

Judging Contests in 4-H

Air Rifle/Rifle – This contest consists of three parts; a written exam which includes subject matter from the NM Hunter Education Safety manual and parts identification; safety practicum which measures the ability to handle firearms safely under field conditions; and finally marksmanship. Contestants will participate in a shooting match conducted under NRA rules, except when note din contest. NOTE: member must be enrolled in rifle project

Archery– 4-H member will learn and practice the rules of bow safety, sportsmanship and accuracy with bows. The contest consists of a written exam made up of questions from the 4-H archery handbook. Contestants will also participate in a shooting match which is conducted under N.A.A Junior Olympic Archery Development Rules. NOTE: member must be enrolled in archery project.

Clothing Revue– Member must be enrolled in 4-H clothing project. Member must complete garment. Members can choose from the following clothing projects;

- Sew much Fun I (simple gathered skirt, quick and easy tote)
- Sew Much Fun II (shorts, pants, pull over top, apron)
- Mix & Match I
- Mix & Match II
- Let's Make a T-shirt
- Sew 'N Go
- Serger Sewing (tote bag, t-shirt, running shorts)

Consumer Decision Making– This contest has members learn decision making skills to become good customers. For Novice, Junior, and Senior members. At district contest four classes will be judged. Novice will give one set of reasons; Junior will give two sets. State contest has six classes and reasons given on two. The classes for reasons will be determined before the contests so the 4-Her will have an opportunity to study. The handbook has instructions on how to give reasons.

Entomology- This contest test the member's knowledge of insects commonly found in New Mexico. There will be 25 specimens chosen from 100 common insects in NM. The participant will ID and answer one question per specimen. There is an additional test of 25 questions concerning collection and mounting techniques taken from Entomology I project material.

Favorite Foods- The objective of The Favorite Foods Show is to allow 4-Hers the opportunity to experience meal planning and presentation while preparing a dish that they like. 4Hers learn about food preparation and nutrition while preparing for the show. 4-Her's prepared a favorite dish and learn about its nutrients. The 4-Her's plan a day's menu to include the dish and select a table setting with a centerpiece to present the dish.

Fashion Magic Contest: SENIORS ONLY This contest involves 3 phrases of judging:

- 1) Garment/ Accessories– can purchase, construct, acquire or recycle one or more garments with accessory items to complete one outfit based on identified wardrobe needs or desires.
- 2) Notebook– complete notebook of project activities as outlined in project book.
- 3) Interview– discussion about outfit and why it was selected.

Each phase will be evaluated using the project evaluation form. All contestants must complete the Fashion Magic project in "Wardrobe Planning" before enrolling in "clothing Coordination" or "In the Marketplace". Contestants will model in the State Fashion Revue.

Home Ec. Bowl- This is a team event. The objective of the Home Economics Bowl is to provide 4-H Members with an opportunity to demonstrate their knowledge in home environment, food, and nutrition, clothing, health and child development.

Home Ec. Skill-a-Thon- The objective of home ec skill-a-thon is to educate members to identify items used in cooking, sewing, and home decorating and to develop good decision making skills around consumer purchasing, food selection, and money management.

Horse Bowl- This contest is a team event. The members demonstrate their knowledge of the horse and the horse project. The questions in the contest must come from the Horse Program and Horse Science and Advanced 4-H project books.

Horse Judging- This contest has five placing classes. Each class will consist of four horses. There will be at least two halter classes and two performance classes in every contest. Performance classes will consist of two or three of the following; Western Pleasure, Western Riding, Western Reining, or Hunter under saddle. Reasons are given on designated classes.

Horticulture Judging- This contest consists of identifying fruits, nuts, vegetables, herbs, and common houseplants found in most grocery stores, florist shops.

Land Judging- This contest teaches youth to look for clues that tell how the land can produce crops or be used for other purposes. Soil characteristics such as soil texture, structure, depth, permeability, reaction, degree or erosion, slope, drainage and flooding are evaluated to classify the land into capability classes.

Livestock Judging- A total of six classes will be judged for market and or breeding beef, sheep, and swine. Classes will be made of live animals. Individuals will give oral reasons on specified classes.

Livestock Skill-a-thon- The primary goal of the 4-H Livestock skill-a-thon contest is to provide an opportunity for youth enrolled in 4-H to develop their livestock production skills. They will identify items used in the livestock industry.

Meats Identification- fifteen retail cuts of beef, pork, and lamb (fresh, processed or variety meats) will be used in the identification phase of the contest. In this portion of the contest, the members must identify the primal cut name (beef, pork, lamb), retail cut name (i.e. whole or picnic roast, T-bone steak, etc..), as well as the cooking method (i.e. dry, moist, or both) Juniors and Seniors will also just a class of retail cuts.

Poetry- Contestants will present either an original poem or one obtained from a book. The poem must be memorized and the participant may not use notes. (Novice and Juniors Only)

Presentations- This contest consists of 2 different presentation types. Demonstration- a presentation presented on how to do a skill. Step by step explanations given. Illustrated talk- a presentation of information with the aid of a graph, charts, flashcards, slides, models, photographs, chalkboard or actual objects. Emphasis is on the showing and not on doing all the actual processes as in a demonstration. NOTE the member must be enrolled in the project area in which the presentation is given.

Parliamentary Procedure- Each team must consist of six members:

President Treasurer

Vice President Reporter

Secretary Recreational Leader or other officer

Each team will present a meeting, not to exceed 20 minutes in length. The meeting must be conducted according to the items of business presented and the team will execute all motions and actions required.

Public Speaking- Participants present an original prepared speech that is no longer than 7 minutes in length. Notes can be used however; overuse may result in a lower score. No visual aids are allowed in this contest.

Shotgun & Pistol- Contestants will answer 20 questions taken from the 4-H Shooting Sport manual and ID 20 parts of a shotgun, ammunition and accessories. There will also be a shooting match that will be conducted under NRA rules along with a 10 question safety test.

Wildlife- The purpose of the wildlife contest is to stimulate wildlife knowledge and participation in the 4-H Wildlife project area. Twenty five objective type, multiple choice questions will be selected from the areas of environmental and social impacts of wildlife management, wildlife terms, wildlife species, practices and techniques or wildlife management, wildlife problems, and special management considerations. Fifty slide of practicum part in which questions about identification of tracks to recognition of antler and horns, or any material found in resource materials are asked. All material comes from the 4-H Wildlife Habitat Evaluation Manual