between the animals. If the judge feels that there is a lot of difference, then a much larger cut will apply. The same applies between second (2nd) and third (3rd) placing and between third (3rd) and fourth (4th) placing.

From the Competitor's point of view it simply means that if they have two animals that have been placed opposite to the Competition judge and there is a small cut between them, very few points will be lost. Where the Competitor has made a greater cut then they 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 Competitor must tell the Competition judge and spectators why they have placed the animal in a particular order.

In Competition where Competitor numbers are larger than say ten (10), it is usual to select those Competitors with the higher total points after judging the Non-Oral Classes to speak at the Oral Class. This applies particularly for cattle Classes as the animals get very tired being moved constantly, especially after the Class Judging. The spectators need to be considered - if Competition are too long, they become bored and leave the Judging Ring.

The Oral is judged on one (1) Class only. This Class may be selected by the Competition judge or the Competitors – it varies with the type of Competition.

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HOW TO USE THE HORMEL SLIDE

By Geoff Mayo

Points to Look For:

- Four (4) animals (or whatever is being judged) are to be used at all times.
- Make sure the animals are numbered one, two three, four (1, 2, 3, 4) and not A, B, C, D. Using A, B, C, D can be converted but with a large numbers of Competitors, it takes a lot of time and leaves room for error.
- After completing placing decisions, the Competition judge will then proceed to put what is call a cut or split between each placing, First (1st) and Second (2nd) placing, Second (2nd) and Third (3rd) placing, Third (3rd) and Forth (4th) placing.

Using the following as an example:

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

Now to Set the Hormel Slide

1. Take all Cards from the Hormel Slide.
2. Find the White Card that has the Number ten (10) at the top of the Card. Place this Card on top of the remaining Cards.
3. Find the Clear Plastic Card with the red numbers, and then find the numbers three, one, two four (3, 1, 2, 4) at the top of the Card.
4. Place the Clear Plastic Card on top of the White Card being used and place all other Clear Plastic Cards at the back.
5. Gently put all Cards back into the Hormel Slide as this keeps them tight.
6. Now push the Clear Plastic Card along until the Numbers three, one, two, four (3, 1, 2, 4) appear at the top on the left side of the viewing space in the centre of the Hormel Slide.
7. Move White Card along until the Numbers four, one, five (4, 1, 5) appear at the bottom of the viewing area on the Hormel Slide.
8. After making sure that the placings and cut are lined up correctly it is suggested to place a clip in the Hormel Slide to ensure that the cards do not move.
9. Let the Competition judge or personnel at the table check to make sure that the placings and cut are lined up correctly.
10. Correct scores will now appear directly opposite all twenty four (24) possible placings at the Competitors have placed them.
11. Note that a copy of the Competition final results should be retained for the Show Secretariat.