

February & March 2019 INTERCOM





University of California

Agriculture and Natural Resources 4-H Youth Development Program

February

16th- Fair Clean Up—8am-11am

16th- Judging Day 10am –12pm (At Fair!)

16th—Skillathon (At Fair!)

16th- Livestock Leaders Mtg

(9am) at the Swine Arena

22nd— All non food or plant still exhibits to the fair

23rd - Fair clean up and begin barn decorations

25th—Food and Nutrition ex-

hibits to the fair

26th— Plant Exhibits to the Fair

28th— Livestock Weigh and Check In

March

1st-Swine Weigh-in

1st-10th Fair (see inside the intercom for details!)

10th Knowledge Bowl

11th Consignment Day

21st—Livestock Leaders Meeting 6pm (Farm Bureau

22nd—VESPER EVENT *****

22nd—Primary Picnic

27th—April 7th—Tractor Supply

31st—Color Run

31st— Garden Delights

31st—Grilling Good Time

<u>April</u>

4th- Leaders Council Meeting

@ 6pm Farm Bureau

13th - Presentation Day

13th — Fashion Revue

18th—Livestock Leaders Meet-

ing @ 6pm Farm Bureau

27th—Tentative Plant Show



Judging Day

When: Saturday February 16, 2019

Where: At the fairgrounds in the livestock area immediately following Fair Clean Up (approximately 10:00am-12:00pm)

What is Judging Day:

I AM SO GLAD YOU ASKED! JUDGING DAY IS A ONE DAY EVENT WHERE 4-HERS COME AND TEST THEIR KNOWLEDGE IN THEIR RESPECTIVE 4-H PROJECTS. THERE CAN BE A CLASS FOR EVERY PROJECT IN 4-H. MEMBERS JUDGE A VARIETY OF PROJECT DISPLAYS, PLACING THEM IN THE PROPER 1-2-3-4 ORDER. THE RESPECTIVE RECORD BOOK WINNERS IN EACH PROJECT SERVE AS THE JUDGES, WHO NOT ONLY PUT TOGETHER 4 QUESTIONS, BUT ALSO SCORE EACH COMPETITOR. PARTICIPANTS CAN ENTER A TOTAL OF 5 CLASSES. AT JUDGING DAY THERE IS A "HOW TO JUDGE" DEMONSTRATION THAT IS VERY HELPFUL FOR NEW MEMBERS. **EVERYONE IS WELCOME!!!!**

YOU CAN ALSO WIN 5 MEDALS FOR YOUR 4-H HAT!!!!



Class I

A question with four available answers (A, B, C, D) that each have a different level of correctness – there is a best answer, a second best, a third best, and a worst answer. For Class I, it should also be easy for members to explain why they placed the class the way they did.

Class II

<u>Is always oral reasons</u> for Class I. The most

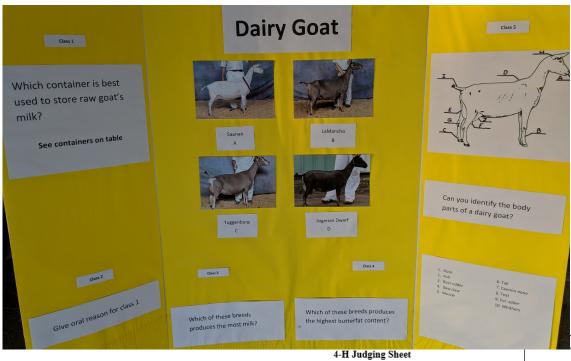
important part of judging oral reasons is that they use the correct format – see *Judging Day Oral Reasons Format* for an example. They will also be judged for their knowledge and reasons, but they don't have to get a perfect score on Class I to get a great score on their oral reasons.

Class III and Class IV

Like Class I, there should be four available answers that each have a different level of correctness. No oral reasons are given for these classes, so being able to explain the placing is not as important. (This board uses the same four answers breeds of goats with two different questions. What you do not want to do is give a question that has ONLY one answer.. For example Which state is on the map is California?)

Class V

Class V is the identification class – 10 items, and 10 names. One is labeled with numbers, and one is labeled with letters. On the judging sheet, members have a list of numbers, next to which they have to write the correct letters.



	4-11 Judging Sheet
Project	Division:
	Junior Intermediate Senior (4 th & Sth. (6 th – 8 th) (9 th – up)
	(* a. <u>a</u> (* - i) (* - ii)
Note: Plea	ase make sure that you write clearly and score your answers under proper class number.
CLASS I	
CLASS II	ORAL REASONS FOR CLASS I
CLASSII	
	Notes:
	Score
	(100 Points)
CLASS III	
	1 st 2 rd 2 rd 4 th Score
CLASS IV	
	1 st 2 nd 2 ^{nl} 4 th Score (100 Points)
CLASS V	(Identification)
_	Place the alphabet letter opposite your choice of answer by the correct number on this sheet.
	1
	2
	3
	4. 9.
	5. 10.

Score

Couldn't attend the training? Here are the Judging Day Training resources!

Judging Day Training Recording-(Fast forward to 11:50 minutes)

https://ucanr.zoom.us/recording/play/6mQP3lWz3psSq_gVwRjvLLdE0ADsq2WD5rVBMQn4aJfqh-N2OAn6jOwnWcPlCo D

Judging Day Oral Reasons Format

I place this class of [Name of Class] [Order (e.g. A, B, C, D)].

I placed [Best] over [2nd Best] because [give reasons]

I placed [2nd Best] over [3rd] because [give reasons]

I placed [3rd] over [last] because [give reasons]

I placed [last] last because [give reasons]

Therefore, I place this class of [Name of Class] [Order (e.g. A, B, C, D)]

EXAMPLE (Based on Class I – Juniors)

I place this class of "Which is the best example of a circle?" B, D, A, C;

I placed B over D because B is obviously a perfect circle, and D is more of an oval;

I Placed D over A because although D isn't a perfect circle, it is still pretty close, just stretched out. A isn't really a circle at all because it has an extra side;

I placed A over C because although it isn't really a circle, it at least is round on one side, and sort of looks like part of a circle;

And I placed C last because it isn't a circle at all. It has five sides, five corners, and isn't round anywhere.

Therefore, I place this class of "Which shape is the best example of a circle?" D, B, A, C. Thank You.

SCORE CARD FOR ORAL REASONS

25 POINTS – I PLACE THIS CLASS OF ______ **A B C D**

25 POINTS - I PLACE **A** OVER **B** BECAUSE **A**

I PLACE B OVER C BECAUSE B_____

I PLACE C OVER D BECAUSE C

I PLACE **D** LAST BECAUSE **D**__

THEREFORE I PLACE THIS CLASS OF ______A B C D

THANK YOU

50 POINTS - REASONS GIVEN

* USE OF CORRECT TERMS

* RECOGNITION OF SPREAD (CLOSE, DEFINITE 1ST AND

LAST, ECT.)

*KNOWLEDGE OF STANDARDS



is AMAZING!

Scoring

See the Alphabetic Hormel Judging System Standard for Judging Grading Placings. (Last Page of Intercom) Find the one with the correct answer on the top. It will give a perfect score to the members who get it exactly right, and the correct score for every other combination. (For example your correct sequence is DCBA, then it will be easy o grade the board from that column) It is usually easiest to cut out the section and stick it on the back of the class. Find the each member's answer on the list, and put the matching score on the right. If they forgot a letter, you have to give them a zero score.

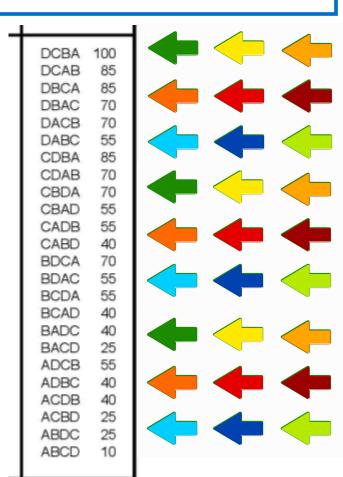
Oral Reasons: You (or someone you picked to help you (maybe a parent, friend, guardian, grandma) will judge the oral reasons. You can give them up to 100 points – 50 for getting the format right, and 50 for reasons/knowledge.

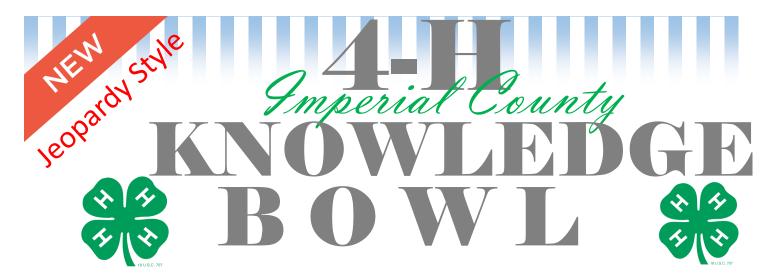
<u>Identification Classes:</u> Just give 10 points for each correct answer.

Other Notes:

DO NOT: Format a class so that there is one right answer and three wrong ones.

Identification classes can almost always be combined for all age groups – just pick different letters for the older group, and put them on harder things.





Everyone wins a prizes
25oz 4-H Stainless Steel
H20 bottle

Sunday March 10th

Win Buckles!

Sperber Arena (fairgrounds)

Juniors 3:00pm with Seniors to follow at approximately 5:30pm

Champion Junior and Senior teams will receive belt buckles

Resources:

STUDYING TIP: SPLIT THE 4 SECTIONS UP AND HAVE EACH TEAM MEMBER BECOME AN EXPERT IN THERE SECTION.

http://ceimperial.ucanr.edu/4h/KnowledgeBowl/ for all of your study needs!

- -Any 4-H member 9-19 may participate, no specific project enrollment is required.
- -There will be a Junior and Senior competition
- -A team consists of 2-4 member, single elimination tournament (as many teams can enter! Don't have a full team? I am happy to help find members to join up with you!!

Please email Jlgarcia@ucanr.edu to register your team by March 7th

The best versus the best of members in 4-H will compete during a quiz contest at the California Mid-Winter Fair and Fiesta, Sunday March 10th. The Imperial County 4-H Knowledge Bowl is patterned after the golden-oldie television show "College Bowl," it challenges teams of 2 to 4 youth on their knowledge of 4-H project areas. During the competition, members are asked a sampling from over 1,000 questions in which they have to BUZZ in to answer. Categories include large animal (sheep, beef, dairy, market goats and swine), small animals (Rabbits, cavies, pygmy goats, and poultry), still exhibits (rocketry, robotics, sewing, and art) and general 4-H knowledge. Each team will also as they are eliminated have the chance to spin the wheel for other great prizes such as gift cards and 4-H swag. Here is how the game is played: a moderator reads a questions to the teams, whose players endeavor to buzz in first with the correct answer. Answering correctly will score points for their team. Any team member from either team may buzz in to answer a question. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator. If an incorrect answer is given, the other team has the opportunity to buzz in and steal the question. If they do, points will be awarded/subtracted in the same way. For more information visit http://ceimperial.ucanr.edu/4h/KnowledgeBowl/OFFICIAL JEAPORDY EDITION RULES COMING SOON!

Saturday February 16 at the IV Expo Fair Grounds Mandatory Fair Clean Up

Begins Promptly at 8:00am



Come prepared to work! Wear appropriate clothes and footwear for the projects. Flip flops or open sandals are discouraged. Rags, rakes, hammers, pliers, flat head screw drivers, step ladders, brooms, blowers, shovels etc. are all useful things to bring with YOU. Check with your leader for what would be best for you to bring!

4-H Project Fair and Primary Picnic

Help 4-H make a **BlG** Impact!!

3-22-19

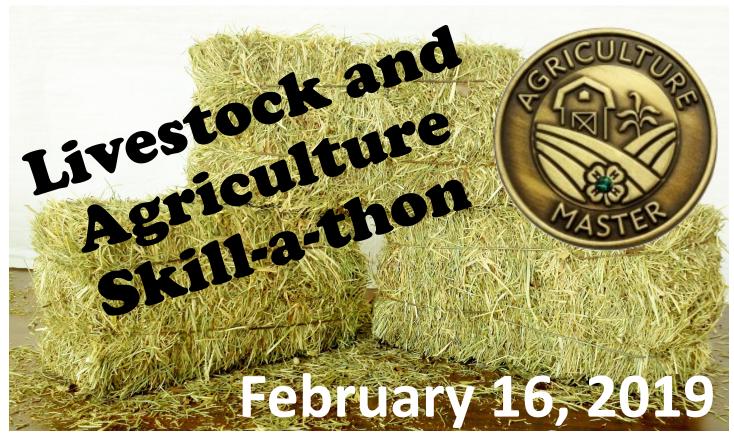
4:30pm

4-H Office

1050 E. Holton Rd Holtville Ca. 92250 We need as MANY 4-H members in our parking lot showing off there 4-H pride and projects! Bring a project board with something you do and like in 4-H, Dairy goats, 4-H uniform, public speaking, sheep, wool, Legos, small animals, leadership, your amazing leaders, junior leaders, teen leaders, club meetings, cooking, baking, conferences, events, trips, or any thing that excites you in 4-H!!

EVERYONE IS WELCOME AND NEEDED TO PARTICIPATE!
MEMBERS, VOLUNTEERS, LEADERS, PARENTS, ETC.!!

Calling all primary members! We will also have a special primary picnic at this event for you! Filled with games and activities for members 5-8 years old!



(Immediately Following Fair Clean-Up)

There will be Prizes!

Gather your team for this fun HANDS on contest!

Don't have a team NO PROBLEM there is also a high point

individual category!

You will move through a series of stations where fun challenges will be in place. Be ready to identify tools and equipment and score big in our hands on section! This contest is being put together by the North American International Livestock Skillathon Team and 2018-2019BAll Star Team! Checkout the next page for guidelines!!

An example of a hands on activity will be to read a medication label and withdraw the correct amount of vitamin/antibiotic to administer to animal (time to complete 30 seconds)







TEAM AND CONTESTANT ELIGIBILITY

- 1. Contest open and free to ANY 4-H member 9-19 years old.
- 2. (NON 4-H members may participate (\$10 per individual or \$25 per team).
- 3. Contest will be divided into Junior (9-14 not in High School) and Senior (14—19 years old) age divisions.
- 4. Teams consist of three or four members. In teams in which there are four members, all will compete, but the member receiving the lowest overall score will not be counted. The scores of the alternate will not be included in any of the team totals, but will be considered in making all individual awards. The Alternate will still receive team awards.
- 5. Teams consisting of three members will have no alternate and all members' scores will count in determining individual and team awards.

Scoring Guidelines and Game Play Notes:

- 1. For each question, skill, or tool ID answered correctly the contestant will receive 1 point
- 2. Each completed hands on activities is a max of 10 points for the team.
- 3. If the question is answered incorrectly or hands on activity is completed incorrectly this will not count as negative points.
- **An example of a hands on activity will be to read a medicine label and with draw the correct amount of vitamin/antibiotic to administer to animals

(time to complete 30 seconds)**

CONTEST METHOD OF CONDUCT

- 1. The contest will be divided into areas such as: identification, applied knowledge such as equipment assembly and team collaboration.
- 2. Contestants will be divided into groups and have time limits for each station area.
- 3. While completing the competition, there will be no conferring between contestants or between a contestant and anyone else except as directed by contest officials. Contestants will be allowed specific time limits to complete each individual competition class
- 4. Contestants may use a blank steno pad or a clipboard and blank paper. The contestants may bring no books, notes, pamphlets, or other reference material into the contest area. Contest officials reserve the right to check all contestant's notepads or clipboards to make sure they are blank just prior to the contest.
- No Cell Phones will be allowed in the judging area

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Fa		ched nd Still Exhibits)	ule	FEB 22 Deliver Still Exhibits to the Inspiration Gallery 3:pm-6:30pm Special Displays, Rocketry, Photography, Arts&Crafts, Jewelry, Clothing, Textiles, Home Furnishings, Fine Arts, Bio Sciences, Shooting Sports, & Industrial Arts	FEB 23 2nd Fair Clean Up and Barn Decorations
FEB 24	PEB 25 Deliver Foods Nutrition & Food Preservation to the Inspiration Gallery 7:30am-9am	PEB 26 Deliver Plants: Ornamental Horticulture, Fruits and Vegetable Plants to the Inspiration Gallery 7:30am-9am	**Please note, FAIR BOARD will make final decision on poultry 2-16-19**	Weigh Ins For: Beef & Production 2pm-3:30pm Feeder Cattle 2pm-5pm Sheep, Goats, Pygmy Goats, Dairy Goats, Poultry Meat Pens 3pm-6pm Rabbits, Cavies, Poultry 5pm-7pm	MARCH I Swine Weigh Ins 6-10:30am Breeding Swine 7am-10:30am Horse Check Ins 9:30am Horse Show 11am (horse arena) **Poultry Show 9am Chicken & Waterfowl Showmanship Cavy Show 9:00am Cavy Showmanship Cavy Conformation Rabbit Showman- ship 9:00am Dog Check Ins 3pm-4pm Dog Show 4pm Pygmy Goats 500pm Dairy Cattle 330pm	MARCH 2 4-H Market Swine 8:30am Market followed by showmanship. Breeding Swine after 4-H swine show (FFA swine show Sunday) Rabbit Show (Judging) 9am Market Sheep Show 8:30am FFA shows 1st followed by 4-H Breeding Sheep Judging (after Mkt. show) Feeder Calf Show 9am 4-H shows 1st
March 3 Market Goat Show 9am FFA shows 1st Dairy Goats after Market Goat Show earliest 3:00pm Market Beef Cattle Show 9am FFA 1st (Mkt. & Showmanship) Small Animal Round Robin Practice TBA Declare Animal for Auction by 6:00pm	March 4 Large Animal Round Robin Practice 4:pm -6pm in the Beef and Swine Arena	March 5 Small Animal Round Robin 6:00pm Junior with Seniors to follow	March 6	March 7 4-H Large Animal Round Robin 6:00pm Junior with Seniors to follow	March 8 Small Animal Auction 5:30pm Chickens, Cavies, Rabbits, Goats, Feeder Calves	March 9 Large Animal Auction 8:30am Swine, Sheep, Beef
March 10 Knowledge	March 11 Consignment Day		ı l FFA will sho lves – 4-H fol		। wed by 4-H(। FA) All time:	•

Bowl **Sperber Are**na 3:00pm



6am

Fair Wrap up meeting All Still Exhibits released for pick up at the Inspiration Gallery 3pm -6pm

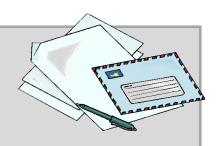
change, see livestock schedule posted in barns day of show for changes.

ALL EXHIBITORS must declare animals to be sold in Live Auction and Barn Sale (both Large and Small) one hour after the exhibitor's last specie is shown. Every exhibitor/parent/ leader must declare intent to sell or not sell with the Livestock Office by 6:00 p.m. on Sunday or they may not be allowed to sell.

HAVE YOU WRITTEN BUYERS' LEFTERS YET?

Here are examples of buyers letters:

http://ucanr.edu/sites/Stanislaus4-H/files/110554.pdf



Volunteers Needed



Volunteers are needed to check-in Still Exhibits in the Inspiration Gallery February 22nd 3:00pm-6:00pm. Also we will need volunteers to help set up the building February 24th to February 28th. If you can help even for an hour please call your community club leader or email jlgarcia@ucanr.edu



4-H Uniform at the Fair





ALL EXHIBITORS ARE REQUIRED TO WEAR THEIR ORGANIZATION'S OFFICIAL UNI-FORM WHENEVER SHOWING, AUCTIONING AND/OR REPRESENTING THEIR RESPECTIVE CLUBS OR CHAPTERS ON FAIR PROPERTY.



THE 4-H UNIFORM CONSISTS OF A WHITE BUTTON DOWN SHIRT WITH COLLAR, WHITE PANTS (NO BLING), HAT (GREEN HATS FOR ALL AGES, WHITE HATS ARE ACCEPTABLE FOR HIGH SCHOOL), 4-H TIE OR SCARF (YOUTH MAY CHOOSE WHICH EVER THEY PREFER). YOU SHOULD ALSO WEAR A BELT AND YOUR BELT AND SHOES SHOULD MATCH IN COLOR.



PLEASE NOTE THAT THIS RULE ALSO APPLIES TO THOSE INDIVIDUALS WHO WILL BE ASSISTING THE EXHIBITOR IN THE SHOW RING.



YOU CAN ALSO WEAR THE 4-H SHOW JACKET OR VEST BUT THESE ITEMS ARE OPTIONAL

Barn Duty

Did you know nearly 100,000 people came to the fair last year? That's a great opportunity to show off your 4-H Pride!

While on barn duty:

- *Smile to fairgoers as they pass through the barns.
- *Some people have never seen livestock animals up close; ask people if they have questions.
- *Play a game during your barn duty time "how many fair visitors can I say Hi to?"
- *Don't forget if they ask how to join, tell them they can find us on Facebook @Imperial County 4H

"Best advice I received was to bring a chair and "Hurry Up and Wait". " "Bring Sunblock!"

"Starch your whites and the stains come out much easier." "Buy your show whites early"

"Don't forget you can only clean your pens in the morning from 5:30am to 7:30am. Not through out the day or in the evening."

"How do we get our animals to the fair? Good question! Start making arrangements now rather than wait till the day of."

"Where do they get shavings? The Fair will provide shavings every morning for members to use."

"How much feed do we use during fair? Ask your leaders! You do not want to run out during fair, please make sure you feed your animals or arrange for some one to feed your animal twice a day every day."

"Do we have to be there to on Monday for consignment day? Yes! First off your animal needs to be fed one last time, secondly it is your responsibility to clean out your pen so it is ready for next year."

"What time do we have to be there on show day? You will need to be there early enough to get your animal fed, fitted, and yourself changed for show. This year FFA goes first for each species except Feeder Calves (4-Hgoes first) Please check with your project leader to see when you need to arrive.

"What is a white exchange? Club members bring their whites to either the club meeting or designated county event (February 16th! Judging day see page 1) members look through and find a pair that fit them."

"Sometimes it is very helpful to have a 2nd pair of white pants especially for Large Animal Showmanship."

"Have your Family meals BEFORE heading to the fair every evening to feed animals. Fair food is EXPENSIVE. "Bring snacks, you can always go out to the car and eat a sandwich to save money." "Don't forget to eat

"Fair weather is usually cold/windy or wet. Be Prepared with proper clothes and attire."

breakfast show day."

"Most stores will run out of irrigator boots/rain/mud boots during fair time. They are very helpful when washing animals, if you plan to have some for fair, buy them early!"

"Most members bring a poster board and markers on auction day. After your animal sales make a "Thank You" board and hang it over your pen listing your buyers."

"After your animals sales it is a nice gesture to find your buyer and thank them with a firm handshake or card. If you plan on giving them a gift basket do it AFTER the fair. Most buyers buy more than 1 animal and it is hard to juggle multiple baskets."

"If you are a "Barn Sale" animal ask anyone who walks in to the barn if they would like to buy your animal."

"Put a picture in your buyers letter. I have seen buyers in the barns with pictures looking for members." Don't forget to write your buyers letters, it is the members responsibility to find buyers."

"Use a bucket to keep your daily fair needs (feed, brush, etc.) - It is easy to carry back and forth to the car." "I recommend a lock or carabiner clip for your animal pens gate."

"Bring water in from where ever you house your animal. Your animal may not be used to Imperial City water."

"If you plan to bring a hose for the wash racks, I suggest a short one and don't forget bring lots of towels." "Do not put on your whites until you are about to show." "Bring a change of clothes for show day."

"Wear disposable coveralls, Tyvek suit, sweats, etc. over your whites between classes so you keep them

clean."

"What is a group purchase? A group of people or businesses go in together to purchase your animal. The group pays the main buyer who then writes a check to the fair. The fair cuts checks twice, once in April and once in May. So you will not receive a check until then. The leaders have no control over the fair systems."

Did you know? For 4-H members to be eligible to show at fair they must be a member in good standing, complete a minimum of 6 hours of project instruction (or more as required by the project leader), and complete the Annual Project Report (APR) form. Check with your Community Leader. See **Steps to Success in 4-H**.

Below is the current 4-H Policy on Alcohol, Drugs and Tobacco (Chapter 11, IX).

The following policy applies when youth, adult volunteers, parents/guardians and participants are participating in the 4-H YDP and while performing 4-H YDP duties at non-4-H events.

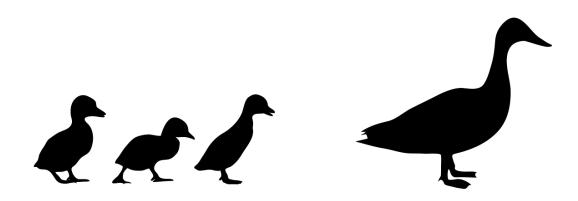
- 1. Participation in 4-H Activities and Non 4-H Events
- 2. Adult volunteers shall not consume or be under the influence of alcohol, illegal drugs or tobacco while performing their 4-H YDP duties.
- 3. Adult volunteers shall not be impaired by legal drugs while performing their 4-H YDP duties.
- 4. Adult volunteers and 4-H YDP staff will not allow alcohol, illegal drugs or tobacco use.
 - 5. The use of alcohol, illegal drugs, smoking and the use of smokeless tobacco products, e-cigarettes and unregulated nicotine products is prohibited.

For the ANR Policy and associated FAQ go to: http://ucanr.edu/sites/anrstaff/files/181051.pdf

For the 4-H Policy and associate FAQ go to: http://4h.ucanr.edu/Administration/Policies/Chapter11/

C. Violations

Members and adult volunteers violating this policy may be asked to refrain from use of the substance and/or to leave the activity, event or function. The county director may impose additional disciplinary action. See the Member Code of Conduct - English, the Parent-Guardian-Adult Participant Code of Conduct - English and the No Use of Alcohol Drugs or Tobacco in the 4-H YDP FAQ.





ARE YOU READY FOR THE FAIR?

Have you talked to your leader about your fair passes?

Each exhibitor receives one pass and each family receives one parking pass (contact your leader)

- -\$32 for each additional pass (IVEXPO.COM)
- -\$20 for additional parking pass (limit 2 extra per family)

Do you have your White uniform?

Have you been on the IV Expo Website? Do you know what time or day

your animal/project needs to be at the fair? What day/time you will be showing?

Here are the link to the fair website!

IV Expo website: http://www.californiamidwinterfair.com/exhibitor-handbook.html



MUST BE
LABELED WITH THE FOLLOWING
INFORMATION ON THE
BACK
OF THE ITEM:

NAME, CLUB, & AGE/DIVISION:



Care & Grooming of Animals at the Fair

Junior Exhibitors are expected to groom and care for their animal(s) when at the Fair. They shall refrain from accepting active assistance from adults & non-exhibiting youths, unless the junior exhibitor is actively engaged and the assistance is only for instruction. No professionals allowed.

Remember: only IMPERIAL COUNTY card holding 4-H leaders can work with all 4-H members. Adults who do not hold a 4-H card can work only with their own family member.

<u>PHOTOGRAPHY</u> – Check with your project leader to obtain proper mounting procedures!

<u>Fine Arts</u> All work must be ready for display.

Home Arts & Furnishing-

articles of fabric must be cleaned and well pressed. It is helpful to cover cloth items, i.e., quilt, curtain, etc., in plastic to help protect them from soiling before they are judged.

Foods and Nutrition Baked

<u>Goods</u>-muffins, cookies, biscuits and rolls must be entered on serv-

ing plates that are disposable and that will accommodate the exhibit. Pies and pastry shells must be baked and entered in "throw away" aluminum pans. Bake bread far enough ahead of entry to allow it to cool thoroughly before wrapping. Bread wrapped hot will be soggy. Remember: fruit breads and nut breads need to develop their flavor, so plan on making them one or two days ahead of time. Bring the amount of food making up an exhibit. for amounts.

Food Preservation items must

be properly labeled and sealed. Check food preservation manual for proper labeling of canning exhibits and use of sealing methods. If contents of jar were taken from a batch, include this information on a separate label (masking tape).

Clothing- All garments, laundry bags, aprons, etc. must be on hangers. Garments and articles must be ready for exhibit at the time of entry. Items must be cleaned, neat and ironed. If the garment has been mended, make sure it has been done neatly.





3 Exciting events are happening in March!

- 1. Color me Green Run—
 March 31st
- 2. Garden Delight—March 31st
- 3. Grilling Good Time—March 31st

Watch for a special edition on just these three events!!

4-H STATE CALENDAR OF EVENTS

February

16th— <u>4-H Shooting Sports Workshop -</u> Rifle

23rd— -2019 State Avian Bowl Qualifier 2nd-4th 2018 Western Region Leaders' Forum (2018 WRLF)

2nd— <u>18th Annual Don Haglund Memorial Air Rifle Invitational Match</u>

4th <u>35th Annual California 4-H (Mail In)</u> <u>Shooting Sports Match</u>

<u>April</u>

6th-10th National 4-H Conference
20th 7th annual California 4-H State Archery Postal Match

June

1st—2019 California State Field Day
27th 2019 California State 4-H Horse
Classic and Horse Bowl Contest

July

5th 2019 Citizenship Washington Focus
18th—21st 2019 California 4-H State
Leadership Conference
14-19th 2019 Leadership Washington
Focus

UCCE-Imperial County 4-H Youth Development Program 1050 E. Holton Rd. Holtville, Ca 442-265-7700 ceimperial.ucanr.edu/4h smabatti@ucanr.edu



It is the policy of the University of California (UC) and the UC Division of Agriculture & Natural Resources not to engage in

discrimination against or harassment of any person in any of its programs or activities (Complete nondiscrimination policy statement can be found at http://ucanr.edu/sites/anrstaff/files/169224.pdf). Inquiries regarding ANR's nondiscrimination policies may be directed to Linda Marie Manton, Affirmative Action. Contact, University of California, Davis, Agriculture and Natural Resources, 2801 Second Street, Davis, CA 95618-7774, (530) 750-1318.

Knowledge Bowl Guidelines: (Subject to Change) Objectives Stimulate learning in subject matter areas. Reward 4-H members for learning subject matter. Provide a competitive setting where attitudes of friendliness and fairness prevail. Develop teamwork, self-confidence and decision-making skills. **Team Membership** Each club may have one (1) junior and (1) senior team. Juniors: Nine to fourteen (9-14) years of age or fourth to eighth grade. Seniors: All highschool aged exhibitors. If a member participates in multiple clubs, he/she should represent his/her primary club in the Knowledge Bowl. A team may consist of two to four (2-4) members. If there are less than four (4) senior members from a club, junior members may participate in the club's senior team (at the parent and leader's discretion). Senior members may not participate on any club's junior team. Wild Card Team: Members who are not on their respective club teams will be given the opportunity to compete on a Wild Card Team. (at the discretion of the moderator) Team Captains: Each team must select a team captain, who will represent the team in placement draws and coin tosses. Supporting Positions Supporting positions for the Knowledge Bowl will consist of: Moderator: will read questions, monitor progress of the competition, and act as Master of Ceremonies. Scorekeepers: Two (2) individuals will track points earned or lost. Timekeeper: will announce end of time allowed for buzzing in, answering a question or researching a contest of points awarded/subtracted. Judges Panel: Three (3) individuals will rule on the accuracy of each answer. Game Play Team members are encouraged to wear club T-shirts or 4-H uniform. Process of Elimination: The number of rounds will be determined by the number of teams competing. The winning team in each round will advance to the next bracket, until the final two teams compete for 1st and 2nd place. Placement Draw: Teams will draw numbers for placement in the tournament. If there are an odd number of teams competing, one team will draw a "bye" for the first round. Time Limits - The following time limits will be enforced by the timekeeper during each round: Ten (10) minutes for each round of game play, after which no more questions will be asked unless there is a tie. Five (5) seconds, following the reading of a question, for any contestant to buzz in, after which the question will be thrown out with no points awarded/subtracted. The "buzzed in" contestant has (15) fifteen seconds to answer the question. Once the contestant begins speaking, any gap in speech lasting more than (15) seconds will conclude the answer, after which the judges will rule it as correct or incorrect. In each round each team has two opportunities to contest an answer, deemed incorrect. The team has two minutes locate the disputed answer in the Knowledge Bowl Handbook. Question Format: A moderator reads questions to the teams, whose players endeavor to buzz in first with the correct answer, scoring points for their team. Any team member from either team may buzz in to answer a question. The individual will have 5 seconds to begin their answer after being acknowledged by the moderator. Each round will begin with 24 available questions. Questions will be divided into four (4) knowledge categories: General 4-H, Large Animal Projects, Small Animal Projects, Still Exhibits and Other Projects. If an incorrect answer is given, the other team has the opportunity to buzz in. If they do, points will be awarded/subtracted the same way. Points: When a correct answer is given, 10 points will be added to the team's score. When an incorrect answer is given, 5 points will be subtracted from the team's score. 7. Contesting and Ruling: Judges will rule on the acceptability of a contestant's answer, and this ruling is final unless the team chooses to contest it. Any protest of a ruling must be made immediately. If the other team buzzes in, or if the next question is chosen, the judges' initial ruling is final. Each team may only contest up to two (2) rulings during a round. To change the judges' ruling, the team members must demonstrate that their answer is correct using the Knowledge Bowl Handbook. If they cannot do so in the allotted time (2 minutes), the original ruling will remain final. If the other team has not already answered, they will have the opportunity to do so. Re-reading a Question: Any contestant may request that the question be re-read before his/her team has buzzed in. See rules for Premature Buzzing. Premature Buzzing: When a buzzer is pushed before the question is completely read, the moderator will stop reading. The contestant must answer the question, completely and correctly, based on what has already been heard, with points being awarded or subtracted as normal. Judges will not ask for clarification in the case of Premature Buzzes. If the contestant answers incorrectly, the full question will be read, and the other team will have the opportunity to answer. Accidental buzzing that occurs when a question is not open (i.e. after a question has been answered or timed out, and before the next question is chosen) will not result in a penalty for the contestant's team. Audience Participation: Spectators, parents and other visitors in the audience will not participate in any way. Audience members may not protest any ruling or procedure during game play. Any coaching from the sidelines may result in the audience member being asked to leave, and the team's score adjusted to correct any unfairly awarded points (at the discretion of Moderator and Judges. Winning the Round: The round ends when either all questions on the board have been asked, or ten (10) minutes have passed, whichever comes first. The team with the highest number of points will win the round. Tiebreaker: If the teams are tied when the round has ended, a bonus question will be asked to break the tie. Awards Each member of teams placing 1st, 2nd or 3rd will receive an award accordingly. Each member of teams placing 1st will receive a medal for their 4-H cap. The name of each winning team will have their name affixed to a perpetual plague, which will be displayed during subsequent fairs in the Fair Livestock Office. Resources All resources are available for viewing and download at http://ceimperial.ucdavis.edu/4-H Program/Knowledge Bowl/. A buzzer kit, used for the Knowledge Bowl, is also available at the 4-H Office. Clubs are encouraged to borrow them for practice sessions. Buzzers may leave the 4-H office, but MUST be returned by March 7, 2019.

ALPHABETIC HORMEL JUDGING SYSTEM STANDARD FOR GRADING PLACINGS

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ALPHABETIC HORMEL JUDGING SYSTEM STANDARD FOR GRADING PLACINGS (CONT'D)

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