



AGRICULTURAL SHOWS
AUSTRALIA

**AGRICULTURAL SHOWS
AUSTRALIA HANDBOOK**

**NATIONAL ASA MERINO SHEEP
YOUNG JUDGES
CHAMPIONSHIP**

**(Update Final 30 November
2020)**

JUDGING INSTRUCTIONS

**THE JUDGING CARDS FOR THIS NATIONAL ASA CHAMPIONSHIP
SHOULD BE ON YELLOW COLOURED PAPER.**

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The National Agricultural Shows Australia (ASA) Merino Sheep Young Judges Championship (National Championship) through competition provides education and experience for future judges for Agricultural Shows and industry alike.

RULES AND REGULATIONS

1. To be eligible to compete in the National Championship, each Competitor must have lived, worked or attended school within a State/ Territory they represent in the previous three (3) months and can only represent one State/ Territory at a National Championship in any given Calendar year.
2. Competitors must be fifteen (15) and under twenty-five (25) years of age on 1st May in the year of the Competitor's National/ State/ Territory Final. Competitors under the age of eighteen (18) must be accompanied by a chaperone.
3. Each year, one (1) competitor is to represent each State/ Territory and one (1) Competitor to affiliated National organisation (e.g. New Zealand).
4. The Computer Scoring Program and the Hormel Slide are to be used at the National Championship Final for calculation of the points and placings.
5. The Championship Judge **must** not have access to any Master Score Sheet prior to the announcement of the winners of the National Championship.
6. At no time during the National Championship should a Competitor talk with the Championship Judge unless directed to do so by the Ring Steward.
7. Nation/ State/ Territory/ Secretaries **must** inform the ASA Secretariat of the title, name, address, date of birth, age, contact numbers (phone and mobile) and email address of **their** Competitor in a Judging Championship going on to a National Championship Final. The ASA Secretariat will advise these Competitors of the venue and times of the National Championship Final.
8. The winner and runner-up of the National Championship should be requested to do a report on any travel tour they undertake to validate sponsorship money.
9. The winner is ineligible to compete again after winning the final of the National ASA Merino Sheep Young Judges Championship.
10. Competitors will be eliminated from the National Championship if the Judge's Steward considers they are receiving outside assistance including the use of unauthorised devices.

Notes for Host Nation/ State/ Territory

1. Each year nominations can be received from the National Final Host for the Data Reader and Data Entry Steward positions. Appointees will be approved by the National Competitions Working Group (NCWG). Both appointees are required to attend a Training Workshop prior to the National Finals.
Host Nation/ State/ Territory/ is to provide all other Stewards. Any vacant Steward positions will be filled by the NCWG.
2. The role and activities of Officials are listed in the 'National ASA Young Judges & Paraders Championship Official Duties Handbook.'
3. One (1) Championship Judge is required for the National Championship.
4. The Host RAS Show is to provide place ribbons to Exhibitors/ Competitors.

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5. Rules and Regulations for the National Championship to be sent out to Competitors through the ASA Secretariat.

Please Note:	i	This is a master set of Merino Sheep Judging Instruction Sheets to photocopy for the National Championship.
	ii	Championship 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 Championship Judge and Competitors with time for them to read through before the National Championship begins.
	v	Pages 3, 4, 5, 11, 14 and 15 are for the use of the Championship Judge's Steward.
	vi	Additional requisites – Competitor Numbers and 2 sets of Breastplates (1 to 4).

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

A. PROCEDURE FOR RUNNING THE CHAMPIONSHIP

1. a). Two (2) Classes of four (4) animals (e.g. four (4) ewes, and four (4) rams) are to be judged by Competitors. One (1) Class judged at a time.
b) They may choose which group of four (4) animals they wish to speak on.
2. Animals in each Class must be identified by 'breastplates' numbers one, two, three, four (1, 2, 3, 4), and **not** A B C D. This is essential when using the Computer Scoring Program and 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 merino sheep 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 twelve (12) 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 speak, explaining his/ her placing from their nominated group of animals. **Penalty points apply** – one (1) point should be deducted for every ten (10) seconds over the allotted two (2) minutes.
6. The winner of the National Championship is marked out of a maximum two hundred (200) points: fifty (50) points for the placings in each Class; fifty (50) points for handling of animals in the Handle Class; and fifty (50) points for the Oral Class.
7. Competitors in the Oral Class are scored on their 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 Championship Judge will have the final say. All tie-break details are to be confirmed by the Judge's Steward.

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B. USE OF JUDGING CARDS

1. Judging Cards are simple in design. All that is required by Competitors is to place animals in order from one, two, three, four (1, 2, 3, 4).
2. It is essential that one (1) Championship Judge officiate for the two (2) Classes.
3. The Championship 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 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.

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.

C. NATIONAL CHAMPIONSHIP TIMING

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

Visual Judging: (two or three (2 or 3) Competitors at a time)

Seven (7) minutes – sheep standing

Three (3) minutes – sheep sitting

Twelve (12) minutes – to re-stand sheep

Two (2) minutes – sheep standing 24 minutes

Changeover times 3 minutes

Data Reader Steward to finalise Competitors visual score 3 minutes

Oral Judging:

All Competitors, except one (1) should be taken out of hearing range of the Judging Ring prior to their Oral presentation

Eight (8) Competitors' Oral Tests – Three (3) minutes each

(One (1) minute placing, Two (2) minutes speaking)) 24 minutes

Change over time (One (1) minute each) 8 minutes

Comments from Championship judge on Oral Class 10 minutes

Announcement and Presentation of Awards 8 minutes

Total Time 80 minutes

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

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NATIONAL ASA MERINO SHEEP JUDGING CHAMPIONSHIP

(Visual/ Physical Class)

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

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**NATIONAL ASA MERINO SHEEP YOUNG JUDGES
CHAMPIONSHIP**

(Visual/ Physical Class)

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

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(Oral Class)

Competitor's No:

Selected Breed:

Class					Score	Max. Points
Competitor's Placing						50
Competitor's Handling						50
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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ORAL SECTION GUIDELINES

All Competitors will take part in the Oral Judging and use the card/ sheet marked 'Oral Class'. Upon entering the Judging Ring each Competitor will give instructions to the Ring Steward to place the ribbons on the animals in their placement order. Ribbon colour order being Blue – 1st, Red – 2nd, White – 3rd, Yellow - 4th.

Competitors are allowed one (1) minute to place the animals in their order of merit.

Competitors are allowed two (2) minutes to clearly express their oral reasoning to the Championship 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 to have their reasons organised and emphasise the most important points they wish to make.

When giving their reasons, the main objective is to inform the Championship Judge that the Competitors have 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 then follow with:

'In the top pair I placed four (4) ahead of one (1) because four) 4(.....'.

This demonstrates to the Championship Judge the accuracy of the priorities. Mention any major faults if present.

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

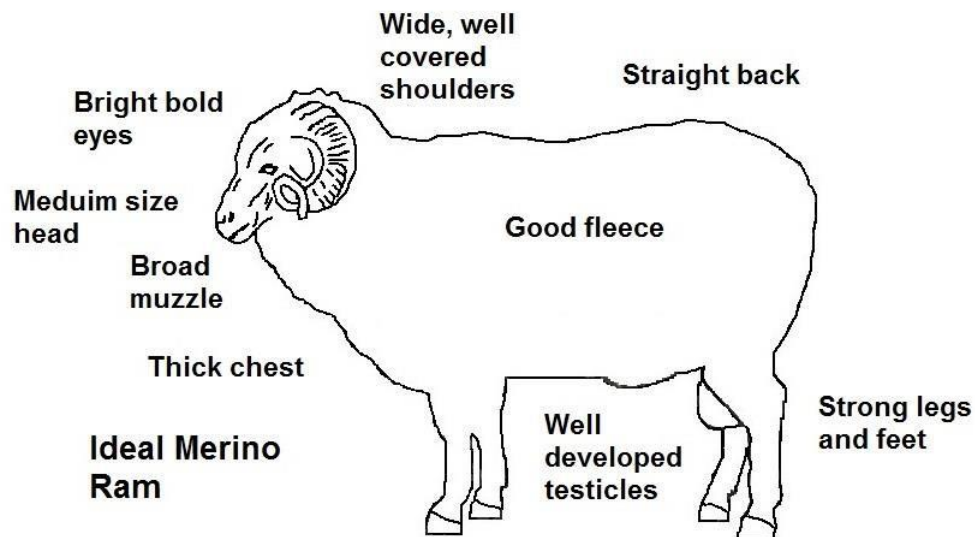
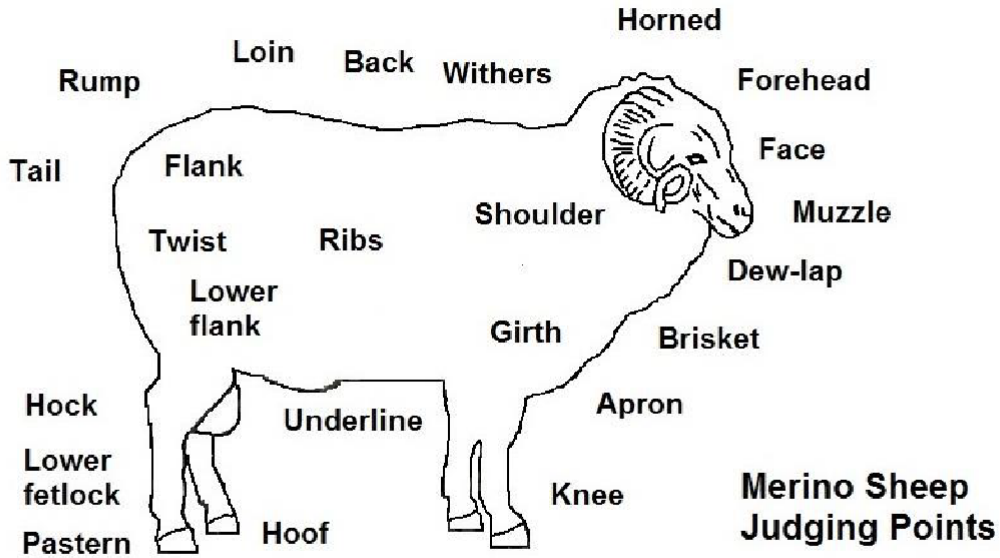
Remember: Speak clearly;
 Be concise;
 Show conviction in your placings;
 Introduction (important statements first, small points at the end) logical order
 (comparison of pairs) and conclusion;
 Look at the Championship Judge at all times.

DRESS - Competitors must be neatly and suitably attired, and male Competitors must wear a tie and long pants. Long hair is to be restrained and only minimal jewellery is acceptable. Closed in shoes are essential. Shorts, chewing gum and poor presentation is unacceptable and will be marked down accordingly.

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NOTES FOR CHAMPIONSHIP JUDGE

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

As a general rule, these should be four (4) ewes and four (4) rams (fine or medium strength) with a quality variation.

A suitable group of animals might be made up of a fairly clear leader, a fairly obvious 'tail', and two (2) others that present a more difficult choice. They will be judged against the standard of what is considered a good Merino type, rather than one that pays strict attention to specific breed points. Animals of similar age and size should be selected for the National Championship.

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

At no time during the National Championship should the Championship Judge talk with a Competitor unless directed to do so by the Ring Steward.

In filling out the Master Cards, the Championship Judge is required to note a numerical difference between animals as directed in instructions for use of the Computer Scoring Program and 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 Championship Judge to observe both the good and bad points or faults 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 Championship 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 Championship 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 exceeds 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 over the allotted two (2) minutes.

At the conclusion of the National Championship, the Championship 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 National Championship, it is important that it is confined to a time limit. Championship Judges are asked to confine their comments to the times suggested in the 'Competition Procedure' for all Merino sheep judging Competitions.

DRESS – Competitors must be neatly and suitably attired with either long sleeved shirt and jacket, and male Competitors must wear a tie and long pants. Long hair is to be restrained and only minimal jewellery is acceptable. Closed in shoes are essential. Shorts, chewing gum and poor presentation is unacceptable and will be marked down accordingly.

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

Breed/ Sex:

Placings: 1st 2nd 3rd 4th

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

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

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MASTER CARD – CHAMPIONSHIP JUDGE’S FINAL PLACINGS ANIMAL CARD

Sex:

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 – CHAMPIONSHIP JUDGE’S FINAL PLACINGS ANIMAL CARD

Sex:

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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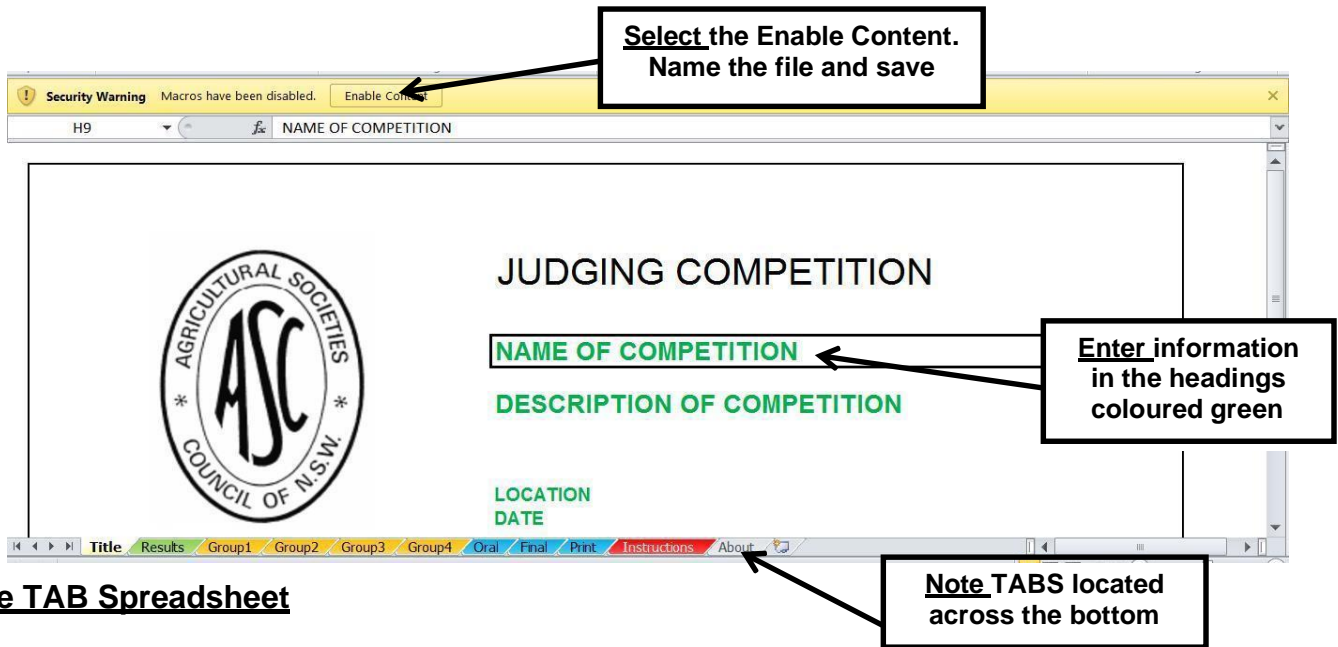
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How to use the Computer Scoring Program

The Computer Scoring Program is relatively easy to use. The Program adds up the scores of the Competitors and provides the Data Reader Steward with the order of placings for the Championship. A Results Page **can** be printed and distributed to Competitors.

INSTRUCTIONS FOR USE OF THE PROGRAM:

1. Data can only be **entered** into selected spreadsheets and cells. All other cells are locked. It does not matter what order the data is entered into any of the spreadsheets. Calculations may not show until all relevant scores are entered.
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 TYPE is an 'Excel Macro-Enabled Workbook'. To continue saving as a macro-free workbook, **click YES**. The File will need to be **named** and **saved** to a selected destination. Save the File on a regular basis.
4. TABS located across the bottom of the Program allow data to be entered. An Instruction TAB is also included.



Title TAB Spreadsheet

5. *Title TAB:*

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

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Judge's Placings is where the Championship 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 Championship 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 Championship 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** spreadsheet, e.g. if Fred Smith's name has been entered in the **Results TAB** spreadsheet as the third (3rd) 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**.

7. Group Two (2) TAB:

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

8. Group Three (3) TAB:

The process for Group Three (3) spreadsheet is the same as for **Group One (1) TAB**.

9. Group Four (4) TAB:

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

10. Oral TAB:

This spreadsheet lists all of the Competitors and their scores to date. For the Oral part and depending on what order the Championship Judge chooses, the Competitors can be asked to speak in order of their score.

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The screenshot shows a spreadsheet with the following columns: NO, NAME, VISUAL TOTAL, HANDLING SCORE, PRE-ORAL SCORE, and RANK. The 'NO' column is highlighted in blue, and the 'RANK' column is highlighted in green. A blue arrow points to the 'NO' column, and a green arrow points to the 'RANK' column. Two callout boxes provide instructions: 'Select the blue arrow to place Entrant No. in order' and 'Select the green arrow to place Entrant score in rank order'. The spreadsheet has tabs for Title, Results, Group1, Group2, Group3, Group4, Oral, Final, Print, Instructions, and About.

NO	NAME	VISUAL TOTAL	HANDLING SCORE	PRE-ORAL SCORE	RANK
1					
2					
3					
4					
5					
6					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					

Oral TAB Spreadsheet

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 Championship Judge has listed each Competitor's Handling Score then the scores can be entered on the 'Results' TAB spreadsheet.

Note:

In the Championships where there are no Handling scores, e.g. Beef Cattle Young Judges Championship and Dairy Cattle Young Judges Championship, a Zero (0) should be entered against each Competitor. Handling scores only apply to Meat Breeds Sheep Young Judges Championship, Merino Fleece Young Judges Championship, Merino Sheep Young Judges Championship and Poultry Young Judges Championship.

11. Scoring Oral And Handling Scores:

Once the Championship Judge has given the Competitor their Oral and Handling scores (where applicable), then enter these scores in the 'Results' TAB spreadsheet.

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

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NAME OF COMPETITION		GROUPS					
Entrant No	Name	Visual Score	Handling Score	Oral Score	Total Score	Rank	Place
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							

Results TAB Spreadsheet

12. Final TAB:

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

NO	NAME	VISUAL TOTAL	HANDLING SCORE	ORAL SCORE	TOTAL SCORE	RANK
2						
1						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						

Final TAB Spreadsheet

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

13. Print TAB:

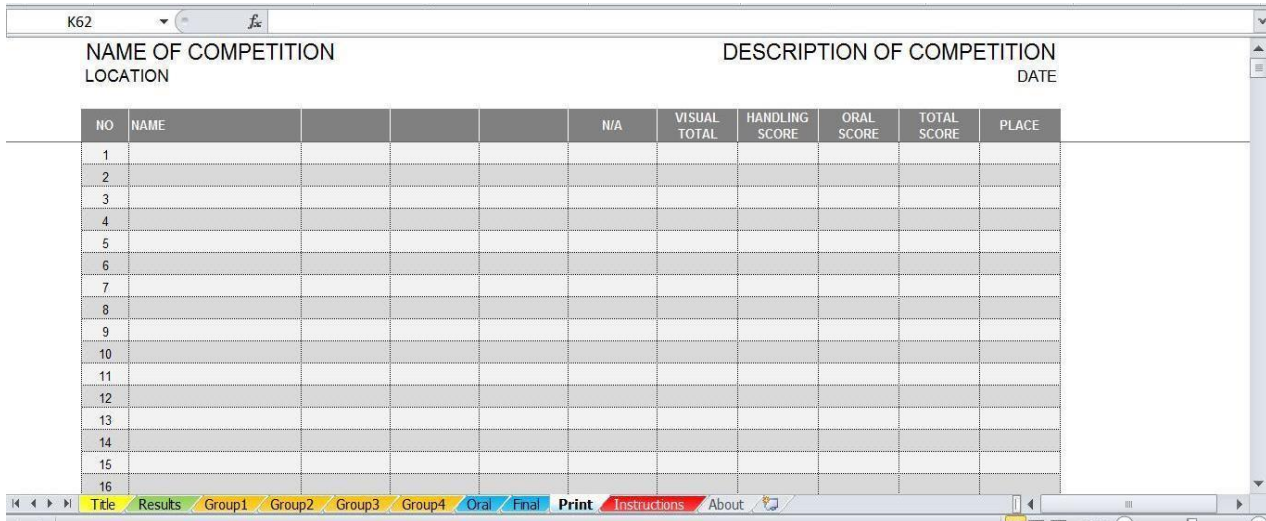
This spreadsheet has all of the information that has been provided in the previous TABS.

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To get the '**Place**' column completed, there is a need to go back to the '**Results**' TAB spreadsheet 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 spreadsheet.



The screenshot shows a spreadsheet window with a title bar 'K62'. The spreadsheet has two main sections. The top section has columns for 'NAME OF COMPETITION' and 'LOCATION' on the left, and 'DESCRIPTION OF COMPETITION' and 'DATE' on the right. Below this is a table with 11 columns: 'NO', 'NAME', two empty columns, 'N/A', 'VISUAL TOTAL', 'HANDLING SCORE', 'ORAL SCORE', 'TOTAL SCORE', and 'PLACE'. The rows are numbered 1 through 16. The bottom of the window shows a tabbed interface with tabs for 'Title', 'Results', 'Group1', 'Group2', 'Group3', 'Group4', 'Oral', 'Final', 'Print', 'Instructions', and 'About'. The 'Print' tab is currently selected.

Print TAB Spreadsheet

Where print facilities are available, print off the '**Print**' TAB spreadsheet and distribute the Championship results to Competitors.

A copy of the Championship final results should be retained for the ASA Secretariat.

14. Save file:

DON'T FORGET TO SAVE THE FILE.

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How to use the Hormel Computing Slide

The Hormel Computing Slide (Slide) (Figure 1) is to be used at each ASA National Championship Final together with the Computer Scoring Program. Refer to this Championship Handbook to confirm the procedure for running the particular National Championship.

The Slide is a sleeve with a series of cards, two (2) Clear Plastic Cards or Placing Cards (Figure 2) and seven (7) White Cards or Basic Cards (Figure 3) that slide into the sleeve and the result provides the Data Reader and Data Entry Stewards with the Competitor's placing score for the particular Championship. The 'calculator' works like a slide rule to match up Competitor's placings and the Championship judge's cuts to obtain those placing scores.

By showing the degree of penalty as related to the degree of difference or ranking between Exhibit placings by the Championship judge, the Competitor is scored accordingly.



Figure 1: Hormel Computing Slide with Clear Plastic and White Cards showing

Figure 2: Clear Plastic

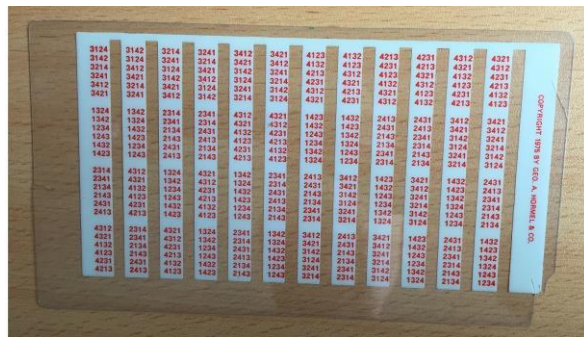
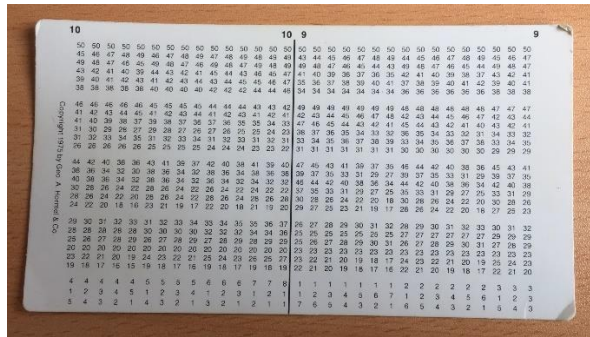


Figure 3: White Card



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The scoring is based on twenty (24) possible combinations for each Class of either four (4) animals (i.e. alpaca, beef cattle, dairy cattle, meat sheep or Merino sheep); four (4) fleeces (i.e. Alpaca or Merino); four (4) birds (i.e. poultry), or whatever other is being judged (Exhibits). A top score is based on fifty (50) points with deductions coming from the Competitor's variation in their placings compared to that of the Championship Judge.

CALCULATING PENALTIES

Once the Championship Judge has placed a Class of Exhibits in an order of placing, he/ she then assigns a numerical score (total of three (3) penalties) indicating the differences between the pairs in the Class.

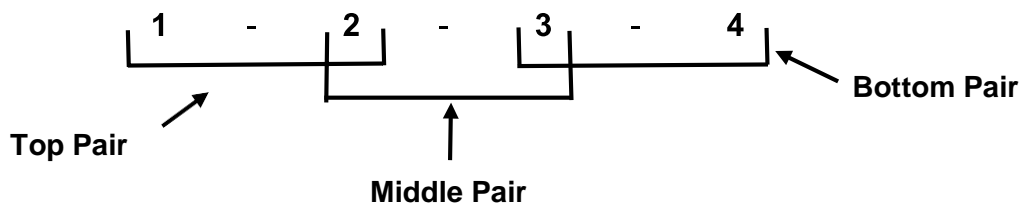
Example of Placings/ Penalties/ Cuts:

Championship Judge's placing 3 - 1 - 2 - 4 (three, one, two, four)

Penalties/ cuts between Exhibits: 4 - 1 - 5 (four, one, five)

Total of penalties/ cuts: – **10** (ten)

A Class of four (4) Exhibits has three (3) pairs, a **top pair** (first (1st) and second (2nd)) placing; a **middle pair** (second (2nd) and third (3rd)) placing; and a **bottom pair** (third (3rd) and forth (4th)) placing.



A **Low numerical cut** (one (1) to two (2) points) indicates a higher degree of difficulty between the pairs; a **Moderate numerical cut** (three (3) to four (4) points) indicates a moderately degree of difficulty between the pairs; a **High numerical cut** (five (5) or higher) represent a relatively easy decision making between a pair of Exhibits.

Example of Penalties

1 point	The pair of Exhibits are very similar. They could easily be switched in order of placing.
2 points	The pair of Exhibits are very similar but one has a slight advantage. A switch in order of placing could be quite logical.
3 points	The pair of Exhibits are similar, but there is a clear advantage to one pair over the other.
4 points	The pair of Exhibits are not of similar quality with one of the pair's showing a definite advantage over the other. This should be an obvious placing.
5 points	One of the Exhibit pair is clearly better than the other. This should be an obvious placing.
6 points	The Exhibit pairs are not even comparable.
7 points	One of the pair's is a superior Exhibit compared to the other being an inferior Exhibit.

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As each Class has three cuts, the total of the three (3) penalties must not be less than three (3) points and not more than fifteen (15) points. If the penalties do total fifteen (15) points the **middle cut** cannot be more than five (5) points. If the total penalties are fourteen (14) points the **middle cut** cannot be more than eight (8) points. Exceeding any of these limits could result in a negative placing score being calculated.

Scoring one Class of four (4) Exhibits involves making six (6) decisions. The process must include comparing the first Exhibit one (1) to second Exhibit two (2); then Exhibit one (1) to Exhibit three (3); Exhibit one (1) to Exhibit four (4); Exhibit two (2) to Exhibit three (3), and so on in this manner.

Example One ('Simple placing'):

This example reflects a pair switch (the middle pair in this case) and is relatively straight forward. The Competitor's placing does not differ greatly from the Champion Judge's placing.

Championship Judge's placing: 4 - 3 - 1 - 2 (four, three, one, two).

Penalties/ cuts between Exhibits: 3 - 2 - 5 (three, two, five).

Competitor's placing: 3 - 4 - 2 - 1 (three, four, two, one).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalties or Cuts
1	1st	4 ahead of 3	3 ahead of 4	No	1	3*
2	1st	4 ahead of 1	4 ahead of 1	Yes	0	0
3	1st	4 ahead of 2	4 ahead of 2	Yes	0	0
4	2nd	3 ahead of 1	3 ahead of 1	Yes	0	0
5	2nd	3 ahead of 2	3 ahead of 2	Yes	0	0
6	3rd	1 ahead of 2	2 ahead of 1	No	1	5**
					Sum of Penalties	8
					Competitor's Score (50 minus 8)	42

Decision Number 1*:

*The Competitor placed three (3) ahead of four (4) and therefore the placing does not match those of the Championship Judge who placed four (4) ahead of three (3). As a result (being within the 1st pair; a cut of three (3); and four (4) should have been placed ahead of three (3)), there is a three (3) points penalty.

Decision Number 2:

The Competitor placed four (4) ahead of one (1) and therefore the placing matches those of the Championship Judge who placed four (4) ahead of one (1). As a result, there is no penalty.

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Decision Number 3:

The Competitor placed four (4) ahead of two (2) and therefore the placing matches those of the Championship Judge who placed four (4) ahead of two (2). As a result, there is no penalty.

Decision Number 4:

The Competitor placed three (3) ahead of one (1) and therefore the placing matches those of the Championship Judge who placed three (3) ahead of one (1). As a result, there is no penalty.

Decision Number 5:

The Competitor placed three (3) ahead of two (2) and therefore the placing matches those of the Championship Judge who placed three (3) ahead of two (2). As a result, there is no penalty.

Decision Number 6:**

**The Competitor placed two (2) ahead of one (1) and therefore the placing does not match those of the Championship Judge who placed one (1) ahead of two (2). As a result (being within the 3rd pair; a cut of five (5); and one (1) should have been placed ahead of two (2)), there is a five (5) points penalty.

Example Two ('Simple Bust'):

This example reflects where the Competitor's placing has put the first or last Exhibit in the Class correctly, but rearranged the other three Exhibits relative to the Championship Judge's placing.

Championship Judge's placing: 1 - 2 - 3 - 4 (one, two, three, four).

Penalties/ cuts between Exhibits: 4 - 2 - 3 (four, two, three).

Competitor's placings: 1 - 4 - 3 - 2 (one, four, three, two).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalties or Cuts
1	1st	1 ahead of 2	1 ahead of 2	Yes	0	0
2	1st	1 ahead of 3	1 ahead of 3	Yes	0	0
3	1st	1 ahead of 4	1 ahead of 4	Yes	0	0
4	2nd	2 ahead of 3	3 ahead of 2	No	1	2*
5	2nd	2 ahead of 4	4 ahead of 2	No	1	5**
6	3rd	3 ahead of 4	4 ahead of 3	No	1	3***
					Sum of Penalties	10
					Competitor's Score (50 minus 10)	40

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Decision Number 1:

The Competitor placed one (1) ahead of two (2) and therefore the placing matched those of the Championship Judge's placing of two (2) ahead of one (1). As a result, there is no penalty.

Decision Number 2:

The Competitor placed one (1) ahead of three (3) and therefore the placing matched those of the Championship Judge's placing of one (1) ahead of three (3). As a result, there is no penalty.

Decision Number 3:

The Competitor placed one (1) ahead of four (4) and therefore the placing matched those of the Championship Judge's placing of one (1) ahead of four (4). As a result, there is no penalty.

Decision Number 4*:

*The Competitor placed three (3) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of three (3). As a result (being within the 2nd pair; a cut of two (2); and two (2) should have been placed ahead of three (3)), there is a two (2) points penalty.

Decision Number 5:**

**The Competitor placed four (4) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of four (4). As a result (being within the 3rd pair; a penalty of five (5); and two (2) should have been placed ahead of four (4)), there is a five (5) points penalty.

Decision Number 6*:**

***The Competitor placed four (4) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of four (4). As a result (being within the 3rd pair; a cut of three (3); and three (3) should have been placed ahead of four (4)), there is a three (3) points penalty.

Example Three (Major Bust):

This example reflects where the Competitor's placing does not substantially match those of the Championship Judge's placing.

Championship Judge's placing: 2 - 3 - 1 - 4 (two, three, one, four).

Penalties/ cuts between Exhibits: 4 - 2 - 3 (four, two, three).

Competitor's placing: 4 - 1 - 3 - 2 (four, one, three, two).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalty or Cut
1	1st	2 ahead of 3	3 ahead of 2	No	1	4*
2	1st	2 ahead of 1	1 ahead of 2	No	2	6 (4 + 2)**
3	2nd	3 ahead of 1	1 ahead of 3	No	1	2***

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4	2nd	2 ahead of 4	4 ahead of 2	No	3	9 (4 + 2 + 3)****
5	2nd	3 ahead of 4	4 ahead of 3	No	2	5 (2 + 3)*****
6	3rd	1 ahead of 4	4 ahead of 1	No	1	3*****
					Sum of Penalties	29
					Competitor's Score (50 minus 21)	21

Decision Number 1*:

*The Competitor placed three (3) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of three (3). As a result (being within the 1st pair; a cut of four (4); and two (2) should have been placed ahead of three (3)), there is a four (4) points penalty.

Decision Number 2:**

**The Competitor placed one (1) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of one (1). As a result (being within the 1st and 2nd pair; a cut of four (4) and two (2); and two (2) should have been placed ahead of one (1)), there is a six (6) points penalty (four (4) and two (2) penalty points).

Decision Number 3*:**

***The Competitor placed one (1) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of one (1). As a result (being within the 2nd pair; a cut of two (2); and three (3) should have been placed ahead of one (1)), there is a two (2) points penalty.

Decision Number 4**:**

****The Competitor placed four (4) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of four (4). As a result (being within the 1st, 2nd, and 3rd pair; a cut of four (4), two (2) and three (3); and two (2) should have been placed ahead of four (4)), there is a nine (9) points penalty (four (4), two (2) and three (3) penalty points).

Decision Number 5***:**

*****The Competitor placed four (4) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of four (4). As a result (being within the 2nd and 3rd pair; a cut of two (2) and three (3); and three (3) should have been placed ahead of four (4)), there is a five (5) points penalty (two (2) and three (3) penalty points).

Decision Number 6***:**

*****The Competitor placed four (4) ahead of one (1) and therefore the placing does not match those of the Championship Judge's placing of one (1) ahead of four (4). As a result (being within the 3rd pair; a cut of three (3); and one (1) should have been placed ahead of four (4)), there is a three (3) points penalty.

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INSTRUCTIONS FOR USING THE SLIDE

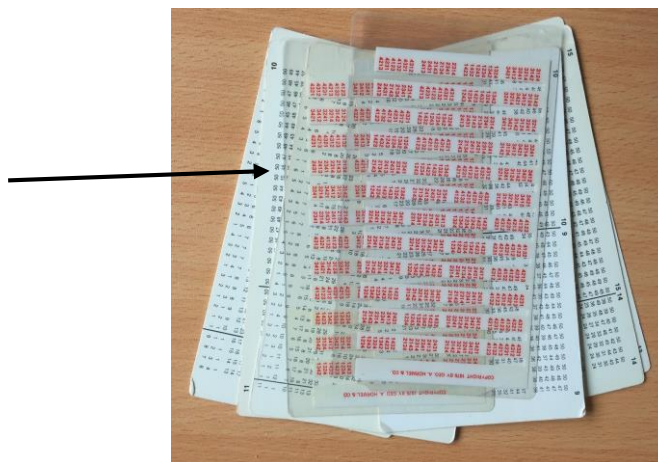
- Competitors are required to place two (2) or three (3) Classes of four (4) Exhibits depending on the particular Championship with one (1) Class being judged at a time.
- Exhibits to be available per Class:
 - four (4) animals (i.e. alpaca, beef cattle, dairy cattle, meat sheep, Merino sheep); or
 - four (4) fleeces (i.e. Alpaca and Merino); or
 - four (4) birds (i.e. poultry);, or
 - whatever other Exhibits being judged.
- Exhibits to be identified by numbers only (not A B C D) per Class:
 - animals by 'breastplates' numbered one, two, three, four (1, 2, 3, 4).
 - fleeces by numbers one, two, three, four (1, 2, 3, 4).
 - birds by pens numbered one two, three, four (1, 2, 3, 4).
- By using numbers, they can be put into twenty-four (24) possible placings. Using A, B, C, D can be converted but with large numbers of Competitors, it takes a lot of time and leaves room for error.
- Exhibits should be judged left to right. The left Exhibit being number one (1) in the Class and the far right being number four (4) in the Class.
- 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 Championship Judge will have the final say. All tie-break details are to be confirmed by the Judge's Steward.

SETTING THE HORMEL SLIDE

Example of Placings/ Penalties/ Cuts:

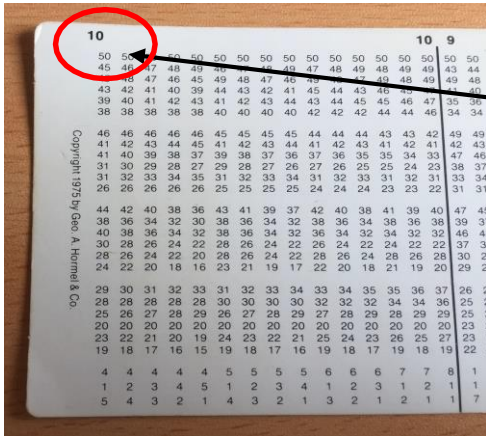
Championship Judge's placings: 3 – 1 – 2 – 4 (three, one, two, four)
Penalties/ cuts between Exhibits: 4 – 1 – 5 (four, one, five)
Total of penalties/ cuts: – **10** (ten)

Step 1:
Take all Cards from the Slide.



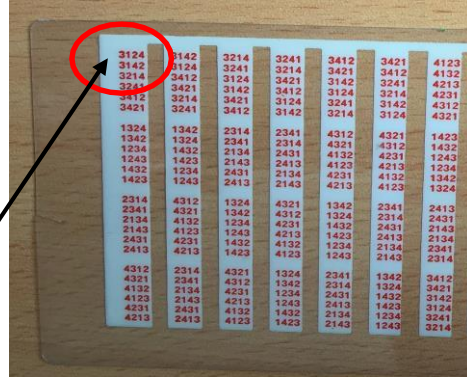
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Step 2:

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.



Step 3:

Find the Clear Plastic Card with the red numbers, and then find the numbers three, one, two and four (3, 1, 2, 4) at the top of the Card.



Step 4:

Place the Clear Plastic Card on top of the White Card being used and place the other Clear Plastic Card at the back of the other White Cards.

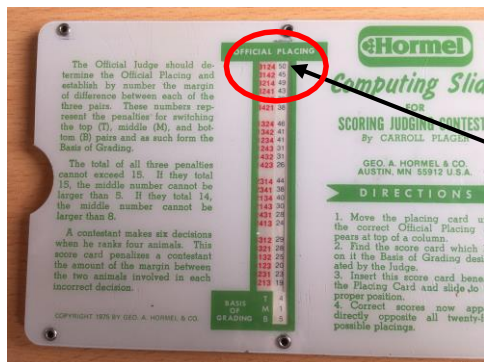
Step 5:

Gently put all Cards back into the Slide as this keeps them tight.



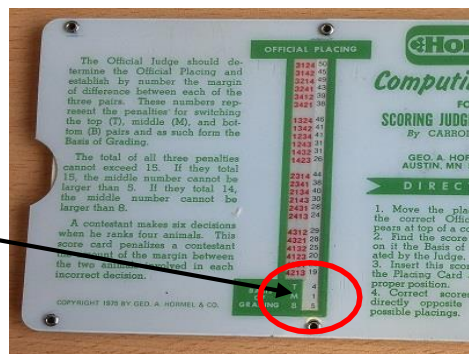
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Step 6: Now push the Clear Plastic Card along until the Numbers three, one, two and four (3, 1, 2, 4) appear at the top on the left side of the viewing space in the centre of the Slide.

Step 7: Move the White Card along until the Numbers four, one and five (4, 1, 5) appear at the bottom of the viewing area on the Slide.



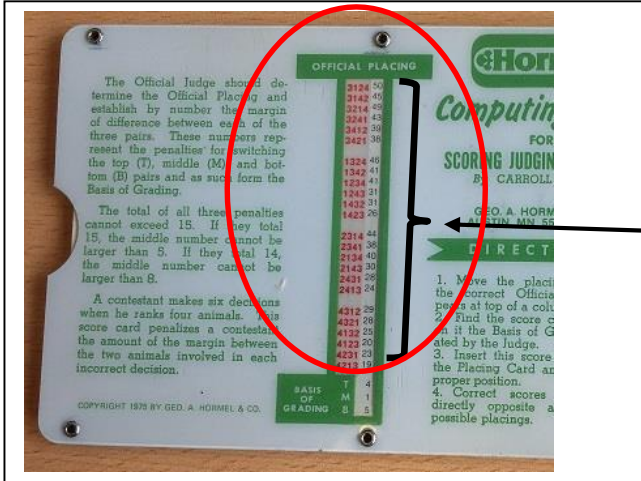
Step 8: After making sure that the placings and cut are lined up correctly it is suggested to place one (1) or two (2) fold back clips on the Slide to ensure that the cards do not move.

Step 9: Let the Data Reader Steward check to make sure that the placings and cut are lined up correctly as set by the Data Entry Steward.



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Step 10:

Correct scores will now appear directly opposite all twenty-four (24) possible placings as the Competitors have placed them.

Step 11:

A copy of the Championship final results be retained for the ASA Secretariat.

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National ASA Championship Awards Sheet

Awards to be presented in the following order:

Championship: _____

Award	Recipient Competitor	Jurisdiction	Awarded by
Third Place			
Runner-Up			
Winner			
Finalists			
1.			
2.			
3.			
4.			
5.			

Judges Steward

Name	Signature	Date

Data Entry Steward

Name	Signature	Date

Data Reader Steward

Name	Signature	Date