









**RULEBOOK**  
**May 30th, 2026**

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 **-YOUTH CAN PARTICIPATE ANYTIME WITHIN CONTEST BLOCK**  
**ALL OTHER CONTESTS ARE AT THE SET TIME**

<b>9:00 AM</b>	<b>FOOD COOK-OFF</b>	<b>ROOM 417</b>
<b>9:00-3:00 PM</b> 	<b>ROBOTICS</b>	<b>ROOM 108</b>
<b>10:00-12:00 PM</b> 	<b>PRESENTATIONS</b>	<b>ROOM 416</b>
<b>10:30 AM</b>	<b>TABLE SETTING</b>	<b>EXTENSION OFFICE LOBBY</b>
<b>11:00-2:00 PM</b> 	<b>HORSE HIPPOLOGY</b>	<b>ROOM 305</b>
<b>12:00-3:00 PM</b> 	<b>PRODUCE JUDGING</b>	<b>ROOM 312</b>
<b>12.30 PM</b>	<b>CAKE DECORATING</b>	<b>ROOM 417</b>
<b>1:00-3:00 PM</b> 	<b>LIVESTOCK SKILL-A-THON</b> <b>DOG SKILL-A-THON</b>	<b>ROOM 109</b> <b>ROOM 419</b>

# Cake Decorating

## Eligibility

- Open to all 4-H youth (excluding Cloverbuds)
- Entries are open to individuals.
  - Juniors Individuals ~ 8-10 years old
  - Intermediates Individuals ~ 11-13 years old
  - Seniors Individual ~ 14-18 years old

## Materials

- The contest will provide foam cake dummies and white buttercream frosting. Individuals must bring ALL other supplies.
  - Senior Individuals will be given rectangle cake forms.
  - Junior & Intermediate individuals will be given round cake forms.
  - 10 minutes with their coach to frost their cake dummy.
- Contestants must provide ALL equipment necessary to complete their creation - i.e. tools, tips, bags, stamps, coloring, specialty icing, fondant, utensils, etc. This includes bowls for mixing, spoons, paper towels, and other cleaning supplies, as well as aprons, gloves, and everything else that may be needed! You will need a larger bowl to get your white frosting from a contest official.
- Running water may NOT be readily available in the room. Contestants will have limited access to a sink for clean up after the contest is over. However, contestants must make arrangements to clean their own equipment. **DO NOT** clean anything in the bathrooms.

## Format and Proceedings

- Scheduled times for competition will be sent out prior to the event. Please arrive early as the contest will start promptly at the scheduled time.
- Each individual will be given half of an 8 foot table as workspace,
- Contestants will have up to one (1) hour to complete their creation. There will be a 10-minute prep time. During this time coaches can assist junior and intermediates in planning and applying the base coat.
  - Coaches will be given 10 minutes of time to assist junior and intermediate individuals. Coaches can assist with the base frosting of the cake.

- Coaches will be given 5 minutes of plan time to assist senior individuals. Coaches can only help with planning; they may not frost or assist in any other way.
- After the time allotted above coaches may not have contact or help contestants. If coaches do not abide by this rule, they may be asked to leave the area and individuals may be disqualified.
- This will be a themed event. Youth will be informed of the topic/theme/subject for their creation upon the start of the event.
- Judges will be roaming during the event, evaluating technique, theme representation, food safety practices, and cleanliness, organization, etc.
- Proper food safety practices will be encouraged and included in evaluations by judges.

## **Synopsis**

Individuals arrive and find their workspace. They'll have a few minutes to "set up"/organize their space. Then the judges will be introduced.

Some basic information will be shared with everyone regarding facilities, practices, any parameters or adjustments that need to be made due to facilities, circumstances, etc. The topic/theme will be announced, and contestants will have 10 minutes to develop a plan for their creation (see formatting and proceeding section for more information). The clock will start AFTER the 10-minute prep time, and contestants will have a maximum of one (1) hour to decorate.

Youth will then create their masterpieces! Upon the timer ending the event, everyone will be asked to stop, put their tools down, and remain by their creation. Judges will visit with each individual about their inspiration, plan, steps they took, involvement, challenges, etc. Finished cakes will be grouped and judged after the event.

# Cake Decorating Evaluation

Circle: Individual

Circle: Junior Intermediate Senior

Name(s): \_\_\_\_\_

County: \_\_\_\_\_

E= Excellent  
 G= Good  
 F= Fair  
 NI= Needs Improvement (requires comment/suggestion)

Please circle appropriate level:  
 Purple  
 Blue  
 Red  
 White

	E	G	F	NI	Comments/Suggestions
<b>Base Frosting</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Coloring of Frosting/Icing</b> <i>Appropriate mixing and application that is done evenly and effectively.</i>					
<b>Borders/Side Decorations</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Leaves</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Flowers</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Lettering</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Special Effects</b> <i>Appropriate application that is done evenly, neatly and effectively.</i>					
<b>Design and Layout</b> <i>Appropriate use of cake space, decorations, etc.</i>					
<b>Creativity/Theme Use</b> <i>Good use of theme in design, creative application, overall creativity.</i>					
<b>Food Safety and Cleanliness</b> <i>Proper food safety steps taken                      Workspace and foodstuffs are clean                      Workspace is organized and neat</i>					

# Dog Skill-a-thon

## Overview

The 4-H Dog Skill-A-Thon is an opportunity for youth interested in dogs to compete using knowledge gained in the 4-H Dog Project. The purpose of the competition is to:

Help youth learn the techniques of logical and accurate decision-making

Teach youth to recognize the reasons for their decisions.

Help youth with career guidance.

Encourage 4-H members to assume responsibility for their decisions and actions.

Encourage 4-H members to establish goals and determine a course of action that will assist them in accomplishing those goals.

## Eligibility

This contest is open to all youth enrolled in the Wyoming 4-H Program. Members are not required to exhibit animals at a show. Eligibility will be determined through ZSuite.

## Teams

Teams shall consist of a minimum of three (3) members and a maximum of four (4) members. There is no limit on the number of teams that can be entered in each age division. All members competing on a team must be within the age requirements of Junior (8-13) or Senior (14-18) for their respective team. If there are not enough members to complete a team, they may participate as individuals.

## Individuals

All members, regardless of whether or not they are on a team, will also compete as individuals. Counties not having enough members to fill a team are encouraged to send individuals to participate in the contest. There is no limit to the number of individuals able to compete in the contest. Individual age groups will be Junior (8-10), Intermediate (11-13), and Senior (14-18).

## Contest

The contest will consist of four parts: quiz bowl, breed identification, parts of the dog, and hands on skill-a-thon.

## **Quiz Bowl:**

The first part will be in Quiz Bowl consisting of 2 phases for a total of 24 questions that are appropriate for their age category (junior, intermediate, senior). Questions will have a two point value for seniors and a one point value for juniors and intermediates. Questions will be taken from the Study Guide (which is posted on the Wyoming 4-H Website).

### **Phase One: Toss Up Questions**

- Phase one will consist of toss-up questions with a total of eight (8) questions.
- Answers must be started within 10 seconds after the question is read.
- Toss Up Questions:
  - Any team member from either team may buzz in to answer a toss-up question.
  - No teammate assistance may be offered or received in the toss-up question.

### **Phase Two: Team Phase**

- Phase Two will consist of sixteen (16) questions. Each team will be asked four questions each on an alternating basis.
- Answers must be started within 10 seconds after the question is read.
- The team will be allowed to discuss questions before answering, but only the team captain (seat 1) can report the answer. If anyone other than the team captain answers or speaks past the ten-second mark, no points will be awarded.
- The team captain may defer to another team member, but must inform the moderator which member will answer.

### **Starting the Contest:**

- Teams are assembled and seated at their respective panels and each contestant is given the opportunity to check the equipment.
- A team captain is designated and is seated in the direction of the moderator in position number one.
- The question packet is opened by the moderator.

- The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until such time as a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question.
- The contestant activating the buzzer shall have ten (10) seconds AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR to begin the answer to the question.
  - The repeating of the question by the contestant shall not be considered the initiation of an answer.
  - It shall be the responsibility of the moderator and the time keeper to determine if an actual answer is started within the 10-second period.
- If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion, the moderator will reread the question for the other team. If answered correctly, the appropriate points will be awarded. If answered incorrectly, no penalty points will be imposed.
- If a member of a team activates a buzzer and an answer has not been started within the 10- second allowable time, the question will be turned over to the other team.

## **Breed Identification**

The second part will be breed identification. Participants will be required to name the breed and group in which the dog belongs. Contestants will receive one point for each correctly identified breed and one point for each correctly identified group. Only AKC recognized breeds in the main seven recognized groups (Sporting, Non-Sporting, Toy, Terrier, Hound, Working, and Herding) will be used.

Juniors and intermediates will identify 25 breeds, and seniors will identify 50 breeds. If the officials can determine the breed the youth is identifying, spelling will not be counted against the contestant. However, the number of correct breeds will be used for a tie breaker.

Breakdown of breeds for each age division can be found at:  
<https://wyoming4h.org/opportunities/showcase-showdown/>

## Parts of the dog

The third part of the contest will consist of identifying the correct parts, internal organs, and skeletal structure of a dog. Participants will be asked to identify five parts in each section. Juniors and intermediates will be asked to correctly identify the parts and internal organs of a dog. Seniors will be asked to correctly identify the parts, internal organs, and skeletal structure of a dog.

Three points will be given for each correct answer. Diagrams that will be used for the contest can be found at:

<https://wyoming4h.org/opportunities/showcase-showdown/>

## Skill-A-Thon (Hands on section)

The fourth part of the contest will consist of a skill-a-thon (hands-on). Contestants will be asked questions, scenarios or identify topics related to subject areas. Seniors will answer 15 questions, juniors/intermediates will answer 10 questions. Three points will be given for each correct answer.

### Junior/Intermediate/Senior:

- Tail Types
- Ear Types
- Bite Types
- Eye Types
- Bones of the Foot
- Paw Anatomy
- Dog Sports
- Dog Equipment
- Front and Rear Leg Confirmation
- Patterns Confirmation
- Confirmation Backline
- Health Records
- Behavioral Postures

### 2026 Possible Topics

- Health Records
- Paw Anatomy
- Behavioral Postures
- Eye Types
- Dog Types

**The Dog Skill-A-Thon Contest will have a total of 240 points for seniors and 135 points for juniors/intermediates.**

	<b>Senior</b>	<b>Jun./Inter.</b>
Section 1 - Quiz bowl	48 pts	24 pts
Section 2- Breeds	100 pts	50 pts
Section 3- Parts	45 pts	30 pts
Section 4 -Skill-a-thon	45 pts	30 pts

# Food Cook-Off

## Eligibility/Rules

1. Age Divisions
  - Jr/Intermediate age division 8-13 years of age by January 1 of current year
  - Sr age division 14-18 years of age by January 1 of current year
2. An individual can only enter on one team.
3. Teams consist of 2-4 members from the same age division.
4. Each team must supply their own equipment for the contest.
5. Allowed equipment is listed ~ not all is required, **nothing can be added.** Equipment will be checked in and unapproved items will be removed.
6. Teams are allowed to use: (1) electric skillet and/or (1) single and/or (1) double hot plate and/or Rice/Vegetable cooker.
7. Only 2 heating items allowed.
8. No oven or microwave will be allowed.
9. Each team should dress appropriately for the preparation of food (no full or draping sleeves; closed-toe shoes only; hair appropriately restrained, etc) Each team can coordinate clothing, aprons, etc.
10. Teams will bring all ingredients needed, except the meat source.
11. All ingredients will be prepared during the contest ~ no pre cut, pre measured, or pre cooked food/ingredients allowed.
12. No communication with coaches or parents during contest or team will be disqualified.
13. Questions can be directed to Brenda Madrid

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## Contest Procedures

### Senior Team Responsibilities

- Bring tote with supplies and ALL ingredients (excluding meat)
- Create a Celebrate 250 with Sizzle & Spice entrée using: Substitutions (Ideas Attached - you can use any of the examples or one of your own). Recipe emailed by June 1.
- Mystery Ingredient will be supplied by 4-H Educators at the time of event.

- Prepare entree, plan presentation, determine cost of dish and clean up assigned area in **1 hour**.
- Teams will be evaluated on team work, food safety, skills, in addition to a 5 minute interview judging
- Interview Judging Presentation should include:
  - Knowledge of My Plate,
  - Nutrition Knowledge,
  - Chronic Disease Prevention,
  - Food Preparation,
  - Safety Concerns and Practices,
  - Recommended Serving Size and Information
  - Cost Analysis of the Entree.
- Appearance, Creativity, Effective Communication and Team Work will be scored.
- Dessert or salad plate size is recommended for presenting.
- Resources available during contest: (no cell phones)
  - Choose My Plate ~ 10 Tips to a Great Plate
  - Fight Bac ~ Fight Foodborne Bacteria Brochure
  - Nutrient Needs at a Glance
  - Plain, white paper
  - Grocery Receipts (bring your own)

\*\*\*\*Participants will be able to wash dishes at each station. Participants need to supply own paper towels, washcloths, dishsoap and towels. Surface sanitizer is encouraged (bleachwater in spray bottle or Lysol wipes). Stoves, ovens, microwaves nor refrigerators will **NOT** be available for use.

### **Common Substitutions**

- Baking powder: 1 teaspoon baking powder = 1/2 teaspoon cream of tartar plus 1/4 teaspoon baking soda
- Brown Sugar: 1 cup brown sugar = 1 cup granulated sugar plus 2-3 teaspoons molasses





# Senior Supply List

## BRING ONLY WHAT YOU NEED FOR RECIPES

Each team will bring an equipment tote containing **ONLY ONE** each of the following items, unless noted:

- Beverage Glass
- Bowls
  - Dip Size (1)
  - Mixing (1)
  - Serving (1)
- Calculator
- Can Opener
- Cookie Sheet
- Colander
- Cutting Board (3)
- Disposable Tasting Spoons
- Dry Measuring Cups (1 set)
- Electric Skillet
- Extension Cord/ Power Strip
- Food Thermometer
- Forks (2)
- Gloves
- Liquid Measuring Cups (2 Cup Size)
- Hand Sanitizer
- Hot Pads (up to 5)
- Kitchen Shears (1 Pair)
- Kitchen Timer
- Knives (4)
- Rice/Vegetable Cooker
- Meat Chopper
- Measuring Spoons (2 Set)
- Non-Stick Cooking Spray
- Note Cards (3x5)
- Paper Towels (1 Roll)
- Pancake Turner
- Pencils (No Limit)
- Plastic Box and Trash Bags for Dirty Equipment
- 3 Pots with Lids
- Potato Masher
- Sanitizing Wipes (1 Container)
- Potato Peeler
- Dessert Serving Plates (2)
- Serving Utensils
- Skewers (1 Set)
- Spatulas (2)
- Stirring Spoons (6)
- Storage Bags (1 Box)
- Tongs
- Two Single-Burner Hot Plates OR One Double-Burner Plate (Electric)
- Whisk
- Zester/Grater
- Slotted Spoon

# Junior/Intermediate Supply List

## BRING ONLY WHAT YOU NEED FOR RECIPES

Each team will bring an equipment tote containing **ONLY ONE** each of the following items, unless noted:

- Beverage Glass
- Bowls
  - Dip Size (1)
  - Mixing (1)
  - Serving (1)
- Calculator
- Can Opener
- Silverware Knives
- Colander
- Cutting Board (3)
- Disposable Tasting Spoons
- Dry Measuring Cups (1 set)
- Electric Skillet
- Extension Cord/ Power Strip
- Food Thermometer
- Forks (2)
- Gloves
- Liquid Measuring Cups (2 Cup Size)
- Hand Sanitizer
- Hot Pads (up to 5)
- Kitchen Shears (1 Pair)
- Kitchen Timer
- Knives (4)
- Hand Chopper
- Measuring Spoons (2 Set)
- Non-Stick Cooking Spray
- Note Cards (3x5)
- Paper Towels (1 Roll)
- Pancake Turner
- Pencils (No Limit)
- Meat Chopper
- Whisk
- 3 Pots with Lids
- Potato Masher
- Sanitizing Wipes (1 Container)
- Potato Peeler
- Dessert Serving Plates (2)
- Serving Utensils
- Skewers (1 Set)
- Spatulas (2)
- Stirring Spoons (6)
- Storage Bags (1 Box)
- Tongs
- Two Single-Burner Hot Plates OR One Double-Burner Plate (Electric)
- Zester/Grater
- Rice/Vegetable Cooker

# Food Cook Off: Preparation Scorecard

Team Names: \_\_\_\_\_  
 County: \_\_\_\_\_ Division: \_\_\_\_ Senior \_\_\_\_ Junior/Intermediate

	Rating				Comments	Points
	Outstanding	Good	Fair	Needs Improvement		
<b>I. TEAM OBSERVATION</b>						
<b>Teamwork:</b> Effective use of communication among team members; each team member has a key role in the preparation phase, whether cooking or preparing presentation						(5)
<b>Safety Concerns &amp; Practices:</b> Team members exhibit knowledge of how to use utensils properly, handle ingredients appropriately to avoid cross contamination, and use caution and safety with heat source and utensils.						(5)
<b>Preparation:</b> Team members display a logical process in mixing and assembling ingredients, practice correct cooking procedures based upon ingredients provided, and complete tasks efficiently and in a logical order.						(5)
<b>Management:</b> Team members use work space efficiently and manage time appropriately. This effective use of time and space should also allow for the preparation table to be clean and picked up at the conclusion of the preparation period.						(5)
<b>ADDITIONAL COMMENTS (based upon observation):</b>						<b>Total Points:</b>

# Hippology

## Objective

- Provide an opportunity for youth to demonstrate their knowledge and understanding of equine science and management.

## Eligibility

- All Wyoming 4-H members are eligible to compete in the appropriate age division. Eligibility will be confirmed using ZSuite. **Juniors: 8-13 years old and Seniors: 14-18 years old.**
- This is a team/ and individual contest. Teams may consist of three (3) to four (4) members with youth from the same age group. Youth may enter as many teams as they would like. All team members must be in the same age division

## Team Division (Jr. & Senior)

- Evaluation Phase
- Station Phase
- Team Problem
- Examination Phase (Sr. ONLY)

## Contest

The contest will consist of multiple phases. The official answers for all phases will be determined by the organizing committee and an official judge(s). The answers and scores assigned will be final. No appeal will be considered. If a coach, volunteer or parent chooses to dispute answers their team(s) will receive a 50 point(s) penalty. Phases may or may not happen in the order listed. Talking amongst team members is encouraged for all phases.

## Evaluation Phase (ALL)

Youth will evaluate one class of Halter Horses and one performance class, 100 points possible, and answer a set of questions on these classes, 50 points possible (10 questions 5 points each). Each team will submit one placing, and one set of answers to the questions.

Classes may consist of video classes or “live” classes depending on the contest and availability.

## Station Phase (ALL)

This phase will consist of a series of tables where all contestants will respond to the requirements of the station. At each station a picture or object may be present. Contestants may be asked to describe or demonstrate the use of an item. There will be a 5-minute time limit set for each station.

Juniors	7 Stations	70 Points Possible	Chosen from Junior list below
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Seniors	10 Stations	100 Points Possible	Chosen from Senior list below
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### Juniors

- Types & parts of saddles
- Bridles
- Horse colors, description & markings
- Horse breeds
- Horse events
- Farrier tools & the hoof
- Horse skeleton, internal & external parts
- Horse equipment
- Gaits & defects

\*\*Stations are set for a period of 3 years for consistency. Please bring any concerns or suggestions you have to the contest contact/educator prior to the contest.

### Seniors

- Types & parts of saddles
- Bridles
- Horse colors, description & markings
- Horse breeds
- Horse events
- Farrier tools & the hoof
- Horse skeleton, internal & external parts
- Horse equipment
- Gaits & defects
- Bits
- Defects, blemishes & general unsoundness
- Health, nutrition & feed samples
- Safety & use of knots and hitches
- Parasites
- Reproduction
- Teeth
- Evolution

## **Examination Phase (Senior Teams)**

This phase of the contest will have written questions with multiple choice and true/false answers as well as questions answered from viewing projected slides. The slides will be based on anatomy and may include external, skeletal, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot, and detailed anatomy of the lower limbs. Each contestant will take their exam individually. (100 points possible)

## **Team Problem**

A hypothetical problem will be presented to each team. Juniors will be given a scenario prior to the contest. Seniors will be given the problem at the contest.

As a team, contestants will have up to 10 minutes to discuss the problem. Immediately following that discussion, all members on the team will have up to 10 minutes to present the solution. All team members must participate in the discussion and presentation. Responses should include not only “how” but “why”, with special attention given to the rationale leading to the response.

Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures and the logic used in making the oral response. The official may ask questions of any or all team members to clarify the presentation. (100 points possible)

### **Juniors (8-13)**

1. Establishment of a new stable
2. Information on horses
  - a. What to look for
  - b. Where to look
  - c. How to use different equipment/ tools
  - d. Suppliers of information (specialty)
  - e. Duplicating or repeating information
3. Behavior problems
4. Horse farm management
5. Training and conditioning programs
6. How have horses evolved over the year
7. Health Care

### **Seniors (14-18)**

1. Balancing a horse's ration
2. Breeding and/or leasing contracts, specific clauses for insurance, liability, payments, care termination, transport, etc.
3. Teaching lessons in horse management.
4. Biosecurity procedures and preventions
5. Health and Diseases
6. How have horses evolved over the years
7. Behavioral issues

### **Tie Breakers**

All ties overall, individual and team, will be broken using the following sequence:

1. Examination Scores (Seniors)
2. Station Scores
3. Evaluation Phase

Ties within any phase are to be broken using overall score first and then the same sequence as above. If further tie-breaking is needed, the score at each station, in order, may be used.

# Horse Quiz Bowl

## Eligibility

Teams must be comprised of at least three (3), not more than five (5) contestants. If entering a five-member team, one youth will be designated as the alternate. Recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate, and the alternate is expected to attend all rounds of competition in which their team participates.
2. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue in the competition and approves mid-phase substitution.
3. If an alternate enters play, he/she must remain in the contest for the rest of that contest.
4. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three-member team will be allowed to continue; however, they will forfeit the Phase 1 questions directed toward the fourth team member.

Junior team designations can be from junior or intermediate age divisions, while senior teams must be from the senior age division.

Youth will compete in the appropriate age division based on their 4-H age eligibility:

- Seniors: age 14 – 18 (as of January 1 of current year)
- Intermediates: age 11 – 13 (as of January 1 of current year)
- Juniors: age 8 – 10 (as of January 1 of current year)

## Officials

1. **Moderator:** The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. **Judge:** A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant.
3. **Timekeeper:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
4. **Score keeper:** One or two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorekeeper is available, he/she will maintain a written record of all scoring transactions.

## Methods and General Rules

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. The order of teams will be drawn at random. A bye system will be used if an odd number of teams enter the contest. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
3. Whenever time and space permit, a double elimination procedure will be used. Typically, if six teams or fewer are entered, a double-elimination procedure will be used.
4. **Team Captain:** A team captain is designated and should be seated nearest to the moderator (seat 1), who is positioned between the two teams. The captain will remain the captain throughout the contest and will always be seated closest to the moderator.

5. Viewing: Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event.
  - a. No cell phones or electronic devices are allowed in the contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
6. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort, no note-taking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s).
  - a. Failure to observe this rule will result in dismissal from the contest area and possible disqualification of the team.

## Equipment

1. **Game Panels** — An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. **Time Recorders** — A stopwatch or other appropriate time device will be required.
3. **Signal Device** — This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. **Score Keeping Devices** — Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required to maintain a record of individual contestant scores.

## Horse Bowl Questions

There will be four types of questions.

1. **One-On-One:** The first category of questions will consist of one-on-one questions that will be presented to a specific chair on the two teams. These will be worth two points to the player and team to answer it correctly and minus one point if answered incorrectly.

2. **Toss-Up:** The second category is toss-up questions that may be answered by any seated player from either team. The toss-up questions are worth one point for the player and team that answers it correctly and minus one if answered incorrectly.
3. **Toss-Up with Bonus:** The third category is toss-up with a bonus attached. The scoring will be the same as the toss-up questions, but the team answering it correctly will receive a bonus question.
4. **Bonus:** The fourth category is the bonus question. The bonus will be a multi-part question, and the team may have ten seconds to confer prior to answering. All parts of the question must be answered correctly to receive the predetermined points, and no parts of the question will be repeated, nor will any additional information be given. Only the captain of the team (seat 1 closest to the moderator) will answer; however, other team members may feed information to the individual while answering. The team captain may also refer the question to another team member to answer. The bonus will be worth two points.

## **Procedures of Play**

### **1. Match Procedures**

- a. Each match will be divided into two parts based on the number of questions (40 questions per round plus 3-4 bonus questions).
- b. In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the contestant in seat 1 (closest to the moderator) on each team, and passing to the number 2, 3, and 4 (seat furthest from the moderator) contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to ensure each team member has an opportunity to respond to the same number of questions (i.e., 20 questions).

2. **Toss-Up:** The second category is toss-up questions that may be answered by any seated player from either team. The toss-up questions are worth one point for the player and team that answers it correctly and minus one if answered incorrectly.
3. **Toss-Up with Bonus:** The third category is toss-up with a bonus attached. The scoring will be the same as the toss-up questions, but the team answering it correctly will receive a bonus question.
4. **Bonus:** The fourth category is the bonus question. The bonus will be a multi-part question, and the team may have ten seconds to confer prior to answering. All parts of the question must be answered correctly to receive the predetermined points, and no parts of the question will be repeated, nor will any additional information be given. Only the captain of the team (seat 1 closest to the moderator) will answer; however, other team members may feed information to the individual while answering. The team captain may also refer the question to another team member to answer. The bonus will be worth two points.

## **Procedures of Play**

### **1. Match Procedures**

- a. Each match will be divided into two parts based on the number of questions (40 questions per round plus 3-4 bonus questions).
- b. In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the contestant in seat 1 (closest to the moderator) on each team, and passing to the number 2, 3, and 4 (seat furthest from the moderator) contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to ensure each team member has an opportunity to respond to the same number of questions (i.e., 20 questions).
- c. During the second part of the match (Toss Up) any individual on either team may respond to a question (20 total questions).

- d. The contestant activating the buzzer shall have ten (10) seconds, **AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR**, to begin the answer to the question. If the buzzer is activated during the reading of any question (pre-mature buzzing), the moderator immediately will cease reading the question.
- e. The moderator will continue reading questions (and bonus questions if applicable) until all questions for the match have been asked.
- f. If a question is thrown out either due to poor reading by the moderator or a decision of the judge(s), it will be replaced by another question so that the total number of questions asked remains consistent.
- g. Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.

## 2. Starting the Contest

- a. Teams are assembled and seated at their respective panels, and each contestant is given the opportunity to check the equipment.
- b. A team captain is designated and is seated closest to the moderator in position number one.
- c. The question packet is opened by the moderator.
- d. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until a contestant activates a buzzer. If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- e. The contestant activating the buzzer shall have ten (10) seconds, **AFTER HAVING BEEN RECOGNIZED BY THE MODERATOR**, to begin the answer to the question. If the buzzer is activated during the reading of any question (pre-mature buzzing), the moderator immediately will cease reading the question.
  - i. The repeating of the question by the contestant shall not be considered in the initiation of an answer.
  - ii. It shall be the responsibility of the moderator and the time keeper to determine if an actual answer is started within the 10-second period.

- f. If the answer to a question is incorrect, that team and individual loses one point.
- g. If the answer to any question, whether read to completion or not, is incorrect that same question will be turned over to the other team. If the question was read to completion, it will not be read again. If not read to completion the first time, the moderator will reread the question for the other team. If answered correctly, the appropriate points will be awarded.
- h. If a member of a team activates a buzzer and an answer has not been started within the 10-second allowable time, there will be an appropriate 1 point penalty imposed against the team and the contestant activating the buzzer. The question will be turned over to the other team.

### **3. 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 (closest to moderator) of each team and progressing with subsequent questions to the number 2, 3 and 4 contestants (furthest from moderator), respectively.
- c. The moderator shall indicate prior to the reading of each question in which two contestants are eligible to respond.
  - i. If any contestant other than the two designated contestants responds, that individual and the team will lose two points.
  - ii. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
- d. There will be no bonus questions asked during the one-on-one period.

- e. The point value of a response to a one-on-one question will be as follows:
  - i. Correct response = +2 points (individual and team)
  - ii. Incorrect response = -1 point (individual and team)
  - iii. If both contestants fail to signal an intent to attempt an answer in the 10-second allowed time, neither contestant nor team shall lose or gain any points. The next question will be read.

#### **4. Toss-Up Questions**

- a. The moderator shall indicate clearly the start of toss-up questions.
- b. The point value of a response to a toss-up question will be as follows:
  - i. Correct response = +1 point (individual and team)
  - ii. Incorrect response = -1 point (individual and team)
  - iii. If no contestant signals an intent to attempt an answer in the 10-second allowed time, neither contestant nor team shall lose or gain any points. The next question will be read.

#### **5. Bonus Questions**

- a. The moderator shall indicate clearly that a bonus question is attached to a toss-up question.
- b. A bonus question that is attached to a toss-up question is given to the team whose member correctly answered the most recent question.
- c. 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. The end of the 10-second period is signaled by the timer. At the timer signal, a 10-second period is then permitted for the team captain or designee to begin the answer.
- d. 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.
- e. No part of the bonus question will be repeated, nor will any additional information be given to the contestants relative to the question.

- e. The point value of a response to a bonus question will be as follows:
  - i. Correct response = 2 points (Does not count toward team participation bonus points)
  - ii. Incorrect response = no points lost
  - iii. No answer = no points lost

## **6. Team Participation Bonus**

- a. In order to encourage full team participation, bonus points will be awarded in each match to the teams that have each team member correctly respond to a question other than bonus questions. This bonus shall be worth two points to either team that qualifies. After having earned the team bonus once within a match, both teams are eligible to earn an additional bonus of two points by repeating the process specified for team bonus awards.
  - i. In order to obtain these bonus points, each member of the team SEATED AT THE TIME must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, and that team has not earned the team bonus, it will be necessary for the alternate to answer a question correctly before the bonus points may be awarded.
  - ii. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time team bonus points are awarded, the team may again begin accumulating credits for the two point team bonus.
  - iii. Teams with only 3 members are not eligible for team bonuses.

## **7. Completing the Contest**

- a. Following the final question, the team with the highest number of points shall be declared the winner of that match.
- b. In the event of a tie after the designated number of questions, additional toss up 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, team, or team bonus scores. They are used to break match ties only.
- c. Once the moderator has declared a winner based on the scores, there shall be no protest.
- d. There shall be no protest of any questions or answers following the declaration of the winner.

## 8. Protest of Questions and/or Answers

- a. A protest of a question or answer to a question may be made only by the team captain or coach of either team and only at the time a particular question is read or answer is given. The moderator and the judge(s) will consider the protest, and their decision in all cases is final. A protest must be made before the next question is read.
- b. When a protest is made, play will be suspended until the protest is resolved.
  - i. The protesting team will be given 3 minutes to support their protest.
  - ii. Reference material will be available in the contest room for their use.
  - iii. If protest happens on a continuous basis (over 2 times), a one point penalty will be assessed if the protest is not upheld.
- c. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
  - i. A question is protested before an answer is given and the protest is sustained — discard the question. A substitute question will be read.
  - ii. An answer is protested (either correct or incorrect) — at least one of the judge(s) and the moderator or both judge(s) determine the validity of the protest. Points will be added or subtracted as appropriate.
  - iii. A question is protested after an answer is given (correct or incorrect) — at least one judge and the moderator or both judge(s) determine the validity of the protest of the question. The question may then be discarded at no loss of points, and a substitute question will be read, or the question may be allowed with the appropriate gain or loss of points as above.
- d. Abuse of protest provisions may result in one or more of the following:
  - i. Dismissal of team coach from the contest area.
  - ii. Dismissal (or replacement) of team captain.
  - iii. Dismissal of entire team with forfeiture of any points or standing.

- e. Spectators, parents and visitors may not protest any questions, answers, 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, 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.
- f. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources however are in fact erroneous or out of date. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the judge(s) and moderator may agree to:
  - i. To accept the answer and give an explanation of the correct or updated information for future use of the question.
  - ii. Replace the question to the appropriate contestants
  - iii. To accept only the correct answer.
  - iv. In an instance where there is a conflict of information between sources, the most recent source (publication date) will prevail.

## **6. Recorders, Cameras, and Communication Devices**

- a. Tape recorders may not be used at any time during the match.
- b. No recording devices such as (but not limited to) videotape cameras, movie cameras, or any other type of may be used during the conduct of a match.
- c. Photographs will be permitted only before and after a match and then in only such a manner as not to be disruptive of the contest.
- d. Cell phones, tablets, and all other communication devices are to be turned off while in the contest room.
- e. Transcribing contest questions by any means is prohibited. There will be NO handwriting, typing, recording or computer use in the contest rooms. **Affiliated teams will be eliminated from the competition for violation of this rule.**

## Scoring

### 1. One-on-One Questions

- a. Correct.....+ 2 individual & team
- b. Incorrect..... - 1 individual & team
- c. A contestant other than the two designated contestants responds.....  
- 2 individual & team

### 2. Toss-Up Questions

- a. Correct..... + 1 individual & team
- b. Incorrect .....- 1 individual & team

### 3. Bonus Questions

- a. Correct..... + 2 team
- b. Incorrect.....No points lost

### 4. Miscellaneous

- a. Fail to signal or contestant not acknowledged by moderator after a warning..... - 1 individual & team
- b. Fail to answer after signaling intent to answer is an incorrect answer.

### 5. Team Bonus Points

- a. Every time each seated member of a team has correctly answered at least one question, that team gets +2 points. No answers will accumulate toward a second team bonus for that team until the first team bonus has been awarded.

### 6. Protesting

- a. Not upheld (after 2)..... - 1 team point
- b. Upheld..... No penalty points lost.
- c. Abused..... Dismissal of team and loss of all points

# Impromptu Presentations

## Overview and Eligibility

The Impromptu Contest emphasizes the need for participants to think clearly and effectively on a topic with a short amount of preparation time. It is open to participants of all age categories. Contestants can enter both the impromptu contest as well as the prepared presentation contest.

Contestants must register in advance to participate.

## Contest

The contest will run as follows:

1. In an effort to accommodate varying schedules, contestants will present in the order they show up for the contest within their selected one hour block.
2. The topic drawing and preparation rooms will be separate from the speaking room(s).
3. When it is a contestant's turn, they will randomly draw three topics from a pool of questions. The contestant will select the one they would like to give the presentation about and return the other two to the pool. No two contestants within the same age group will speak on the same topic.
  - a. Questions will be relative to today's youth and may include current events, 4-H, and/or social issues. Examples of the type of questions include:
    - i. If I were an author, I would write about...
    - ii. One issue facing teenagers today is...
    - iii. If I could describe my personality as a tree, I would be a...
    - iv. What being involved in 4-H has taught me
4. Upon selection of the chosen topic, the contestant will be allowed 3 minutes to organize their thoughts before beginning the presentation.
5. Contestants will be allowed to organize their thoughts on a blank note card supplied at the event. Seniors are limited to one note card. Excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.

6. Each speech will be timed. Two points will be deducted for each 30 seconds over or under the time limit. The following time limits have been set for each age group:
  - a. Seniors ~ 3-5 minutes
  - b. Intermediates ~ 2 ½ - 4 minutes
  - c. Juniors ~ Up to 3 minutes
7. Contestants may not use any costumes, posters, visual aids, or props for their presentations.
8. Contestants are not allowed to present any items to the judges.
9. A public address system will not be used.
10. Ties will be broken by the judges.
11. This contest will be held in the morning and afternoon in order to accommodate additional participants who may be competing in other events at Showcase Showdown. Contestants will be asked to choose a one hour block in which they will complete their presentation.

# Impromptu Presentations Rubric

Age   
Division:

Presenter:				
Speech Topic:				
Max Points		Scoring Criteria		
<b>Presenter</b>				
General Appearance	___/5	Good posture, appropriate dress, no visible distractions  5-4	Marginal posture (slouching, leaning at times), questionable dress, visible distractions (some playing with hair, hands in pockets or behind back)  3	Slouching or leaning throughout, inappropriate dress, visual distractions throughout  2-0
Projection to Audience	___/10	Strong eye contact with audience throughout, appropriate nonverbal gestures, presentation captures audience's attention  10-8	Sporadic eye contact with audience, majority of time spent looking at notes, few nonverbal gestures, presentation not of great interest to audience.  7-4	Little or no eye contact with audience, almost all time spent looking at notes or at floor, no nonverbal gestures, topic not of interest to audience  3-0
Vocal Control	___/10	Strong volume, listenable tempo, accurate pronunciation, clear enunciation  10-8	Difficult to hear at times, speech rate a bit too fast or slow in places, some mispronounced words, difficult to understand at times  7-4	Inappropriate volume, speech rate far too fast or slow throughout, many mispronounced words, very difficult to understand throughout  3-0
Pronunciation and Enunciation	___/15	Strong volume, listenable tempo, accurate pronunciation, clear enunciation  15-11	Difficult to hear at times, speech rate a bit too fast or slow in places, some mispronounced words, difficult to understand at times  10-6	Inappropriate volume, speech rate far too fast or slow throughout, many mispronounced words, very difficult to understand throughout  5-0
<b>Presentation</b>				
Introduction	___/10	Begins with a clear, attention-grabbing introduction, introduction of purpose and subject, and preview of main points  10-8	Introduction included but not attention-grabbing, incomplete preview of main points, subject, and purpose  7-5	No clear introduction, no preview of main points, no introduction of subject and purpose  4-0
Body	___/25	Logical construction, main points stated clearly with support (examples, explanations), appropriate transitions between main points, presentation has a clear beginning, body, and end  25-18	Not all main points stated clearly, little support for main points, incomplete or illogical transitions between main points, no clear structure to presentation  17-10	Main points not stated clearly nor supported, no clear transition between points, no recognizable structure  9-0
Language Effectiveness	___/10	Uses clear and complete sentence structures, fluent with no use of vocal fillers (Um, Uh...), memorable phrases, colorful and concrete word choices  10-8	Some incomplete and unclear sentence structures, sporadic use of vocal fillers, vague or inappropriate word choices  7-5	Incoherent and incomplete sentence structures, excessive use of vocal fillers, incorrect and inaccurate word choices  4-0
Summary	___/10	Reviews all main points, stresses some sort of takeaway for and connection to the audience, memorable and inspiring closing, clear ending  10-8	Reviews some main points, lacks a clear takeaway for audience, provides an ending but not particularly memorable  7-5	Main points not reviewed, no clear connection to audience, indefinite and unmemorable ending  4-0
<b>Overall Quality</b>				
Impact and Overall Impression of Presentation	___/15	Original, appropriate topic for occasion; delivered with sincerity and confidence; impactful and of interest to a general audience  15-11	Topic not particularly original or of great interest to the general audience, delivered with some hesitation and lack of enthusiasm, little or no original information/impact  10-6	Topic not original at all, rote presentation, delivered with no enthusiasm, topic not of interest to a general audience  5-0
<b>Total</b>	___/110			
Judges Comments				
Judges Name:				

# Prepared Presentations

## Overview

The Presentations Contest emphasizes development of verbal communication skills. Presentation delivery may include, but is not limited to, demonstrations, interactive exhibits, skits, drama, public speaking, visual aids and/or multimedia displays.

## Eligibility

Contestants can be enrolled in any 4-H project and give a presentation on any topic. Returning contestants are welcome and simply need to present a different topic each year. Each county can enter any number of contestants for all age divisions. It is highly recommended that contestants compete in a county contest or practice in a public setting before the state contest. Teams are considered one entry and share any awards.

## Contest

Presentations are judged on knowledge of subject matter, presentation manner, and presentation impact and are divided into the following three categories: Demonstrations, Illustrated Talks, Speeches.

*Time Limits apply to all three and are based on age division:*

- Juniors ~3-10 minutes
- Intermediates ~ 5-10 minutes
- Seniors ~ 7-15 minutes

Penalties apply for going over or under time limits and are at the discretion of the judges (i.e. a Senior speech that is two minutes too short will probably be deducted more points than a Senior speech that is two minutes too long, given the subject matter.) Set-up time and questions asked after the presentation concludes are not included in this time limit. (See judges score sheets for more specific guidelines on how each category is judged.)

**Demonstration:** tables, 2 chairs, and outlets are the only things that will be provided. Proper food handling techniques, if any, are the responsibility of the individual (refrigeration needs, etc.)

**Demonstration:** tables, 2 chairs, and outlets are the only things that will be provided. Proper food handling techniques, if any, are the responsibility of the individual (refrigeration needs, etc.)

**Illustrated Talk:** Tables, a PC laptop with the PowerPoint program, projector, and screen will be provided. Contestants are responsible for bringing any electronic presentation materials (i.e. PowerPoint) on a USB drive to be used with the provided supplies at the event. A different laptop may be used in the event there are problems using those provided.

**Speech:** no additional material/aides may be used in a speech besides note/cue cards. (NOTE: Points may be deducted for excessive use of notes/cue cards by Senior participants.)

# Demonstration Rubric

Wyoming 4-H Presentations Contest – **Demonstration**  
Scoring Rubric

Age Division

Presenter Name:				
Speech Title/Topic:				
	Points	Scoring Criteria		
<b>Presenter</b>				
General Appearance	___/5	Good posture, appropriate dress, no visible distractions  5-4	Marginal posture (slouching, leaning at times), questionable dress, visible distractions (some playing with hair, hands in pockets or behind back)  3	Slouching or leaning throughout, inappropriate dress, visual distractions throughout  2-0
Vocal Control	___/10	Strong volume, listenable tempo, accurate pronunciation, clear enunciation  10-8	Difficult to hear at times, speech rate a bit too fast or slow in places, some mispronounced words, difficult to understand at times  7-4	Inappropriate volume, speech rate far too fast or slow throughout, many mispronounced words, very difficult to understand throughout  3-0
<b>Presentation</b>				
Organization of Content	___/25	Begins with a clear, attention-grabbing introduction and preview of what audience will learn to do, contains clear steps organized in a logical manner, closes with a memorable conclusion that applies demonstrated skill  25-18	Introduction included but not attention-grabbing, preview of demonstrated skill, steps not clearly organized, conclusion present in some form but not memorable, no application of demonstrated skill mentioned  17-10	No clear introduction, steps not organized or clear steps missing completely, no clear summary or application of demonstration  9-0
Knowledge of Subject Matter	___/25	Has first-hand experience with the information, has done the task personally or done extensive experience-based research, includes details and specific terms/vocabulary  25-18	Has done some research but little hands-on experience or experience-based research, sources for information unclear  17-10	Has had no hands-on experience with topic and little research done  9-0
Demonstration Tools	___/10	Demonstration tools are interesting, effective, and appropriate to enhance the presentation. All materials necessary to affectively demonstrate the skill are present and used  10-8	Demonstration tools present but do not particularly enhance the presentation, some images difficult to see, some materials absent from demonstration  7-5	Most demonstration tools present but unrelated to presentation, or some are missing or not even used, images difficult to see, type impossible to read.  4-0
Audience	___/10	Strong eye contact with audience throughout, appropriate nonverbal gestures, presentation captures audience's attention  10-8	Sporadic eye contact with audience, majority of time spent looking at visual aids/notes, few gestures, presentation not of great interest to audience  7-5	Nearly no eye contact with audience, almost all time spent looking at visual aids/reading from notes, topic not of interest to audience  4-0
<b>Overall Quality</b>				
Impact and Overall Impression of Presentation	___/15	Original, appropriate topic for occasion; delivered with sincerity and confidence; impactful and of interest to a general audience  15-11	Topic not particularly original or of great interest to the general audience, delivered with some hesitance and lack of enthusiasm, little or no original information/impact  10-6	Topic not original at all, rote presentation, delivered with no enthusiasm, topic not of interest to a general audience  5-0
TOTAL	___/100			
Comments:				
Judge's Name:				

# Illustrated Talk Rubric

Wyoming 4-H Presentations Contest – **Illustrated Talk**  
Scoring Rubric

Age Division

Presenter Name:				
Speech Title/Topic:				
	Maximum Points	Scoring Criteria		
<b>Presenter</b>				
General Appearance	___/5	Good posture, appropriate dress, no visible distractions  5-4	Marginal posture (slouching, leaning at times), questionable dress, visible distractions (some playing with hair, hands in pockets or behind back)  3	Slouching or leaning throughout, inappropriate dress, visual distractions throughout  2-0
Vocal Control	___/10	Strong volume, listenable tempo, accurate pronunciation, clear enunciation  10-8	Difficult to hear at times, speech rate a bit too fast or slow in places, some mispronounced words, difficult to understand at times  7-4	Inappropriate volume, speech rate far too fast or slow throughout, many mispronounced words, very difficult to understand throughout  3-0
<b>Presentation</b>				
Organization of Content	___/25	Begins with a clear, attention-grabbing introduction and preview of main points, contains a clear body organized by main points and clear transitions, closes with a memorable conclusion that includes a summary of main points  25-18	Introduction included but not attention-grabbing, preview of main points, body not all organized by main points, transitions not clear, conclusion present in some form but not memorable, no summary of main points  17-10	No clear introduction, body not organized by main points, no clear summary or conclusion  9-0
Knowledge of Subject Matter	___/25	Has first-hand experience with the information, or has done extensive experience-based research, includes details and specific terms/vocabulary  25-18	Has done some research but little experience-based research, sources of information unclear  17-10	Has had no experience with topic and little research done  9-0
Visual Aids	___/10	Visual aids are interesting, effective, and appropriate to enhance the presentation, all type and images visible and legible to entire audience, text is grammatically correct  10-8	Visual aids present but do not particularly enhance the presentation, some images difficult to see, some type difficult to read, some grammar mistakes  7-5	Visual aids present but unrelated to presentation, images difficult to see, type impossible to read, many grammar mistakes  4-0
Audience	___/10	Strong eye contact with audience throughout, appropriate nonverbal gestures, presentation captures audience's attention  10-8	Sporadic eye contact with audience, majority of time spent looking at visual aids/notes, few gestures, presentation not of great interest to audience  7-5	Nearly no eye contact with audience, almost all time spent looking at visual aids/reading from notes, topic not of interest to audience  4-0
<b>Overall Quality</b>				
Impact and Overall Impression of Presentation	___/15	Original, appropriate topic for occasion; delivered with sincerity and confidence; impactful and of interest to a general audience  15-11	Topic not particularly original or of great interest to the general audience, delivered with some hesitance and lack of enthusiasm, little or no original information/impact  10-6	Topic not original at all, rote presentation, delivered with no enthusiasm, topic not of interest to a general audience  5-0
<b>TOTAL</b>	___/100			
Comments:				
Judge's Name:				

# Speech Rubric

Wyoming 4-H Presentations Contest - **Speech**  
Scoring Rubric

Age Division

Presenter Name:				
Speech Title/Topic:				
	Points	Scoring Criteria		
<b>Presenter</b>				
General Appearance	___/5	Good posture, appropriate dress, no visible distractions. Extra thought and effort put into appearance to reflect mood of recitation  5-4	Neat, clean, appropriate attire for public speaking.  3	Some aspects of presentation appearance within the personal control of the presenter could be improved upon (ie dirty hands, unkempt hair, untied shoes)  2-0
Vocal Control	___/10	Strong volume, listenable tempo, accurate pronunciation, clear enunciation  10-8	Difficult to hear at times, speech rate a bit too fast or slow in places, some mispronounced words, difficult to understand at times  7-4	Inappropriate volume, speech rate for too fast or slow throughout, many mispronounced words, very difficult to understand throughout  3-0
Presence & Poise	___/10	Appears calm, relaxed; conveys confidence and is comfortable in front of audience. Stands erect; uses podium only for notes; moves away from podium occasionally.  10-8	Appears generally calm and relaxed in front of audience, no fidgeting. Stands straight and erect, remains behind podium (uses appropriately, but not as support)  7-4	Distracting nervous mannerisms, needs more practice using a confident posture (does not stand upright or breath deeply to ground self)  3-0
<b>Presentation</b>				
Organization of Content	___/25	Begins with a clear, attention-grabbing introduction and preview of main points, contains a clear body organized by main points and clear transitions, closes with a memorable conclusion that includes a summary of main points  25-18	Introduction included but not attention-grabbing, preview of main points, body not all organized by main points, transitions not clear, conclusion present in some form but not memorable, no summary of main points  17-10	No clear introduction, body not organized by main points, no clear summary or conclusion  9-0
Knowledge of Subject Matter	___/25	Has first-hand experience with the information, has done the task personally or done extensive experience-based research, includes details and specific terms/vocabulary  25-18	Has done some research but little hands-on experience or experience-based research, sources for information unclear  17-10	Has had no hands-on experience with topic and little research done  9-0
Audience	___/10	Strong eye contact with audience throughout, appropriate nonverbal gestures, presentation captures audience's attention  10-8	Sporadic eye contact with audience, majority of time spent looking at visual aids/notes, few gestures, presentation not of great interest to audience  7-5	Nearly no eye contact with audience, almost all time spent looking at visual aids/reading from notes, topic not of interest to audience  4-0
<b>Overall Quality</b>				
Impact and Overall Impression of Presentation	___/15	Original, appropriate topic for occasion; delivered with sincerity and confidence; impactful and of interest to a general audience  15-11	Topic not particularly original or of great interest to the general audience, delivered with some hesitation and lack of enthusiasm, little or no original information/impact  10-6	Topic not original at all, rote presentation, delivered with no enthusiasm, topic not of interest to a general audience  5-0
<b>TOTAL</b>	___/100			
	Comments:			
Judges Name:				

# Livestock Skill-a-thon

## Objectives

- To educate and encourage youth in the areas of Science, Engineering and Technology, enhancing their understanding and abilities as it relates to Livestock and the Livestock Industry.
- To provide youth with the opportunity to blend knowledge and skills acquired in livestock judging, demonstrations, care and exhibition of animals into one activity.
- To provide youth with an opportunity to learn about the importance of livestock and their products to the environment and economy.
- To encourage youth to continue expanding their knowledge and participation.
- To recognize youth for their total involvement in and comprehension of the livestock industry.
- To encourage youth to work as a team and learn the value and appreciation of teamwork.
- To instill ethical values, good sportsmanship and product evaluation skills.

## Eligibility

- All Wyoming 4-H members are eligible to compete in the appropriate age division (Junior (8-13 years old or Senior 14 & older). Eligibility will be confirmed using ZSuites.
- Only team entries will be accepted and may consist of a minimum of three (3) and maximum of five (5) members per team.

## Rules

- Youth may enter the contest with blank paper, clipboards, a timer, and writing utensils.
- Teams will have two (2) hours to complete the entire contest. This includes the group process and technology components.
- Spectators are welcome to enter and view the contest from the perimeter but will not be able to interact with the contestants during the event.

- Youth are encouraged to work together and interact throughout the event with those on the same team. Discussion between separate teams will not be allowed.
- Team scores from each class will be added together for total accumulated points. Awards will be given to the top three teams in each age division.

### **Contest Classes: Junior Division**

All materials for the contest will be taken from the Livestock Discovery CD from the University of Kentucky, Ohio State University lab kits, or the State 4-H website.

**Stations have a total possible points of 95 and this is 83% of the total junior score.**

- **Cattle:** (15 points) Breeds identification; wholesale parts, external parts.
- **Sheep:** (15 points) Breeds identification; wholesale parts, external parts.
- **Swine:** (15 points) Breeds identification; wholesale parts, external parts.
- **Goat:** (15 points) Breeds identification; wholesale parts, external parts.
- **Quality Assurance:** (10 points) Reading a medicine label; calculating withdrawal times; Complete a Treatment record; Given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity
- **Feed Identification:** (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more.
- **Evaluation:** (5 points) Youth will be given either classes to place of beef, sheep, swine or goats; or given questions to answer about a set of animals.
- **Equipment Identification:** (10 points) Youth will be given either pictures or real pieces of equipment to identify.

**Practicum section has a total possible points of 50 and this is 17% of the total junior score.**

**Practicum:** (50 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem or answer questions. The practicums may require each team member to complete a part of the practicum. Props or live animals may be including in this hands-on portion of the contest. The juniors will be given three of the practicum topics and one of the three will be included in the state contest.

### **Contest Classes: Senior Division**

The Wyoming State 4-H Web-site provides a list of various sources that will aid in preparing the senior livestock skill-a-thon contest. However, the contest is not limited to information provided in these resources.

**Stations have a total possible points of 95 and this is 83% of the total senior score.**

- **Cattle:** (20 points) Breeds identification; external parts, wholesale parts, reproduction/health Sheep: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health Swine: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health Goat: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health
- **Meat Science:** (10 points) Rank classes of meat cuts, identify cuts for wholesale and retail names, solve scenarios, answer questions and/or grade meat cuts/carcasses. (See Appendix A for list of identifications.)
- **Wool:** (5 points) Youth will be given either classes of four fleeces to place; or given scenarios or questions to answer about fleeces.
- **Quality Assurance:** (10 points) Reading a medicine label; calculating withdrawal times; Complete a Treatment record; Given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity.

- **Feeds and feeding:** (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more. Solve scenarios or answer questions related to feeding options.
- **Evaluation:** (5 points) Youth will be given either classes to place of beef, sheep, swine or goats; or given scenarios or questions to answer about a set of animals.
- **Equipment Identification:** (10 points) Youth will be given either pictures or real pieces of equipment to identify; or given scenarios or questions to answer about equipment.
- **Technology:** (10 points) Contestants will use the NCBA Red Book Excel program to answer questions related to herd management. A computer with the program will be provided for the contest. This section can be completed any time during the contest; however teams will have a maximum of 20 minutes to complete this section.

**Practicum section has a total possible points of 50 and this is 17% of the total senior score.**

**Stations have a total possible points of 95 and this is 83% of the total senior score.**

- **Cattle:** (20 points) Breeds identification; external parts, wholesale parts, reproduction/health  
**Sheep:** (20 points) Breeds identification; external parts, wholesale parts, reproduction/health  
**Swine:** (20 points) Breeds identification; external parts, wholesale parts, reproduction/health  
**Goat:** (20 points) Breeds identification; external parts, wholesale parts, reproduction/health
- **Meat Science:** (10 points) Rank classes of meat cuts, identify cuts for wholesale and retail names, solve scenarios, answer questions and/or grade meat cuts/carcasses. (See Appendix A for list of identifications.)
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- **Equipment Identification:** (10 points) Youth will be given either pictures or real pieces of equipment to identify; or given scenarios or questions to answer about equipment.
- **Technology:** (10 points) Contestants will use the NCBA Red Book Excel program to answer questions related to herd management. A computer with the program will be provided for the contest. This section can be completed any time during the contest; however teams will have a maximum of 20 minutes to complete this section.

**Practicum section has a total possible points of 50 and this is 17% of the total senior score.**

**Practicum:** (50 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem or answer questions. The practicums may require each team member to complete a part of the practicum. Props or live animals may be including in this hands-on portion of the contest. The senior will be given three of the practicum topics and one of the three will be included in the state contest.

# Livestock Skill-a-thon: Meat Identification List - Seniors

Items in the meat identification portion will be taken from the following list:

	<b>Wholesale Cut</b>	<b>Retail Cut</b>
<b>Beef</b>		
	Loin	T-Bone Steak
		Round Bone Sirloin Steak
	Round	Round Steak
		Eye Steak
	Chuck	Blade Roast
		Arm Roast
	Plate	Short Ribs
	Flank	Flank Steak
	Shank	Cross Cuts
	Rib	Ribeye Steak
<b>Pork</b>		
	Loin	Blade Chop
		Top Loin Chop
		Center Loin Roast
		Rib Chop
		Sirloin Chop
		Canadian Style Bacon SM <sup>^</sup>
	Shoulder	Arm Picnic Roast
		Arm Steak
	Ham	Rump Portion SM <sup>^</sup>
		Center Slice SM <sup>^</sup>
<b>Lamb</b>		
	Rack (Rib)	Rib Roast
		Rib Chop
	Leg	Sirloin Chop
		French Style Roast
		American Style Roast
	Loin	Loin Chop
	Shoulder	Blade Chop
		Square Cut
	Variety Meat	Kidney
	Shank	Shank

# Livestock Quiz Bowl

## Eligibility

Teams must be comprised of at least three (3), not more than five (5) contestants. If entering a five-member team, one youth will be designated as the alternate. Recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate, and the alternate is expected to attend all rounds of competition in which their team participates.
2. An alternate can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue in the competition and approves mid-phase substitution.
3. If an alternate enters play, he/she must remain in the contest for the rest of that contest.
4. Substitution during the contest needs to be approved by the moderator. In the event that a four-member team enters the competition and one member is unable to continue the competition and there is no designated alternate, the resulting three-member team will be allowed to continue; however, they will forfeit the Phase 1 questions directed toward the fourth team member.

Junior team designations can be from junior or intermediate age divisions, while senior teams must be from the senior age division.

Youth will compete in the appropriate age division based on their 4-H age eligibility:

- Seniors: age 14 – 18 (as of January 1 of current year)
- Intermediates: age 11 – 13 (as of January 1 of current year)
- Juniors: age 8 – 10 (as of January 1 of current year)

## Officials

1. **Moderator:** The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator should be knowledgeable in quiz bowl procedures, guidelines, and regulations.
2. **Judge:** A judge can be anyone with a strong background in the subject matter of the quiz bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant.
3. **Timekeeper:** The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.
4. **Score keeper:** One or two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorekeeper is available, he/she will maintain a written record of all scoring transactions.

## Methods and General Rules

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. The order of teams will be drawn at random. A bye system will be used if an odd number of teams enter the contest. The number of teams participating and the time allowed for the contest will determine the exact procedure followed.
3. Whenever time and space permit, a double elimination procedure will be used. Typically, if six teams or fewer are entered, a double-elimination procedure will be used.
4. **Team Captain:** A team captain is designated and should be seated nearest to the moderator (seat 1), who is positioned between the two teams. The captain will remain the captain throughout the contest and will always be seated closest to the moderator.

5. Viewing: Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event.
  - a. No cell phones or electronic devices are allowed in the contest room. Other specific rules about public and participant viewing will be announced at orientation, just prior to the Quiz Bowl competition.
6. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort, no note-taking, recording devices, cameras, mobiles, or computers will be allowed in the contest room(s).
  - a. Failure to observe this rule will result in dismissal from the contest area and possible disqualification of the team.

## Equipment

1. **Game Panels** — An appropriate device will be used to provide a clear indication of the first contestant to respond to a question.
2. **Time Recorders** — A stopwatch or other appropriate time device will be required.
3. **Signal Device** — This signal device shall be used by the time keepers and shall have a very distinctly different sound from that associated with the game panel.
4. **Score Keeping Devices** — Two devices will be needed: one, such as a blackboard, flip chart or electronic light display, will be used to maintain team scores visible to the contestants and, if possible, to the spectators; a second device will be required to maintain a record of individual contestant scores.

## Livestock Bowl Questions

There will be four types of questions.

### 1. One-On-One:

- a. Phase One will consist of twelve (12) questions. Each question shall be addressed to contestants in the same seat position from each team, beginning with contestants in seat 1 (closest to moderator), followed by seat 2, 3, and 4 (furthest from moderator). The contestant to buzz in first and is acknowledged by the moderator earns the opportunity to answer the question.

- b. Answers must be started within 10 seconds after the question is read.
- c. Correct answers are worth 1 point. Incorrect answers are a 1 point deduction.
- d. No teammate assistance may be offered or received in this phase.

#### **5. Phase Two: Team Phase**

- a. Phase Two will consist of ten (10) questions. Each team will be asked five questions each on an alternating basis.
- b. Answers must be started within 10 seconds after the question is read.
- c. Correct answers are worth 1 point, with no deductions for incorrect answers.
- d. The team will be allowed to discuss questions before answering, but only the team captain (seat 1) can report the answer. If anyone other than the team captain answers or speaks past the ten-second mark, no points will be awarded.
- e. Team captain may defer to another team member but must inform moderator which member will answer.

#### **6. Phase Three: Toss Up / Bonus Phase**

- a. Phase Three will consist of toss-up and bonus questions with a total of sixteen (16) questions.
- b. Answers must be started within 10 seconds after the question is read.
- c. Toss Up Questions:
  - i. Any team member from either team may buzz in to answer a toss-up question.
  - ii. No teammate assistance may be offered or received in the toss up question.
  - iii. Toss-up questions are worth 1 point each, with a 1-point deduction for incorrect or incomplete answers.
  - iv. Every fourth question will be a toss-up question with a bonus attached.
- d. Bonus Questions:
  - i. If a team correctly answers the toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.

- ii. Answers must be started within 10 seconds after the question is read (starting an answer after the 10-second buzzer goes off is not acceptable).
- iii. The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers or speaks past the ten-second mark, no points will be awarded.
- iv. If a team fails to answer the toss-up question, the bonus question WILL NOT carry forward to the next question.
- v. When a team fails to answer the question in the allotted time or answer the question incorrectly, the question WILL NOT be offered to the opposing team.
- vi. Team captain may defer to another team member but must inform moderator which member will answer.
- vii. Bonus questions are worth 3 points each, with no deduction for an incorrect answer.

### **7. Team Participation Bonus Points**

- a. To encourage full team participation, bonus points will be awarded in Phases 1 and 3 to the teams that have ALL team members correctly respond to a question other than bonus questions. This bonus shall be worth 2 points to either team that qualifies. Team Participation Bonus Points will not be awarded in Phase II or Sudden Death Round Tie Breaker. After having earned this team bonus once within a phase, both teams are eligible to earn additional bonus points by repeating the process specified for team bonus awards.
  - i. To obtain these bonus points, each member of the team seated at the time must have correctly answered a question. If a team member, already having answered a question correctly, is replaced by an alternate, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded (if not awarded already).
  - ii. No team will be credited toward a team bonus with a member's second correct response until the first team bonus has been awarded. Each time team bonus points are awarded, the team may again begin accumulating credits for team bonus points.

## 8. Scoring

- Phase 1:
  - Correct
    - +1 pts.
  - Incorrect, incomplete, or failing to respond within the allotted time
    - -1 pts.
- Phase 2:
  - Correct
    - +1 pts.
  - Incorrect, incomplete, or failing to respond within the allotted time
    - No deduction
- Phase 3:
  - Toss Up:
    - Correct
      - +1 pts.
    - Incorrect, incomplete, or failing to respond within the allotted time
      - -1 pts.
  - Team Bonus:
    - Correct
      - +3 pts.
    - Incorrect, incomplete, or failing to respond within the allotted time
      - No deduction.

## 9. Pre-Mature Buzzing

- a. When the buzzer is pushed before the question is completely read, the moderator will stop reading and that contestant or team must answer the question after being acknowledged. If the answer is incorrect or incomplete, 1 point will be deducted from the team's score. The judge(s) **WILL NOT** ask for clarification of answers in these instances. Answers must be complete and correct. If a multiple-choice question must be answered before all options are read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice or the corresponding wording of the correct letter.

## 10. **Both Teams Buzz at the Same Time**

- a. If the equipment allows a member of each team to buzz in at the same time or locks out all team members due to hitting the button at the same time, and the moderator cannot determine which team member buzzed first, the question will be discarded and a new one will be selected by the judge(s).
11. The score of both teams will be announced at the conclusion of each Phase.
12. The judge(s) may ask for clarification of answers.

# Produce Judging

## Contest Requirements

- Contest participation requires pre-registration through zSuites. We will not allow ANY youth to walk into the contest day of and compete.
- Youth must finish the contest within the overall time allotted.
- If there is a contest conflict or a chance you will be late youth need to be sure to communicate that with the educator.

## Classes

Up to eight (8) classes of produce will be evaluated. Youth may handle vegetables but if a product is damaged, it needs to be addressed with the contest officials.

## Identification Line

The latest revision of the “4-H Produce Identification List” will be the authority to determine which products are used for identification.

- Seniors will identify 30 products
- Juniors and Intermediates will identify 20

Scoring will be based on properly identifying vegetables by either the general classifications or the specific variety correct for that item.

Deductions will *not* be made for spelling errors.

## Reasons & Questions

Contestants will give reasons and/or answer questions on specific classes based on their age category.

- **Juniors**
  - 4 questions classes with use of notes, or 3 questions classes and 1 set of oral reasons
- **Intermediates**
  - 2 questions classes with use of notes and 2 set of oral reasons
- **Seniors**
  - 4 sets of oral reasons

# Produce Judging: Identification List- Junior/Intermediate

4-H PRODUCE IDENTIFICATION LIST	
Junior/Intermediate	
Apple	Onion (dry)
Asparagus	Orange
Avocado	
Banana	Parsley
Beet (table)	Parsnip
Blueberry	
Broccoli	Pea (green, in pod)
Brussels Sprout	Peach
Cabbage	Pear
Carrot	Pepper
Cauliflower	Potato, Potatoes are plural
Celery	Radish, radishes are plural
Chard (Swiss)	Raspberry
Cherry	Rosemary
Chives	Rhubarb
Cucumber (slicing or pickling)	Rutabaga (table)
Dill	Shallot
Edible podded pea	Snap bean (green or yellow)
Eggplant	Spinach
Garlic	Strawberry, Strawberries are plural
Grape	Summer squash
Grapefruit	Sweet corn
Green onion	Sweet potato
Head lettuce	Tomato, Tomatoes are plural (cherry, pear or plum; ripe)
Kale	Turnip
Leaf lettuce	Watermelon
Leek	
Lemon	
Muskmelon or cantaloupe	

# Produce Judging: Identification List- Senior

4-H Produce Identification List Senior		
Alfalfa Sprouts	Fennel	Pear
Apple	Garlic	Pepper
Apricot	Ginger root	Pineapple
Artichoke	Grape	Plantain
Asparagus	Grapefruit	Plum
Avocado	Green onion	Pomegranate
Banana	Guava	Potato
Basil	Head lettuce	Radish
Beet	Jicama	Raspberry
Broccoli	Kale	Radicchio
Brussels Sprouts	Kiwi	Rosemary
Blackberries	Kohlrabi	Rhubarb
Blueberries	Leaf lettuce	Rutabaga
Cabbage	Leek	Sage
Carrot	Lemon	Shallot
Cauliflower	Lime	Snap bean (green or yellow)
Celeriac	Mango	Spinach
Celery	Mint	Strawberry
Chard (Swiss)	Muskmelon or Cantaloupe	Summer squash
Chinese Cabbage	Mushroom	Sweet corn
Cherries	Mustard	Sweet potato
Chives	Nectarine	Thyme
Cilantro	Okra	Tomato
Collard	Onion	Tomatillo
Cucumber (slicing or pickling)	Orange	Turnip
Cranberry	Oregano	Watermelon
Dill	Parsley	Winter radish or Daikon
Edible podded pea	Parsnip	Winter squash
Eggplant	Pea (green, in pod)	
Endive	Peach	

# Table Setting

## Eligibility

Open to any Wyoming 4-H member. Age divisions are as follows:

- Juniors (8-10)
- Intermediates (11-13)
- Seniors (14-18)

This contest is for individuals only. Teams may not enter.

## Objectives

Participants will demonstrate their ability to properly set a table for one guest at a meal/event. Each contestant should use his/her creative juices for this contest! The information provided online is simply a starting place.

## Contest Rules

- Tables will be provided. 4-H members will have enough space to set up a place setting for one person along with accompanying table decorations. No other equipment will be provided for contestants' use.
- Contestants are responsible for providing all appropriate and necessary table setting items and a menu for their chosen meal/event. Please make sure all items are present before the contest begins.
- No food items, please. Food may be appropriate if part of the décor of set table.(i.e. edible centerpiece)
- **Contestants will have 15 minutes** to arrange items for their single place setting
- Menus should be displayed appropriately. Invitations are optional.
- Participants will be interviewed by the judge.
- Because this contest includes an interview process, contestants should dress professionally
  - This could include clothing related to the table setting theme or interview-appropriate professional dress. Points will not be deducted if clothing is professional, but does not match the theme.
- At the end of the interview process contestants are responsible for dismantling their table setting.

# Table Setting Score Sheet

Name: \_\_\_\_\_ County: \_\_\_\_\_

Age Division: \_\_\_\_\_ Junior      \_\_\_\_\_ Intermediate      \_\_\_\_\_ Senior

CATEGORIES	POINTS POSSIBLE	POINTS AWARDED	COMMENTS
<b>Table Service</b> <input type="checkbox"/> Table is correctly set <input type="checkbox"/> Appointments are properly placed <input type="checkbox"/> Dishes and silverware are appropriate <input type="checkbox"/> Centerpiece is appropriate (color, height, occasion, visible from all sides) and in proportion to décor and setting <input type="checkbox"/> Table cloth or place mat is clean and pressed	<b>50</b>		
<b>Overall Design &amp; Total Effect:</b> <input type="checkbox"/> Colors and textures of dishes, utensils and mats, napkins coordinate <input type="checkbox"/> Imagination and creativity is expressed relevant to the chosen theme	<b>10</b>		
<b>Menu:</b> <input type="checkbox"/> A menu is provided and contains correct spelling, grammar and food is listed in the correct order as served <input type="checkbox"/> Food preparation, type and variety complement each other <input type="checkbox"/> Food is suitable for the occasion and theme <input type="checkbox"/> Food is of nutritional balance and value	<b>20</b>		
<b>Interview:</b> <input type="checkbox"/> Participant presents themselves well (eye contact, clarity, volume) <input type="checkbox"/> Demonstrates understanding of table setting techniques, menu, food preparation and food safety <input type="checkbox"/> Knows correct terms and functions of items <input type="checkbox"/> Participant conduct and sportsmanship <input type="checkbox"/> Participant is well groomed and appropriately dressed	<b>10</b>		
<b>TOTAL</b>	<b>100</b>		