Livestock Judging Manual
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Judging – An Overview

4-H judging in all 4-H projects should be done for Achievement Day completion. It is best to check with the Regional Program Coordinator regarding county regulations.

Judging is a skill which members will use throughout their life. It encourages wise decision making, self-confidence, and improves the member’s ability to speak in public. It also teaches members how to state their thoughts clearly.

4-H judging requires members to examine 4 articles or animals; and to rank or place these articles/animals by comparing them to an "ideal", and to each other. This manual should help determine the "ideal" for the livestock projects. In addition to giving members a better idea of the standard for their project, it should provide the opportunity to learn proper terminology and the most important things to look for when judging their project. Members are also required to give oral reasons for why they made particular placings to an official judge.

Hopefully, this manual will make the judging of livestock projects easier for both experienced and inexperienced members. Remember, practice makes perfect and the best way to learn is by doing! Try to do as much practice judging as possible.
The 4-H Judging Card

<table>
<thead>
<tr>
<th>PLACINGS</th>
<th>REASONS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Contestant’s Name: ________________________________
County/Club: ________________________________
Age as of January 1st: _______ Jr. _______ Sr. _______
Class: ________________________________
Placing: 1st _______ 2nd _______ 3rd _______ 4th _______

The 4-H judging card looks like the sample above. It is important that all 4-H members know how to properly complete the judging card.

- Be sure to write or print both your first and last names.

- Your age is always your 4-H age, or your age as of January 1st of the specific year. Therefore, if you are judging at your County Judging Day and your 10th birthday was in March, then you are really only 9 years old as of January 1st. You would put 9 years in the space indicating age.

- It is very important to put down your county, as well as your 4-H club on the line which asks for your county.

- Placings: 1st _______ 2nd _______ 3rd _______ 4th _______

- This is where you rank the class after you have observed and decided how you think the class should be placed. 4-H judging involves four items, each of which has a number attached to it. Decide which item you feel is first place and write that number in the blank after 1st then decide which is the second place item, and place that number in the blank after 2nd, etc.

- The boxes in the top right of the judging card are for the official judge to complete. Placings are worth 50 points and reasons are worth 50 points for a total of 100.
The Judging Format

The judging format below is an organized way of presenting reasons, whether they are oral or written reasons. This format is accepted across Nova Scotia and across Canada. Members must know this format and use it when giving oral reasons.

I place this class of ___________________________, ____________________________

Name of Class Placings, i.e. 4, 3, 2, 1

I place _______________ at the top of the class and over _______________ because

Number Number

Explain why

I place _______ over _______ because ________________________________.

Number Number Reasons

I place _______ over _______ because ________________________________.

Number Number Reasons

I place _______ at the bottom of the class because ________________________________.

Number Reasons

For these reasons, I place this class of ___________________________, ____________________________.

Class Name Placings

Example:

I place this class of Holstein Cows; 2, 3, 1, 4

I place 2 at the top of the class and over 3 because 2 is a larger, more dairy cow than 3. 2 is stronger in the loin and has stronger udder attachments than 3.

I place 3 over 1 because 3 is more stylish and more balanced than 1. 3 has more correct legs than 1.

I place 1 over 4 because 1 has a higher, wider udder than 4 and because 1 is deeper in the barrel than 4.

I place 4 at the bottom of the class because she lacks overall body capacity and is less dairy. However, 4 is commended on a strong topline and correct feet and legs. For these reasons I place this class of Holstein Cows, 2, 3, 1, 4.
Reasons

You give reasons to compare the differences in the animals you judged. Your reasons should be impressive, interesting and sincere. You also want to sound confident as you give your reasons.

Your reasons should be brief; place emphasis on the obvious or main points in the class. The prime point you want to make is WHY you placed one animal over the other. Through comparison, you tell "why". You can describe until you are out or breath, but if you do not compare, you will have wasted your time and energy.

4 Steps in Judging

1. Information
2. Observation
3. Comparison
4. Placing

Practice in Giving Reasons

It will help you:
- Think more clearly.
- State your thoughts more expertly.
- Improve your appearance to give you speaking poise.
- Improve your voice.
- Develop memory.
- Increase confidence.

Don't Be Afraid

To overcome your fear of speaking and giving reasons:
- Know more about your subject than anyone else in the audience.
- Make yourself the master of words you use.
- Give attention to your appearance.
- Speak slowly and articulate plainly
- Speaking rapidly comes with practice.

Let Your Eyes Help You

Use your eyes to help you speak effectively. They are most useful in telling your meaning. They help you keep the interest of the person or audience to whom you are speaking. They add emphasis to your voice. Look the judge straight in the eye when you give oral reasons.

Make a set of notes to help you with your oral reasons. Make them short and simple. These notes may help you organize your thoughts and thus increase confidence.
Notes are used to study before giving oral reasons to the judge, not to read to them. You **should not** refer to your notes while giving reasons.

You will not have the class in front of you or be allowed to use notes during your presentation.

Your notes should be in point form, rather than in sentences, as shown.

**Hereford Heifers - 2-3-4-1**

2/3
- typier
- Lower
- Compact
- deeper body
- wider back & loin
- straighter legs
- feminine head

3/4 (Close)
- larger
- greater width & depth of body

4/1
- stylish
- stronger top
- wider back, loin & rump
- straighter legs.

1
- type
- symmetry
- balance

Keep in mind that you are free to mention the strengths and weaknesses of each animal in the class. For example, just because you placed 3 over 4 it does not mean that you cannot note that 4 has more correct legs than 3, etc.
Giving Reasons – The Do’s and Don’ts of Judging

Do’s

- Know the standard or ideal for your project. Check with your 4-H leader or Regional Program Coordinator to find out project standards.
- Practice judging at the club level.
- Know correct terminology (i.e. heifer, doe, gilt, chevon, capon, ram, etc.).
- Know the breeds of your project – you will sound more prepared when you give reasons and it will help you determine breed characteristics (i.e. Hereford, Limousin, French Alpine, Saanen, Dutch, Rex, etc.).
- Know the body parts of the animal and use the proper terms when giving reasons (i.e. instead of saying top of head, use poll; instead of stomach, use barrel; etc.).
- Know the judging format.
- Look over the entire class of animals before placing the class. Be sure to get a good picture of each animal in your mind.
- Remember distinguishing characteristics such as the tallest animal, the animal with the best udder, the animal with the most correct feet and legs, etc. These points are obvious things to mention in your reasons and may help you remember less important things about a specific animal as well.
- Stand straight and tall - your voice will carry better.
- Sound confident - speak loud and clear. Try to speak in the same tone as if you were carrying on a conversation. Vary the tone of your voice, if possible, so it sounds more natural. Speaking in monotone may cause your listener to lose interest.
- You may find you speak slowly when you first start judging. With practice and confidence, your reasons will be delivered without hesitation.
- Keep your reasons brief and to the point - trying to remember too many reasons will only result in confusion, especially if you are nervous.
- Start with the most important points and then mention less obvious reasons.
- Gestures are a good idea as long as they are not used in excess! Over gesturing may make you look more nervous than you are.
- Remember that judging is just an opinion. For this reason, you should be confident in your placing and be unconcerned with how other 4-H members place the class. Try your best to convince the official judge of
your placing and that your reasons are accurate.

- Be convincing.
- Give the animal on the bottom any credit it deserves. Don't be too negative just because you placed it last, mention any positive qualities. As well, mention any obvious faults of the animal you placed first.

- Avoid using the word "better" or "good" - instead tell what makes one animal better than the other, or what is a "good" animal.

- Compare instead of describing. Comparative terms include "er" words and words like "more than" and "less than". For example - taller, stronger, larger, sharper, wider, deeper, longer, more finish than, more correct than, more growth than, etc.

- Rather than saying “I place 1 over 3 because 1 is a tall long heifer with a good udder and she is very dairy”, say - "I place 1 over 3 because 1 is a taller, longer heifer than 3. Also, has a wider, deeper udder than 3 and has more dairy character".

- Look the judge in the eye, and you'll appear more confident.

**Don't**

- Don't chew gum.

- Don't make up reasons which are untrue.

- Don't sway or move around. This is a sign of nervousness and a distraction to the person listening to you.

- Don't look at the ceiling, the floor, other members, etc. This also indicates nervousness.

- Don't write all your reasons on your card- the judge takes the card anyway.

- Make notes on your card if you want, but try to avoid writing reasons word for word.

- Don't use the same reason over and over again. Vary your reasons when possible rather than using size or fur quality as a reason for each placing.

- Don't listen to other members judging the same class - this will cause you to doubt your decisions.
Using Descriptive Words and Phrases

There are, of course, differences of opinion regarding the use of some words and phrases in reasons. Several of those listed below are not considered objectionable by all people, and all of them can admittedly be replaced with more descriptive words and phrases. You will have a better set or reasons if you eliminate all of them.

**Animal or Individual** - Instead, say "barrow", "gilt", "wether", "ewe", "steer", "heifer", etc.

**It** – Instead, use either "he" or "she".

**I would like to see** - For example, instead of saying "I would like to see 2 wider topped", point out the fault directly. Say "I criticize 2 because he is narrow over the top".

**Carrying or Carries** - Example: Instead of "carried down into a thicker quarter" say "is thicker through the quarter", or "has a thicker quarter".

**Is a heifer that is** - For example, "1 is a heifer that is heavy muscled and typier". The phrase, "is a heifer that is", adds unnecessary words and emphasizes that 1 is a heifer. Say instead, "1 is a heavier muscled, typier heifer".

"**Kind of**" **Steer, Barrow, or Lamb** - For example, instead of "a meatier kind of a barrow", say "a meatier barrow".

**I placed number 1 steer over number 2 steer** - Certainly the words "steer" and "number" may be omitted. It is sufficient to say, "I placed 1 over 2".

**I placed this class of Angus Steers in the order of 1-2-3-4** - Leave out "in the order of" because the phrase adds nothing to the meaning.

**Leaving or Left** - Example: "I left 4 last because...." Say "I placed 4 last because...

**I am placing** - It is more correct to say "I placed".

**I am criticizing** – Simply say “I criticize...”.
Written Reasons

When writing reasons, you should follow the same basic ideas as outlined for oral reasons. Also, remember the following points:

1. Write or print neatly.
2. Use short, complete sentences.
3. Spell words correctly.
4. Use a clipboard to hold your cards and write upon.

Scoring of the Judging Card

Placing Score: The placing score is marked out of 50 points. If you have the same placing as the official judge, you will receive 50 points. If you do not agree, either partially or completely - do not worry - you will still receive points. Determination of your points is based on a "split" or "margin of differences" between the animals in the class.

Reason Score: The reason score is also marked out of 50 points - one half of your total score - thus the importance for good reasons, either written or oral.

How Good are your Reasons?

The judge will determine the value of your reason by:

Content - What did you say?

Accuracy - Marks are deducted for incorrect statements. Be truthful and accurate.

Emphasis - Stress the major differences more than the lesser ones. Give the major differences first.

Completeness - Bring out all major differences in your reasons. Omit any differences that are so small it leaves room for doubt.

Terms - Use correct terms. Improper terms weaken reasons.

Presentation (written) or Delivery (oral) - Organize your reasons in logical order, from most important to least important. Tell them in short complete sentences and in a pleasing voice.
Hormel Judging System

When judging livestock, handcrafts, vegetables, etc., you are given a score out of 100; 50 points are for your reasons and 50 points are for your placings. The points you receive for your reasons are given by the official judge; the points for your placings are determined by a scoring system called the Hormel Judging System.

When the contestants are judging the articles, so is the official judge. They decide the placings.

Ex. - B-C-A-D

After he decides his placings, he makes up a "point spread" - degree of difference between the items.

Ex. - B-C-A-D

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>v</td>
<td>v</td>
<td>v</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

The difference is determined between first and second place, second and third place, and third and fourth place. The total of these differences must be between 8 and 15.

Ex. 4 + 2 + 3 = 9

When the contestants hand in their judging cards, the placings are checked and if they are different from the official judge's placing, points are subtracted. The number of points subtracted is determined by the point spread.

<table>
<thead>
<tr>
<th>Contestant 1</th>
<th>Contestant 2</th>
<th>Contestant 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>C-B-A-D</td>
<td>C-A-D-B</td>
<td>D-A-C-B</td>
</tr>
<tr>
<td>C over B - loses 4 points</td>
<td>C over A - loses 0 points</td>
<td>D over A - loses 3 points</td>
</tr>
<tr>
<td>C over A - loses 0 points</td>
<td>C over D - loses 0 points</td>
<td>D over C - loses 5 points (3 + 2)</td>
</tr>
<tr>
<td>C over D - loses 0 points</td>
<td>C over B - loses 4 points</td>
<td>D over B - loses 9 points (4 + 2 + 3)</td>
</tr>
<tr>
<td>B over A - loses 0 points</td>
<td>A over D - loses 0 points</td>
<td>A over C - loses 2 points</td>
</tr>
<tr>
<td>B over D - loses 0 points</td>
<td>A over B - loses 6 points (4+ 2)</td>
<td>A over B - loses 6 points (4 + 2)</td>
</tr>
<tr>
<td>A over D - loses 0 points</td>
<td>A over B - loses 9 points (4 +2 + 3)</td>
<td>C over B - loses 4 points</td>
</tr>
<tr>
<td>TOTAL - 4 points</td>
<td>TOTAL - 19 points</td>
<td>TOTAL - 29 points</td>
</tr>
</tbody>
</table>

50 - 4 = 46
50 - 19 = 31
50 = 29 = 21
The Parts of the Dairy Cow
<table>
<thead>
<tr>
<th>Frame/Capacity (20 points)</th>
<th>stature</th>
<th>front end</th>
<th>size</th>
<th>chest width</th>
<th>body depth</th>
<th>loin</th>
<th>strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rump (10 points)</td>
<td>pin width</td>
<td>pin setting</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Feet &amp; Legs (16 points)</td>
<td>Foot angle</td>
<td>Booe quality</td>
<td>set of rear legs</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mammary System (40 points)</td>
<td>Fore attachment</td>
<td>Fore teat placement</td>
<td>Front teat length</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fore udder (13 points)</td>
<td>Fore attachment</td>
<td>Fore teat placement</td>
<td>Front teat length</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rear udder (17 points)</td>
<td>Rear attachment</td>
<td>Height</td>
<td>Rear attachment</td>
<td>Width</td>
<td>Rear teat placement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Other (10)</td>
<td>Median suspensory</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dairy Character (14 points) 100 points total</td>
<td>Udder Depth</td>
<td>Udder Texture</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
wry face
undersirable bead weak crops\weak stance
chine weak back
lam style
not well sprung low loin JWTOWheart
frail
advanced anus recessed tailhead high bulgy
tailhead advanced tailhead wry tail heavy fore
thurls too far back front unbalanced
weak pasterns front short front not
crampy plumb front webbed
front blind

Holstein Association of Canada, P. O. Box 610, Brantford, Ontario, Cana

-13 -
Holstein Cow Score Card

FRAME/CAPACITY  20 POINTS
attractive individuality indicating, vigour, strength, stretch, size and stature with harmonious blending and proportional balance of parts; head indicating femininity with adequate strength, mid-section relatively large providing ample capacity

HEAD - broad muzzle with large, open nostrils; Jaws meeting properly; strong lower jaw; broad forehead

SHOULDER BLADES - set smoothly against chest wall and withers, forming neat junction with the body

CHEST - wide floor, resulting in ample width between legs

HEART GIRTII - large and deep; full at elbows with well sprung fore ribs blending smoothly into the shoulders

CROPS - well filled

BACK - strong and straight, with vertebrae well defined

LOIN - broad and slightly arched; vertabrae well defined; attachment to hip bones high and wide

MID-SECTION - long ribs highly and widely sprung, with depth and width tending to increase toward rear

RUMP  10 POINTS
long, wide, and clean cut, blending desirably with the loin HIPS - wide but not prominent; slightly higher than pins PINS - wide apart and free from patchiness

THURLS - high and wide apart, giving consideration to stage of lactation

TAIL-HEAD- rermed, carrying out level with backline and set slightly higher than pins

TAIL - long and slender

- 14 -
HOLSTEIN COW SCORE CARD

FEET AND LEGS 16 POINTS
clean and strong-boned, with shape and movement of feet and legs resulting in proper carriage of the animal
FEET - short and well rounded, with deep heel; toes slightly spaced
LEGs - pasterns strong, of medium length, and flexible
fore legs straight and wide apart, with feet squarely placed
hind legs nearly perpendicular from hock to pastern from the side view, straight and wide apart from the rear view; hocks cleanly moulded
bone flat, strong, and flinty, with tendons well dermed

MAMMARY SYSTEM 40 POINTS
strongly attached, well balanced, level udder of fine texture indicating heavy production and a long period of usefulness
UDDER - symmetrical, of moderate length, width, and depth, slight quartering on sides
MEDIAN SUSPENSORy LIGAMENT - strong, showing definite cleavage between halves
UDDER TEXTURE - soft, pliable, elastic, and well collapsed after milking
FORE UDDER - firm and smooth attachment to body wall; of moderate length; quarters evenly balanced
REAR UDDER - attached high, wide, and strong; slightly rounded; uniform width from top to floor; quarters evenly balanced.
TEATS - uniform size, of medium length and diameter, cylindrical, and plumb; from side view teats placed in centre of each quarter, from rear teats slightly closer to inside than outside of each quarter
MAMMARY VEINS - long, tortuous, and branching; udder veining desirable
s. DAIRY CHARACTER  14POINTS
evidence of milking ability, angularity, and general openness, without weakness, freedom from coarseness, giving due regard to stage of lactation

HEAD - clean cut; eyes large and bright; ears carried alertly; head with Holstein breed character

NECK - long and lean, blending smoothly into shoulder; clean cut above throat, dewlap, and brisket

WITHERS - well dermed and wedge-shaped, with the dorsal pr of the vertebrae rising slightly above the shoulder blades
RIBS - wide apart; rib bones wide, oat, and long FLANKS - deep and rermed
THIGHS - inclining to oat from side view; from the rear view, wide apart, providing ample room for the udder and its rear attachment

SKIN - loose and pliable; hair rme

UDDER - soft and pliable, free from excess tis.me or edema BONE - oat strong, and clean cut

TOTAL  100 points

Holstein Association of Canada, P.O. Box 610, Brantford, Ontario, Canada
Dairy Calf Score Card

Score

GENERAL APPEARANCE 30

(Attractive individuality indicating femininity, vigor, strength, stretch, size, and stature, with harmonious blending and proportional balance of all parts, and imp  are carriage. Consider all parts or a cow in evaluating general appearance.)

DAIRY CHARACTER 20

(Evidence of milking ability, angularity, and general openness, without weaken; freedom for coarsen, giving due regard to stage of lactation).

HEAD - clean cut; eyes large and bright; ears carried alertly; resulting in a head with Holstein Breed Character.

NECK - long and lean, blending smoothly into shoulder; clean cut about the throat, dewlap, and brisket.

WITHERS - well dermed and wedge-shaped, with the dorsal pr or the vertebrae rising slightly above the shoulder blades.

RIBS - wide apart; rib bones wide, flat, and long. FLANKS - deep and rermed.

THIGHS - incurving to Oat from side view; from the rear view, wide apart, providing ample room for the udder and its rear attachment.

SKIN - loose and pliable. Hair rme.

UDDER - soft and pliable; free from excess tisue or edema. BONE - Oat, strong, and clean cut.
CAPACITY 15
(Head with adequate strength and size; Mid-section relatively large in proportion to size of animal, providing ample capacity, strength and vigor.)

HEAD - broad muzzle with large, open nostrils; Jaws meeting properly; strong lower jaw; broad forehead.

SHOULDER BLADES - set smoothly against chest wall and withers, forming neat junction with the body.

CHEST - wide floor, resulting in ample width between legs.

HEART Girth - large and deep; fell at elbows with well sprung fore ribs blending smoothly into the shoulders.

CROPS - well defined.

BACK - strong and straight with vertebrae well dermed.

LOIN - broad and slightly arched; vertebrae well dermed; attachment to hip bones high and wide.

MID-Section: - long ribs highly and widely sprung, with depth and width tending to increase toward rear.

FEET and LEGS: 20
(Clean and strong boned, with shape and movement of feet and legs resulting in proper carriage of the animal).

FEET - short and well rounded, with deep heel; toes slightly spaced. LEGS - PASTERS strong, of medium length, and flexible.
FORE LEGS - straight and wide apart, with feet squarely placed.

HIND LEGS - nearly perpendicular from hock to pasture from the side view, straight and wide apart from the rear view; hock cleanly moulded.

BONE - flat, strong and flinty, with tendons well dermed.
RUMP: 15
(Long, wide, and clean cut, blending desirably with the loin). HIPS - wide but not prominent, slightly higher than pins.
PINS - wide apart and free from patchbin5.

THURLS • high and wide apart, giving consideration to stage or lactatio

T HEAD - rermed, carrying out level with backline and set slightly higher than pim.

TAll, - long and slender
TOTAL  100
Parts of A Beef Animal

Crest 12. Flank 22. Knee
Loin 15. Ribs 25. Shoulder Point
Tailhead 17. Shoulder 27. Muzzle
Pins 18. Forearm 28. Face
Quarter 19. Shank 29. Twist
Stifle Region 20. Dew Claw
# 4-H Beef Cattle Score Card

<table>
<thead>
<tr>
<th>Category</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>General Appearance</strong></td>
<td>25</td>
</tr>
<tr>
<td>General appearance includes good weight for age, balance, trim, smooth and straight or top line. The individual should display even, firm fleshing and should be free of excess finish. The bone should be of good quality, strong and clean. Individuals should be stylish, active, vigorous and should display the characteristics of the breed.</td>
<td></td>
</tr>
<tr>
<td><strong>Head and Neck</strong></td>
<td>5</td>
</tr>
<tr>
<td>The head should be of medium length with broad muzzle, large nostrils, large prominent eyes and broad forehead. Females should display a feminine clean cut head; males should display a broader more masculine head. The neck should be medium in length blending smoothly into the shoulder.</td>
<td></td>
</tr>
<tr>
<td><strong>Forequarters</strong></td>
<td>10</td>
</tr>
<tr>
<td>The shoulders should be smooth, evenly covered with flesh, compact, moderately broad on top and blend well into the body. The brisket and dewlap should be firm.</td>
<td></td>
</tr>
<tr>
<td><strong>Body</strong></td>
<td>20</td>
</tr>
<tr>
<td>The chest should be deep and wide, the fore flank full, there should be good depth of heart and fullness of crops region. The ribs should be well sprung and arched from a straight top line, the back broad, straight, well-fleshed and smooth, and the loin broad and strong. The body should display good length and trim of underline.</td>
<td></td>
</tr>
<tr>
<td><strong>Hindquarters</strong></td>
<td>20</td>
</tr>
<tr>
<td>The rump should be long and straight from hooks to pins. The thighs should be deep, full and well-muscled. The tail head should be smoothly blended into the rump.</td>
<td></td>
</tr>
<tr>
<td><strong>Feet and Legs</strong></td>
<td>10</td>
</tr>
<tr>
<td>Feet and legs should be correctly and squarely placed. The hocks correctly set, strong and clean, and the feet well rounded and deep at the heel.</td>
<td></td>
</tr>
<tr>
<td><strong>Udder</strong></td>
<td>10</td>
</tr>
<tr>
<td>The udder should be well-balanced, strong in both front and rear attachments and should display a degree of quality. NOTE: When judging bulls or steers allocate these points to general appearance.</td>
<td></td>
</tr>
</tbody>
</table>
Parts of The Goat

[Diagram of a goat with various parts labeled, such as Toplin, Back, Loin, Chine, Wtthe, Shoulder blade, and others.]

Drawing by Sara Emond
Canadian Goat Society Score Sheet

(Note: Doe kids to be judged on 6S point scorecard)

GENERAL APPEARANCE: 35 points

(Attractive individuality indicating femininity, vigor and strength with a harmonious blending and correlation of parts; imperative style and attractive carriage; graceful and powerful walk.)

Style - Graceful appearance; smoothness of blending throughout, especially the shoulder blades which should be set smoothly against the chest wall and withers; full in the crops.

BREED CHARACTERISTICS & HEAD - appropriate for breed

BACK - The back strong and appearing straight; chine & loin broad, strong and nearly level;

RUMP - Long and wide, nearly level from hips to pins and thurl to thurl; hips wide and level with back; pin bones wide apart, nearly level and well defined; tail bead set slightly above & neatly between the pin bones; tail symmetrical with the body.

FEET AND LEGS:-- Legs wide apart, squarely set; bone flat; tendons well defined. Pasterns of medium length, strong & with some spring. Feet pointed forward with closed toes, deep heel and level sole. Forelegs straight with clean knees. Hind legs nearly perpendicular from hock to pastern when viewed from the side; high and wide in the escutcheon with legs straight and well apart when viewed from the rear. Hocks clean.

DAIRY CHARACTER: 15 points

(Animation, angularity, general openness and freedom from excess fleshing, giving due regard to the period of lactation).

Neck long and lean. Throat clean. Withers well defined and wedge shaped, rising above the shoulder blades. Ribs wide apart, bone wide, Oat and long. Flank deep with arch well defined. Thighs incurring to Oat when viewed from the side. Loose, pliable skin with rme hair.
BODY CAPACITY: 1S points

(Relatively large in proportion to the size of the animal, providing ample digestive capacity, strength and vigour and showing desirable length of body.

Width throughout beginning with the head and carried through the chine and loin. Barrei deep and strongly supported, ribs well sprung with depth and width tending to increase towards the flank. Heart deep and wide with well sprung foreribs; chest floor wide; fullness at the point of elbow.

MAMMARY SYSTEM: 3S points

(A strongly attached, well balanced udder of good quality, indicating ample production and a long period of usefulness).

MEDIAL SUSPENSORY LIGAMENT AND CLOSELY RELATED TRAITS

Ligament, strong & well defined, udder floor carried above hocks 5 points

Shape, balanced and well rounded 4 points

Texture, soft and pliable, free of scar tissue, tissue, well collapsed after 4 points milking

Teat placement, well apart, squarely set & plump 2 points

FORE UDDER - carried well forward; tightly attached without picket wide, blending smoothly into the body & indicating capacity. 8 points

REAR UDDER - high, wide and smooth, securely attached in the escutcheon, and indicating capacity 8 points

TEATS - uniform, of correct length and circumference, cylindrical in shape 4 points
Some Disqualifications.

Total blindness

Blind udder or teats, double teats, or extra teats that interfere with milking.
Active mastitis or other disease.
Evidence of hermaphrodism or other reproductive failure.

S. Serious emaciation.

Permanent lameness.

Permanent physical defect, such as hernia.

Crooked race on bucks.

Non functioning half of udder.

Double orifice in teat(s) of buck.
Buck with one testicle or with abnormal testicle.
Presence of natural horns.

* There are also breed specific disqualifications. For this information, contact the CGS, or the 4-H office.
Goat Judging

Overshot Jaw
Correct
Undershot Jaw

NUBIAN BREED CHARACTER

Ideal Moderate least Acceptable
A good udder, allachcd lightly on the sides and high and wide at the rear; suspended from a wide escuchoon.

A very pondulous udder, held only by strings, or skin and convolutive tissue. The stretched medial ligament lets it hang dangerously low.

A weak medial "ligament lets tho whole udder fall down at tho center, leaving no bolw, on tho alvos: tho teals point up and sideways
Drawings by Sara Emond.
Shoulder typos

Sharp  Meaty  Loose

Hip lypse

Sharp and angular - thighs thin and incurving  Meaty - thighs coarse and fleshy

Rib types

Drawings by Sara Emond
Good ribs are wide and flat, set well apart  Unsatisfactory "pencil" ribs are thin and round
Rabbit Judging

**Steps in Judging**

The rabbit is one animal in which the hindquarters carry more meat and weight than the forequarters. The hindquarters produce the best cuts of meat. In cutting up a rabbit, we find that about 60% of the entire weight of the dressed rabbit is in the hindquarters.

Now that we have an ideas as to what we want in type, let's stop and consider what we want in the line of fur from these young rabbits. According to our fur standard, there are four points that we must consider, Condition, Density, Texture and Balance.

**CONDJTIQN OF FUR** - We want a fur that is tight; it is obvious that a moulting rabbit would fail in this section. No breaks in the fur, no mats of fur and no stains. The guard hairs should be supple and glossy, the fur should possess life and brilliancy.

**DENSITY OF FUR** - This is self-explanatory; a good thick coat of fur all over back, sides, chest and flanks.

**TEXTIJRE OF FJR** - The texture of the coat should not be harsh or like wire, nor do we want a silky coat and of course, no woolliness. We should have the fur coarse enough in the guard hairs to offer some resistance when the fur is stroked. The undercoat is rme and soft, thick with heavier hair which protrudes above the undercoat and is known as guard hairs. The guard hairs serve to protect the undercoat.

**BALANCE OF F(JR** - Balance suggest evenness and smoothness and this is just what we want in rabbit fur. We want a good length of fur, not too long and not too short. A dense coat of short fur is preferred to a long thin coat. A dense coat of long fur is preferred to a short thin coat.

**WHAT REALLY JS CONFORMATION Alm BALANCE?**

Conformation according to Webster's dictionary means the shaping of a thing by orderly arrangement of its parts and balance; to poise evenly, to be or make proportionate or equal in value. Looking at the two worm under these def"mitiom conformation 1-s the arrangement that leaves a pleasing picture and balance is the proportion of the parts to each other to give the conformation its pleasing picture. From this it is safe to assume that type is actually both conformation and balance.
With reference to animals Webster says TYPE in an animal having such a combination of characters by which a
number or individuals may be classified together and certainly conformation and balance leads to this. Type is or
should be the most important single individual item to determine true quality in all commercial breeds or
rabbits.

Many times in trying to determine the type or an individual, the decision is based on the individual's likes of a
particular section, which while important to the standard does not represent type in its entirety. A flat animal is
not a good one regardless or how smooth it may be. By the same token, an animal with good depth is not a
good animal unless it has width and a broad smooth bind quarter calTied all the way down or in short has overall
and complete conformation and balance.

It might be not to mention that type is what you see and not what you feel for. When you place your hand
on an animal you are feeling for a flesh condition, fur or width of loin. Correctly pose an animal on a table and
look at it from all angles. Look for roundness, width, fullness, depth and overall conformation and balance and
you are looking at type.

The main point to remember is that in trying to determine the full quality of an individual's TYPE it really means
their conformation and balance, and this includes the entire animal from the tip of his nose to the tip of his tail,
and not just an outstanding section.

The following, according to the Dominion Rabbit & Cavey Breeders Assoc., are general faults in all breeds.
These faults do not result in disqualification, but should be considered by the judge in placing the class.

Poorly developed loin or hind quarters on meat breeds.
Cow hocked.
Extreme lack of breed characteristics.
Hutch stains.
Excessive masculinity in does.
Excessive femininity in bucks.
Stray white and foreign colored hairs, mealiness or ticking on solid colored breeds.
Score eyes.
Weak/improper ear carriage.

In utility breeds it is very important to focus on meat producing qualities. Thus, overall type should be stressed
over color and markings. Fur quality is important in utility breeds as well as Fancy breeds.

Fancy breeds are often used for breeding purposes, and are important to the improvement and development or
breeds. These animals are kept primarily for show purposes.
Rabbit Score Card

Good heat, good ears, sharp clean eyes                        15
Feet and lep                                           15
Shoulders, good depth and width or rib Teeth and tall shape 20
Depth and width or hind quarter, width or loin              5
'Total                                                  100

SUC'...GFSTED CLASSES

Replacement Doe Mature Doe Buck

4-H members do not have to follow breed standards, so all breeds should be entered and compared in the above classes.

Judges and clerks must tell members what the show is to be judged for i.e. meat, breeding, bucks, does, etc.

-34-
TAIL::=ECK
LOIN
K
BACK
cc---1-1
(RACK)
SHANK

HOCK REAR
LEG OF LAMB
OR
MUTTON

FORE SHANK

REAR.
FLANK

SHOULDER
CROPS
NECK
EYE
FACE
MOUTH

EYE
FACE

BREAST

POLL
NOSTRIL
# Sheep Judging

**Suggested Scorecard - Meat Type Sheep**

<table>
<thead>
<tr>
<th>General Appearance</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Size</strong> - Score according to age and breed.</td>
<td>40</td>
</tr>
<tr>
<td>2. <strong>Form or Type</strong> - Deep, wide, low-set; uniform in width and depth; symmetrical.</td>
<td></td>
</tr>
<tr>
<td>3. <strong>Condition</strong> - Even covering of firm fleshing, not excessively fat. Skin pink, not dark, blue or spotted.</td>
<td></td>
</tr>
<tr>
<td>4. <strong>Quality</strong> - Clean, hard bone; refined features about head and ears; hair fine. In the case of a ram, refinement should not be given preference over masculinity and evidence of ruggedness.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Body</th>
<th>26</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Chest or Heart Girth</strong> - Deep, wide, full.</td>
<td></td>
</tr>
<tr>
<td>2. <strong>Back</strong> - Straight, strong, broad, deep, even covering of firm flesh.</td>
<td></td>
</tr>
<tr>
<td>3. <strong>Loin</strong> - Broad, strong; deep, even covering of firm flesh.</td>
<td></td>
</tr>
<tr>
<td>4. <strong>Middle</strong> - Roomy; ribs well sprung and deep, flanks low and full.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hind Quarters</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Rump</strong> - Long, level, wide, square at the dock, even, firm flesh; hips well covered.</td>
<td></td>
</tr>
<tr>
<td>2. <strong>Leg of Mutton</strong> - Thighs deep, thick and firm.</td>
<td></td>
</tr>
<tr>
<td>3. <strong>Twist</strong> - Deep, full, firm.</td>
<td></td>
</tr>
<tr>
<td>4. <strong>Hind Legs</strong> - Short, set wide apart, straight, hocks and pasterns strong; feet sound; bone clean.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fleece</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Fleece</strong> - Long, dense (according to breed) uniform in length, fineness and in quality, free from dark fibres, sound bright, clean, soft and sufficient yolk.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fore Quarters</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Shoulders</strong> - Compact and smooth; well covered with flesh joined smoothly to the neck and body.</td>
<td></td>
</tr>
<tr>
<td>2. <strong>Brisket</strong> - Extended well forward; broad, deep and full.</td>
<td></td>
</tr>
<tr>
<td>3. <strong>Forelegs</strong> - Short, well apart, straight; pasterns strong, feet sound; bone clean.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Head and Neck</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <strong>Head</strong> - Broad and fairly short; feminine, refined features; eyes large and clear; mouth and nostrils large; ears not coarse. (In a ram, the head should be strong and masculine.)</td>
<td></td>
</tr>
<tr>
<td>2. <strong>Neck</strong> - Short, well carried; clean at the throat; shoulder vein full (the neck of the ram should be especially thick and strong).</td>
<td></td>
</tr>
</tbody>
</table>
## Suggested Scorecard – Breeding Sheep

<table>
<thead>
<tr>
<th>General Appearance</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Weight</strong> – kilograms</td>
<td>5</td>
</tr>
<tr>
<td><strong>Form</strong> - straight top and underline, deep, broad well proportioned</td>
<td>10</td>
</tr>
<tr>
<td><strong>Quality</strong> - hair fine, bone fine but strong features, fine but not delicate, skin pink</td>
<td>10</td>
</tr>
<tr>
<td><strong>Body</strong></td>
<td>26</td>
</tr>
</tbody>
</table>

### Condition - 12 points
Flesh covering deep, even, firm. Points indicating finish are fullness in shoulder and brisket, thick covering over top of shoulders, back, ribs, loin, thick dock

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
</tr>
</tbody>
</table>

### Neck and Head - 9 points
S. Head clean-cut, strong mouth, thin lips, large nostrils, large, clear eyes, alert look, face short, forehead broad, ears alert not coarse, considerable width between ears

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
</tr>
</tbody>
</table>

### Neck short, thick, smoothly joined with shoulder

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
</tr>
</tbody>
</table>

### Fore quarters - 10 points
Shoulders compact on top, smoothly joined with neck and body and well covered with flesh

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
</tr>
</tbody>
</table>

### Brisket full, round and well extended

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>.1</td>
</tr>
</tbody>
</table>

### 9. Legs straight, wide apart

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>.1</td>
</tr>
</tbody>
</table>

### Body - 18 points
10. Chest deep, wide, full

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>.2</td>
</tr>
</tbody>
</table>

### Ribs; well-sprung, long, close and thickly covered

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>.4</td>
</tr>
</tbody>
</table>

### Back broad, straight, thickly and evenly covered with flesh

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

### Loin wide, thick, well-covered

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

### Hind Quarters -17 points
14. Hips wide apart, level, smooth

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>.1</td>
</tr>
</tbody>
</table>

### Rump Jong, level, wide and thick at dock

<table>
<thead>
<tr>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
</tr>
</tbody>
</table>

### Thighs full,
17. Twist deep, rum, plump, Joined well down on leg

18. Legs straight, strong, wide apart

Udder or scrotum: Ewe's udder well formed, large and soft. In rams both testicles large and well-developed

Wool - 9 paints
Quantity: Jong, dense, even in density and length
Quality: crimp, distinct, and even, oil uniformly distributed throughout
Condition: strong in fiber clean, soft and bright

- 38 -
Horse Judging

What To Look For

Judging horses, like all livestock judging, is an art that must be developed through patient study and long practice. A horse judge must -

Know the parts of a horse and their location.
Know which parts are most important and the most desirable form of each part. Visualize the ideal horse, perfect in all respects.

Make keen observations of horses and compare them to his ideal.

Weigh the good and bad points of each horse.

Develop a system of examining horses so as not to be won't overlook important points.

CONFORMATION

Conformation includes type, muscling, balance, and structural smoothness. It also includes the form and proportion of the various parts of the body.

TYPE

Type depends upon the function a horse is to perform. Our study of horse judging will focus on saddle horse type, since saddle horses, or light horses comprise most of the 4-H projects and judging contests. Write the various breed associations for information about their breeds.

Desirable type in a saddle horse requires a horse of medium size and weight, generally ranging in height from 141/2 to 17 hands and weighing from 408 to 590 kilograms, depending on the breed. This horse has a long, sloping shoulder, a long croup, a fairly short back, and a short, strong coupling. The bottom-line is much longer than the top line, allowing a long stride.

Both fore and rear quarters show an adequate amount of muscling for the breed. The chest is deep and the ribs well-sprung. Legs are clean, flat-boned, and medium to short in length.

Horses that do not fit this general description are called off-type. They may be too small (pony-type) or too large and heavy (draft-type).

The several breeds of saddle horses have distinguishing type characteristics (breed type). If possible all horses in a judging class should be of the same breed. They should be compared as to how well they exhibit breed type.

-4Q-
Both the quantity and the quality of muscle are important. Muscles should bulge and be distinctly risible on the surface under the skin. The muscles in the arm, forearm, V-muscle, stifle, and gaskin should be smooth, long and well attached. Long, tapering forearm and gaskin muscles that tie well into the knee and hock both inside and outside are preferred to short, "bunchy" muscles.

BALANCE
A balanced appearance comes from the forequarter and hindquarter appearing to be of nearly equal size and development. They "fit" together well. A heavy-fronted horse that is narrow and shallow in the rear quarter is not balanced, neither is a heavy-quartered horse that is narrow, oat and shallow in front.

SMOOTHNESS
When all the parts of a horse blend together well and the muscling is long and tapering, then the horse has smoothness. The bead and the neck should be in proportion, and the neck should fit smoothly into the shoulder. The shoulder and forerib should fit smoothly together, and the coupling should be short and strong so that the top line is strong and the hips tie in smoothly. A horse with a think neck and a sharp break at the wide, prominent shoulders is not smooth. One with a weak coupling and jutting hips is not smooth, nor is a horse that is extremely "bunch" in his muscling.

BEAD
Each of the light horse breeds requires slightly different characteristics about the bead. These should be considered when breed cl arjudged. In general, the bead should be well proportioned to the rest of the body, refined and clean-cut, with a chiseled appearance. A broad forehead, with great width between the eyes is desired. The face should be straight as compared to convex (Roman nose) or concave (dished).

The eyes, set wide-apart, should be large and clear. The ears should be medium to small in size, set wide, and active. The muzzle should be small, the mouth shallow, the nostrils large and sensitive. The upper and lower teeth should meet when biting. A contrast is the parrot mouth where the lower jaw is too short.

ALL THESE HORSES HAVE UN DESIRABLE CHARACTERISTICS

PIG-EYED
PARROT MOUTH
NECK
The head should join the neck at about 45 degrees angle with a distinct space between the jawbone and the neck. This is the throat latch. It should be clean-cut.

Depending on the breed, the neck should be medium in length to fairly long, the bead carried either high or at a moderate level. The neck should be slightly arched, lean and muscular, and blend smoothly with the shoulder. A high-arched or heavy-crested neck is undesirable.

SHOULDERS
The shoulder is long and set at an angle of about 45 degrees from the withers down to the point of the shoulder. Shoulders should be smooth yet well-muscled. The withers should be well dermed, extend well back beyond the top of the shoulder, and be as high as the hips. Low, Oat withers do not hold a saddle well.

CHFST & FORELEGS
The chest is deep and fairly thick, with this depth and thickness extending back into the forerib and barrel. A deep heart girth and well-sprung foreribs give room for good respiratory and digestive capacity. The forelegs are wide-set and blend smoothly into the shoulder. The forearm inuscle is large and tapers into the knee when viewed from the back or front. The knee joint should be clean and the pastern medium in length. The pastern and the hoofs are set at about a 45 degree angle to the ground.

BACK, LOIN & CROUP
The top-line should include a short, strong back and loin, a long, nicely-turned and heavily muscled croup, and a high well-set tail. The loin (coupling) must be short and very strongly muscled because it supports the weight of the saddle and rider and lifts the forequarters when the horse is in motion.
REAR QUARTERS
The rear quarters should be thick, deep, and well-muscled when viewed from the side or rear. This muscling shows in thickness through the thigh, stifte, and gaskin. The bind legs are muscled both inside and out, with the gaskin tied in low in the hock joint. The hocks are wide, deep and clean.

BONE.LEGS
The bones of the legs should be flat, clean, and free from fleshiness and puffiness. The bone should be of adequate strength and substance to support the horse during strenuous performance. The hock should be large, clean-cut, wide from front to back, and deep. Gaskin muscle should tie-in very strongly and low oil the hock. The knee should be wide when viewed from the front, deep, and clean-cut. When viewed from the front or rear the knees and hocks should be bisected by an imaginary vertical line down the center of the legs. Tendons below the knees and bocks appear sharply separated from the cannons, giving the leg a flat appearance.

All four legs are set squarely under the body. From the front view, the forelegs are parallel with the feet pointing straight ahead. From the side view, a line drawn perpendicular to the ground should bisect the foreleg all the way from the shoulder to the rear of the hoof.
hind legs should set well under the horse and the feet point straight ahead. The hock should be set at the correct angle. Too much angle at the hock with the feet set too far under the body is called sickle-bucked. Too little angle is called "post-legged".

FEET & PASTERSNS

The hoof should be well shaped, roomy and balanced in size with the horse. The heel should be deep, wide and open. The hoof should appear tough and durable.

The pasterns should be medium in length and set at approximately 45 degrees to the ground. The hoof should have the same angle as the pastern. If the pastern is too straight, it does not cushion the shock of the foot striking the ground and can lead to serious damage as well as a rough ride.

QUALITY

Quality is indicated by cleanness of the bone and head, general body smoothness, and stylishness. The bone should be clean and hard. The joints, free from fleshiness. The tendons in the legs stand back from the cannon bones and give the legs a flat appearance. The bead looks clean-cut and chiselled. The body is smooth and the haircoat glossy.

However, a slick fat horse might appear smooth and glossy and still be of low quality.

SEX & BREED CHARACTER

By sex character, we mean masculinity in the stallion and femininity in the mare. The stallion should have a bolder, stronger head, a more massive jaw and thicker, heavier neck and shoulders than the gelding or mare. The stallion has heavier bones and it larger and more rugged than the mare. Geldings do not show excessive masculinity.

Mares should be feminin. about the head and neck and more refined than stallions.

Each breed has slightly different characteristics about the head as well as in body conformation. These are the points which make us recognize one breed of light horses from the others. In breed checks or in selecting a horse of a particular breed, these points should be considered.
ACTION

Although the degree of action will vary somewhat with the different breeds of light horses depending on their use (saddle, racing, stock horse, show, etc.), the usefulness of all horses depends on their ability to move well. In all breeds the motion should be straight and true, with a long, well co-ordinated, elastic stride. Excess lateral movement of the feet reduces efficiency and detracts from co-ordination.

Action is affected by the set or the feet and legs. A horse that stands crooked usually moves crooked. A horse that toes in (pigeon-toed) on the front feet will usually paddle or wing out. Some horses place the front feet too close together, sometimes interfering as they move. A horse that toes out (splay-footed) in front will usually dish or wing in.

Fairly close hock action, with the hind legs moving straight forward is desirable. Lateral movement of the hocks is undesirable.

The horse should move with snap and determination, as if he knows where he is going and is sure to get there. A halting, sluggish movement is undesirable. Some common defects are:

CROSS-FIRING - A "scufing" on the inside of the diagonal forefeet and hindfeet: generally confined to pacers.

DWELLING - A noticeable pause in the flight of the foot, as though the stride were completed before the foot reaches the ground; most noticeable in trick trained horses.

FORGING - Striking forefoot with toe of hindfoot.

LAMENESS - A defect detected when the animal favors the affected foot standing. The load on the ailing foot in action is eased and a characteristic bobbing of the head occurs as the affected foot strikes the ground.

SPEEDY-CUTTING - The inside of diagonal fore and hind pastern made contact; sometimes seen in fast-trotting horses.

STRINGHALT - Excessive flexing of hind legs; most easily detected when a horse is backed.

TRAPPY - A short, quick, choppy stride; a tendency of horses with short, straight pasterns and straight shoulders.

WINDING OR ROPE-WALKING - A twisting of the striding leg around in front of supporting leg, which results in contact like that of a rope-walking artist; often occurs in horses with very wide front.

WINGING - An exaggerated paddling particularly noticeable in high-going horses.
toe-narrow or pigeon-toed horses.

POINTING - Perceptible ion of the stride with little Oexion; likely to occur in the loog-strided Thoroughbred and Standardbred breeds - animals bred and trained for great speed.

POUNDING - Heavy contact with ground instead of desired light, springy movement.

ROLLING - Excessive lateral shoulder motion; characteristic of horses with protruding shoulders.

SCALPING - The hairline at top if bind.foot hits toe of forefoot as it breaks over.

JINSQJTNDNESS & BLEMISHES

A major point in judging horses or examining one prior to purchase is the recognition of unsoundness and blemishes and calculating the importance of each. A blemish is an abnormality which may detract from the appearance of a horse, but does not affect his serviceability. An unsoundness is an abnormality that interferes with the usefulness of the horse.

Certain unsoundnesses have a tendency to be inherited, and these are more serious than those which are acquired by accident. Inherited unsoundnesses make a horse undesirable for breeding, showing or performance.
How to Judge

HOW TO nroGE A CLASS

A good horse judge follows a pattern or system, when placing a class. Be considers the most important points, comparing each horse to his ideal. Be then ranks them accordingly.

Usually, horses are judged at the halter. In 4-H contests, there are usually four in a class, and these are numbered from 1 or 4, left to right. Study the class from a distance (10 to 20 paces), looking at a side view, a front view, and a rear view. You should make a tentative placing at this time.

Then watch the horses in action. They should be led toward you and away from you at the walk and trot. Observe the action of feet and legs and overall co-ordination.

When the horses are lined up again, you can move among them for a close-up inspection. In judging contests you should make notes on the class as you judge. Side view (from a distance), look for:
Type, style, balance
Proportional depth of leg and depth of body Slope and length of shoulder
Length and setting of head, neck and ears Length and strength of back
Shortness of coupling, length and turn of croup Width of forearm, arm, stifle and gaskin muscles Set of front legs (correct, calf, or buck-kneed)
Set of rear legs (correct, sickle-bocked, post-legged) Slope of pastern
Height of withers, length of underline Rear view (from a distance), look for:
General width and proportional width over hips and through thigh or quarter and stifle
Length and width of inside and outside gaskin muscle
Set of hind legs and hocks (correct, cow-hocked, bow-legged)
Shape and expansion or head; size and setting rears Width or chest and muscling or arm, forearm, and v-muscle
Set of front legs (correct, splay-footed, pigeon-toed, knock-kneed, or bow-legged) Alignment of kneed and cannon

On close inspection, look for:

Close view of above points Height and cleanness or wither
Shortness and muscling or coupling Soundness of feet and leg
Shape and texture of hoof, depth of heel
Unsoundness: lameness, blindness, curbs, spavine, splints
Defects, blemishes
Spring of ribs
Parrot mouth (ask exhibitor to display the horse's teeth)

Where horse is in action, (Walk horse to judge. Trot horse away from judge), look for:

A long step, true and free, with enough joint Oexion for feet to clear ground Good bead carriage and action in front when coming toward you
Length or stride and bock action as horse travels away from you
## General appearance

<table>
<thead>
<tr>
<th>Type</th>
<th>- evidence of ability to perform required function</th>
<th>- draft</th>
<th>- heavy</th>
<th>- light light horse</th>
<th>- pony</th>
<th>- horse</th>
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<td></td>
<td>15</td>
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<table>
<thead>
<tr>
<th>POINTS</th>
<th>100</th>
</tr>
</thead>
</table>

| 3. Forehand - emphasis on feet and legs | 20 |
| 4. Mid-Section - top and bottom line   | 10 |
| 5. Rump - emphasis on feet and legs    | 20 |
| 6. Way of going                        | 25 |

**TOTAL:** 100
Miniature Horse Judging:
Please refer to this general information to assist you as you complete the Judging component of your project.

General Impression:
- A small, sound, well balanced horse, possessing the correct conformation characteristics required of most breeds.
- Refinement and femininity in the mare.
- Boldness and masculinity in the stallion.
- The general impression should be one of symmetry, strength, agility and alertness.
- Since the breed objective is the smallest possible perfect horse, preference in judging shall be given the smaller horse, other characteristics being approximately equal.

Head:
- In proportion to length of neck and body.
- Broad forehead with large prominent eyes, set wide apart.
- Comparatively short distance between eyes and muzzle. Large nostrils. Clean, refined muzzle.
- Even bite.

Ears:
- Medium in size. Pointed. Carried alertly, with tips curving slightly inward.

Throat:
- Latch: Clean and well defined.

Neck:
- Flexible, lengthy, in proportion to body and type and blending smoothly into withers.

Shoulder:
Body:

Hindquarters:
- Long, well-muscled hip, thigh and gaskin. Highest point of croup to be same height as withers. Smooth rounding off rump.

Legs:
- Set straight and parallel when viewed from front or back. Straight, true and squarely set. Hooves pointing directly ahead. Pasterns sloping about 45 degrees and blending smoothly with no change in angle from the hooves to the ground. Hooves to be round and compact, trimmed as short as practicable for an unshod horse.

Colour:
The hair should be lustrous and silky.
Swine Judging Card

REPLACEMENT ANIMALS  HOGS
30  so

MARKET


SATISFACTORY WALKING ABILITY. Good size, scale and balance, with limited arch or topline.

HEAD & NECK: Broad, clean cut, neat rorehead with large, clear eyes. Ears representative or breed. Neat, trim jowl and cheek. Moderately long, well developed snout with representative dish or forehead. Neck with good length, clean, neat and blending in nicely with shoulder.

SHOULDER: Smooth, clean over the top tree from excess finish, evidence or muscling that shows movement when animal is walking.

BACK & LOIN: Wide and long, slight dip in midline, good muscling, free from finish.

SIDES: Long and deep with adequate spring of rib. UNDERLINE: Clean trim, firm, straight, not flabby. Breeding gilts and sows should have at least 14 well spaced and developed teats, may show evidence of being in pig.

RUMP: Long, wide and muscular. Moderate flare from loin with high tail setting.

HAM: Clean, deep, well muscled, rim not flabby or wrinkled.

FEET & LEGS: Should stand firmly on even toes and soles of feet. Slightly sloped pasterns, with good spring. Gs should be placed squarely on the body 'with good width front and rear. Bone should be oval and strong. Hind legs should not be "cow-hocked" or "sickled".

FINISH: A minimum amount of smooth finish, uniformly distributed over the entire body. Overly fat, wasty hogs are undesirable. Should be free of signs of tail biting, cuts or bruises. White pigs should have good coloration - not pale or red and rough.

- 51-

s  s  15  s

s  s  s  s

s  s  s  s

s  s  s  5

s  s  s  5

s  s  s  5
Figure 3 NOMENCLATURE OF MALE

Comb 18. Secondaries of Wing Bay
Upper Mandible or Beak 19. Breast
Lower Mandible or Beak 20. Primary Coverts
Throat 21. Prtmarles
Wattle 22. Back
Skull 23. Upper Saddle
Eye 24. Lower Saddle
Ear 25. Rear Body Feathers
Face 26. fluff or Stem
Ear-lobe 27. Lower Thigh Feathers
Hackle 28. Hock Plumage
Front of Neck Plumage 29. Main Sickles
C.pe 30. Mall Tall
Shoulder 31. Leuer Sickles

Figure 4 NOMENCLATURE OF FEMALE

Wing Front 32. Tall
C:OV.rts 33. Ear
Abdomen 15. Wing Bow
Bara 17. Wing Coverts or Wing
S. Ear-lobe 9 • Wattle
Nostril 20. Ear-lobe
Beak 8 • Wattle
Throat 28. Hock Plumage
Hackle 29. Main Sickles
Front of Neck Plumage 30. Mall Tall
Breast 31. Leuer Sickles
Cape
1s. Shoulder
Wing Bow

Wing Front
Wing Covert or Wing Bar
Secondaries or Wing Bay
Primaries
Primary Coverts
Back
Sweep of back
Cushion
Main Tall
Tall Coverts
Rear Body Feathers
Fluff or Stern
Lower Thigh Plumage
Hock Plumage
Abdomen
Interpretation of Standard For
Judges - 4-H Poultry Members & Leaders

The purpose of the Standard is to establish ideals for shape, size and color which are practical and useful, as well as symmetrical and attractive.

All breeds, whether bred chiefly for economic purposes or for beauty of color and form, must be healthy and vigorous and of good productive qualities to insure full propagating, as well as popular acceptance of the breed.

Judges and breeders therefore, in all cases, are instructed to give full consideration to those fundamental characteristics which are necessary to maintain vigor and production at the highest level-consistent with true breed type.

DETERMINATION OF MERIT:

SCALE OF POINTS: The merit of a specimen shall be determined by a careful examination of all sections listed under the Scale of Points. You must be familiar with this scale, so that no more or no less value will be placed on any section than is provided for. Unless otherwise specified, all shape and color descriptions and disqualifications for chickens apply equally to large chickens and Bantams.

CUTTING FOR DEFECTS: For the same reasons you should be familiar with "Cutting For Defects".

HANDLING SPECIMENS: In order to properly evaluate each section, all specimens to be used as breeders or in competition at poultry shows must be handled by a judge or flock inspector, excepting those showing symptoms of a contagious or communicable disease, or which reveal decided inferiority from outside the show coop. No flock should be inspected showing evidence of communicable or contagious disease.

SIZE & WEIGHT:

(a) WEIGHING: When size and weight cannot be determined by comparison, it is advisable to required the weighing of the specimens.

APPLY DISQUALIFICATIONS: Disqualifying eights for adults specimens shall apply at all times, but due allowance should be made for decreased weight in
COLOR:
BLACK or BROWN: In the quill or the primary or secondary or white varieties should not be construed to include sbdm on the quill or a feather caused by the coagulation or blood on the under side.

BRASSINESS: On the surface plumage or white fowls is a serious defect and shall be discounted.
GRAY SPECKS: A few very small, grayish specks in white fowls shall not prevent a specimen that is otherwise superior in type and color from winning over one which is typical in shape but sound in color; provided the gray specks do not appear prominently in the primary, secondary or main tail feathers.

UNDERCOLOR: Proper surface color gives identity, lends beauty, and provides uniformity or appearance, while undercolor is primarily a breeding consideration and overemphasis should be avoided.

OF SHANKS AND TOES

NOMENCLATURE

35 38
MALE
37•37. Toes 38•38. Toe-Nalls
Shank
Middle of Hock Joint
Spur
Foot
Web

FEMALE
35.35, Toe-Nalls
Shank
Spur 33. Foot
34•34 TOH
Web
Middle of Hock Joint
Importance of Feather Quality

Feathers act as a protective covering for fowl, protecting it from cold, rain, sun and injury, also aiding in short flight. It is important that the feather be relatively broad, the web of good firin texture, with a strona shaft, the barbs, barbules and barbicels closely and tightly knitted together, with the exception or a very few ornamental breem such as Silkies, Frizzles and Sebastapol Geese. F.arly an d full feathering is woclated with a good relatively broad feather or rum mucture, an d J ud&es, flock impedors and breeders, are especially instructed to &ive full consideration to this important quality. Narrow thin feathers inclined to silkins, often found in the back, whip, and tail coverts, are particularly to be avoided and no specimen should be bred from this characteristic.

The following general feather descriptions for various classes apply to females and to such sections of males which conform generally to the feather type of the female.

COCHIN: Feathers should be broad, long, soft and fitting loosely on the body. Fluff relatively long and abundant.

BRAHMAS: Feathers should be more compact and without the fluirmess of Cochins.

All American All English except cornish, all French and Lang.shans: Feathers should be moderately broad and long, fitting fairly close to the body.

All Mediterranean, Hamhnrp, Polish and Continentals: Feathers moderately broad and long, fitting rather close to body.

All Games, Game Banuum, :Malays and Malay Bantams: Feathers short, rather narrow, bard and rum, with as little fluff as ible, fitting very close to body.

All Cornish: Feathers should be close fitting and bard, as in the Modern Game, but wider.

Ofracial A.P.A. judges shall give due consideration to the condition of the plumage in making awards, but not to the detriment of breed type and color.
Cochin Leg and 'l'.oe Feathering.
A. Upper Thigh; C-C, Shank;
B-8 Lower Thigh; D-D, Toe.
Terminology Re Processed Poultry

1. cmcKEN-
   Means a bird of the species CwBJlus Dnmesticus having flexible cartilage at the posterior end of the breast or keel bone, tender meat and soft skin of smooth texture.

cmcKEN CAPON - Means a male bird of the species C"wallus Dnmesticus having flexible cartilage at the posterior end of the breast or keel bone, tender meat and soft skin of smooth texture.

STEWING HEN - Means a mature female bird of the species Gallus Dnmesticns that does not have flexible cartilage at posterior end of the breast or keel bone, tender meat or soft skin of smooth texture.

YOUNG TURKEY - Means a turkey having flexible cartilage at the posterior end of the breast or keel bone, tender meat and soft skin of smooth texture.

S. MATURE TURKEY - Means a turkey that does not have flexible cartilage at the posterior end of the breast or keel bone, tender meat or soft skin or smooth texture.

YOUNG DUCK OR GOOSE- Means a duck or goose having flexible cartilage at the posterior end of the breast or keel bone, tender meat and soft skin of smooth texture.

MATURE DUCK OR GOOSE., Means a duck or goose that does not have flexible cartilage at posterior end of the breast or keel bone, tender meat or soft skin of smooth texture.
### Chickens General Scale of Points

All breeds or chickens, except Crested and Bearded varieties. Modern Games and Malays, Bamburg and Rose Comb Bantams, and Japanese bantams.

<table>
<thead>
<tr>
<th>TOTAL WID1'E OTHER</th>
<th>Shape-Color THAN WHITE Shape-Color</th>
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<tbody>
<tr>
<td>Symmetry</td>
<td>4 4</td>
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<tr>
<td>Weight or Size</td>
<td>4 4</td>
</tr>
<tr>
<td>Condition &amp; Vigor</td>
<td>10 10</td>
</tr>
<tr>
<td>Comb</td>
<td>s s</td>
</tr>
<tr>
<td>5. Beak</td>
<td>2 1 2 1</td>
</tr>
<tr>
<td>6. Skull &amp; Face</td>
<td>3 1 3 1</td>
</tr>
<tr>
<td>7. Eyes</td>
<td>2 2 2 2</td>
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<tr>
<td>Wattles</td>
<td>2 2</td>
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<tr>
<td>Ear lopes</td>
<td>2 2 2 2</td>
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<tr>
<td>10 Neck</td>
<td>3 3 3 3</td>
</tr>
<tr>
<td>11 Back</td>
<td>4 4 6 6</td>
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<tr>
<td>12 Tail</td>
<td>s 3 4 4</td>
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<tr>
<td>13 Wings</td>
<td>s 3 3 5</td>
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<tr>
<td>14 Breast</td>
<td>7 3 5 5</td>
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<tr>
<td>Body &amp; Fluff</td>
<td>6 2 5 3</td>
</tr>
<tr>
<td>Legs &amp; Toes</td>
<td>8 5 1 5</td>
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<tr>
<td>(100)</td>
<td>73 27 63 37</td>
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All crested or Bearded, or both - Crest, shape 8, color 4: Beard, shape 3, color 1. Modern Game and Malay - Station, 10 points.
Japanese Bantam - Accentuated breed type, 10 points.
Bamburgh and Rose Comb Bantams - Substitute, Comb, sha 8; Ear Lobes, shape 4, color 3.
Buttercup and La Fleche - Substitute, Comb, shape 10.

In order to allow extra point value for these distinctive breed features, it is necessary to deduct proportionately from all sections in the Scale of Points, so the total allowed will not exceed 100 points.
EXAMPLE: To allow 12 points for crest (shape 8, color 4) deduct (1) point each from shape of comb, wattles, ear lobes, back, tail, wings, breast, body and fluff (total 8) and (1) point each from color or ear lobes, neck, back and breast (total 4) making a grand total of 12.
Ducks

SCALE OF POINTS

WHITE  Other than WH1E
Shape - Color  Shape - Color

1. Symmetry  4  4
2. Weight  4  4
3. Condition & Vigor  10  10
4. Bill  4  2  3  3
5. Eyes  2  2  2  2
6. Head  4  2  4  2
7. Neck  3  3  3  3
8. Back  8  4  6  6
9. Tail  2  2  2  2
10. Wings  5  3  4  1
11. Breast  12  4  10  6
12. Body  12  4  10  6
13. Legs & Feet  2  2  2  2

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72  28  64  36

• Note: On Crested White deduct 2 points each from shape of bill, head, back, wings and body; making 12 points for crest

Indian Runners - deduct 2 points from weight; and 2 points each from shape of back, wings, breast and body (8) making a grand total of 10 to carriage.

In Parti-Colored Runners deduct 2 points from weight, 2 points from shape of wings; and 2 points each from color of back, breast and body, making a grand total or 10 to carriage.

OuCIIHNCI
A-lla  a- a.■11
## 4-H Oxen Score Card

<table>
<thead>
<tr>
<th>General Appearance</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Appearance includes good weight for age, trimness, smoothness and straightness of top line. The team should display even, firm fleshing and should be free of excess finish. The bone should be of good quality, strong and clean. It should be a team - well matched in the above qualities.</td>
<td>25</td>
</tr>
</tbody>
</table>

### Head and Horns

The head should be of medium length with a broad muzzle, large nostrils, large prominent eyes and broad forehead. The horns should be matched in length, shape and position.

### Body

The chest should be deep and wide, the foreflank full, there should be good depth of heart and fullness of crops region. The ribs should be well sprung and arched from a straight top line, the back broad, straight, well-fleshed and smooth, and the loin broad and strong. The body should display good length and trimness of underline.

The shoulders should be smooth, evenly covered with flesh, compact, moderately broad on top and blend well into the body. The brisket and dewlap should be trim.

The rump should be long and straight from hooks to pins. The thighs should be deep, full and well-muscled. The tail head should be smoothly blended into the rump.

The team member should be matched in size especially height and length. The team should also match in coat colour.