

The 4-H'ers Guide
to Showcase
Showdown

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SCHEDULE OF EVENTS

The end times are approximate, to help plan what is possible to register for.

Tuesday, June 18

All day starting at 8am Registration/Check-in at UW Wyoming Union

- 10:00 am – 10:30 am Welcome – Union Ballroom
10:30 am – 4:30 pm Food Cook Off – College of Agriculture, Kitchen RM 3023 (2 hours per team)
10:30 am – 11:30 am WORKSHOP: Leave No Trace - College of Business RM 123
10:30 am – 12:00 pm Dog Skill-A-Thon – College of Business RM 10, 21
11:00 am – 12:30 pm WORKSHOP: Castle Siege, Innovation Wyrkshop – Engineering Education & Research Building, RM 127
12:00 pm – 4:00 pm Robotics Mission Challenge – Union Ballroom
1:00 pm – 3:00 pm WORKSHOP: Fashion Revue Fabulous – College of Agriculture, Auditorium
3:00 pm – 4:00 pm WORKSHOP: Freezer Jam – College of Agriculture, RM 3026
3:00 pm – 6:00 pm Livestock Skill-A-Thon – College of Business RM 110, 111 and 121 (Jr. 110, Sr. 111 and Extra Space 121)
5:30 pm Pizza Dinner before Robotics Sumo Contest – Union Ballroom
6:00 pm – 8:00pm Robotics Sumo – Union Ballroom

Wednesday, June 19

All day starting at 7:30 am Registration/Check-in at UW Wyoming Union

- 8:30 am – 11:30 am Hippology Contest – Hansen Arena
9:00 am – 4:00 pm Prepared and Impromptu Presentation Contests – College of Business RM 209, 210, 211 and 121
Youth presentations will take 20 minutes max per individual.
9:00 am – 11:00 am WORKSHOP: Fishing Trip - Huck Finn Pond, Leave from College of Business
9:30 am – 12:30 pm WORKSHOP: Barn Quilt Art – College of Business RM 110, 111 and outside COB
10:00 am – 11:30 am WORKSHOP: Robot Races, Innovation Woyrkshop – Engineering Education & Research Building, RM 127
10:00 am – 12:00 pm Cake Decorating Contest Round 1 – College of Ag, Kitchen RM 3023
1:00 pm – 3:00 pm WORKSHOP: Workshop hosted by State 4-H Leadership Team – College of Business RM 123
1:00 pm – 5:00 pm WORKSHOP: Fidget Quilts - College of Business RM 110, 111
1:00 pm – 5:00 pm Horse Judging Contest – Hansen Arena
1:30 pm – 3:30 pm Cake Decorating Contest Round 2 – College of Ag, Kitchen RM 3023
1:30 pm – 3:30 pm WORKSHOP: Open Studio Paper Crafts - College of Business RM 10 and 21
2:00 pm – 5:00 pm WORKSHOP: Intro to Square Dancing - Union Ballroom
7:00 pm Ice Cream Social – Union 2nd floor breezeway, outside ballroom
9:00 pm Dance – Union Ballroom

Thursday, June 20

- 8:00 am – 10:00 am Table Setting – College of Business RM 121
- 8:00 am – 8:30 am Produce Judging Coaches Meeting – Union Ballroom
- 8:30 am - 11:30 am Produce Judging - Union Ballroom
- 9:00 am – 10:00 am WORKSHOP: Interview Like A Champ - College of Business RM 123
- 10:00 am – 11:30 am WORKSHOP: UW Athletics Tour
- 12:30 pm Lunch – Union Ballroom
Lunch INCLUDED WITH \$45 REGISTRATION, Anyone wanting to eat lunch will need to be registered or pay at the door to get meal ticket.
- 1:30 pm Award Ceremony – Union Ballroom
Leadership Team Announcement, Cake Decorating, Dog Skill-a-thon, Food Cook Off, Hippology, Horse Judging, Livestock Skill-a-thon, Presentations, Produce Judging, Robotics, Table Setting, Salute to Excellence Award Presentation

WORKSHOP INFORMATION

TUESDAY, JUNE 18

10:30-11:30 A.M.

LEAVE NO TRACE <i>Hailey Sorg</i> <i>College of Business</i> <i>123</i>	Leave No Trace is a program that helps young people learn how responsible actions can help protect the outdoors. This workshop will help students develop and understand outdoor best practices through fun and interactive activities!
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11:00 A.M.-12:30 P.M.

CASTLE SIEGE, INNOVATION WYRKSHOP <i>Innovation Wyrkshop</i> <i>Engineering Education & Research Building 127</i>	Castle Siege: In Castle Siege, students craft catapults to conquer castle walls. Through teamwork and innovation, they engineer powerful siege engines from simple materials. Aim, launch, and conquer in this thrilling engineering challenge!
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1:00-3:30 P.M.

FASHION REVUE FABULOUS <i>Courtney Dixon</i> <i>College of Agriculture Auditorium</i>	Teach members tips and tricks for successful modeling and fashion revue interview skills.
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3:00-4:00 P.M.

FREEZER JAM <i>Mary Evans</i> <i>College of Agriculture</i> <i>3026</i>	Have you wanted to learn food preservation but not sure where to start. Try your hand at Freezer Jam in this 1 hour workshop.
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WEDNESDAY, JUNE 19

9:00-11:00 A.M.

FISHING TRIP

UW Extension Employees

Huck Finn Pond

This fishing trip is for youth 12 and under. Youth will travel to Huck Finn pond in Laramie. You can bring your own poles or poles will be provided.

9:30-12:30 P.M.

BARN QUILT ART

Abby Perry

*College of Business
110 & 111*

This class will explore a brief history of Barn Quilts in the U.S., with the majority of the class being devoted to making a 2' x 2' barn quilt. Participants will learn how to convert simple barn quilts into squares, rectangles, and triangles, and then transpose those shapes onto their plywood square. Students will get practice using t-square and rulers, and will then be able to choose a paint pallet for their quilt. Depending on available time, the 'quilt' will need to be painted at home.

10:00 A.M.-11:30 P.M.

**ROBOT RACES,
INNOVATION WYRKSHOP**
Innovation Wyrkshop

*Engineering Education &
Research Building 127*

Robot Races: Gear up for an electrifying challenge with Robot Races! Using Ozobots, students will program their way through colorful mazes, vying to outmaneuver their rivals and reach the finish line first. With each bot coded to follow a unique color path, strategy and speed are key to victory in this thrilling robotics showdown!

1:00-3:00 P.M.

**LEADERSHIP TEAM
WORKSHOP, TBD**
*State 4-H Leadership
Team*

College of Business 123

More information to come!

1:00-5:00 P.M.

FIDGET QUILTS

Elizabeth Downare

*College of Business
110 & 111*

This workshop is a great way to learn sewing skills while also completing a community service project. We will be making fidget Quilts for dementia patients. Quilts will be donated to nursing homes or assisted living facilities.

1:30-3:30 P.M.

**OPEN STUDIO PAPER
CRAFTS**
Abby Perry

This is an Open Studio time for youth to explore crafts with paper. I can have paper punches and embossers available to make a variety of things like cards, bookmarks, people or animals with movable parts. This is a time for youth to direct their own creativity.

*College of Business
10 & 21*

2:00-5:00 P.M.

**INTRO TO SQUARE
DANCING**
Dixie Mount

Come learn how to square dance or help others learn if you know how!

Union Ballroom

THURSDAY, JUNE 20

9:00 - 10:00 A.M

INTERVIEW LIKE A CHAMP
Courtney Dixon

Interviews are often associated with job seekers, but great interview skills can help people of all ages be successful! Whether meeting with a judge at county fair, applying for college, or preparing for a first job, this session will provide youth of all ages with tips and tricks on effective communication, body language, attire and etiquette to nail that interview.

College of Business 123

10:00 - 11:30 A.M

UW ATHLETICS TOUR
Kade Russow

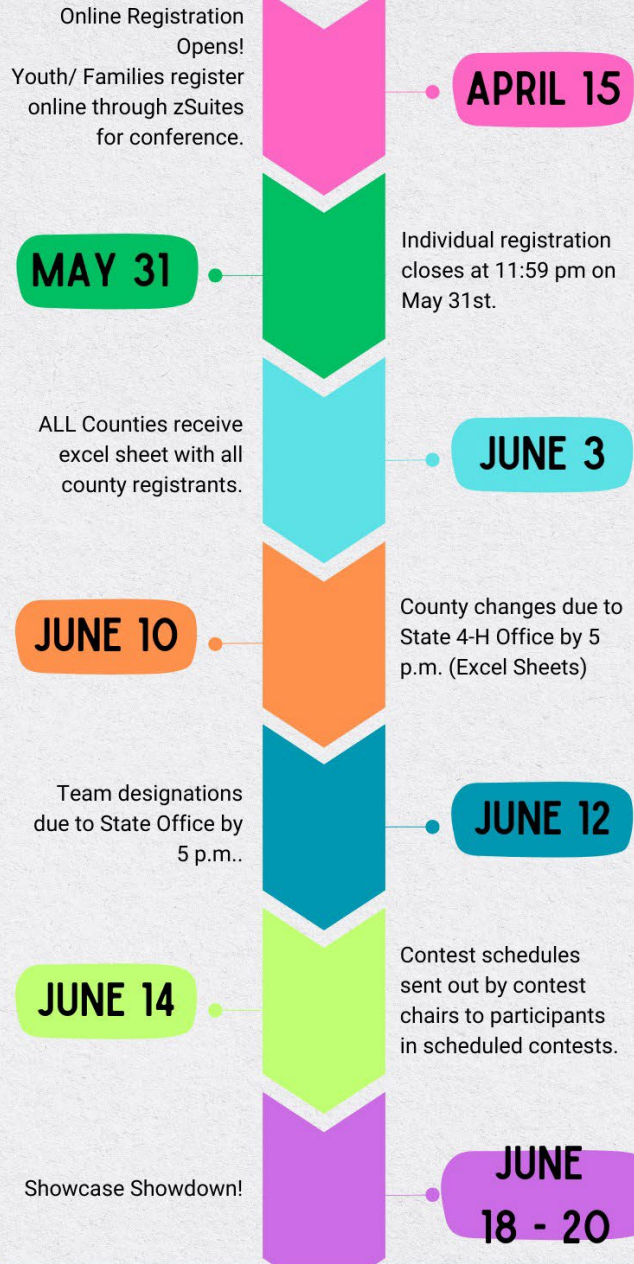
This tour will go through the University of Wyoming Athletic Facilities! Have you ever wanted to see where the UW Athletes practice and play up close, come along with us as we tour all the facilities!

UW ATHLETIC FACILITIES

2024 SHOWCASE SHOWDOWN

REGISTRATION PROCESS AND TIMELINE

(307) 766-5170 rtroudt@uwyo.edu
www.wyoming4h.org



****County changes/additions can be made until 6/10 at 5 p.m. with no penalties. Cancelled registrations made after 6/3 will be charged full fee amount. ****

Financial Break Down

Families: Your 4-H Educator can help you afford Showcase Showdown!

Registration

Cost: \$45

Includes: Workshop and contest costs, a t-shirt for all registered youth and 1 dinner, 1 desert night and 1 lunch.

Food/Lodging

Hotel:

- \$ 189.00 for one night stay
- \$ 378.00 for two night stay

Dorm Rooms with dining hall meals:

- Those staying in the dorm halls must eat 2 meals a day for every night stayed. (There will be 2 meals that will be part of registration that you won't have to pay for a meal in the dinning center. The 2 meals essentially will count for one of your required two meals a day you stay in the Halls)
- 1 night (double Room) \$ 26.00 (\$13.00 for 2 youth)
- 1 nights (single Room) \$ 33.00
- 2 nights would be the 1 night rate doubled.

Meals in Washakie Dinning Center (All you can eat):

Breakfast	\$10.00
Lunch	\$13.00
Dinner	\$13.00

Travel

Carpooling in a 7 passenger gas powered vehicle:

- From Jackson, Cody, Sheridan, Evanston: ~\$120-\$150 round trip (\$18-22/person)
- From Gillette, Rock Springs, Riverton: \$80-\$100 round trip (\$12-14/person)
- From Casper, Douglas, Rawlins, Wheatland, Torrington: ~\$30-\$60 round trip (\$5-9/person)

Ways to cut travel costs more: use 8+ passenger vehicles, ask your 4-H Educator if they can drive you in the county extension office vehicle....

How can I fundraise?

1. Call your 4-H Educator and ask them if one of the following entities will give a flat donation or match dollars you raise: 4-H Leader's Council, County 4-H Foundation, 4-H Office Event budget. Most of these groups have paperwork you need to fill out or ask you to write a letter explaining how you will use the funds.
2. Sales! Ask your local feed store, hardware store, or grocery if you can hold a bake-sale, during set times of the week. At a team practice one night wrap lollipops with colorful ribbon and a paper decoration for different holidays (Valentines Day, St. Patrick's Day, Easter, Earth Day, Memorial Day) and sell them at a community event or high school sports game.

What the WY 4-H Foundation is doing for you: Cut's what the registration would normally be in half to make it more affordable for participants.

CAKE DECORATING

at Showcase Showdown

June 19th

**Individual
Contest**

CONTEST DETAILS

- Individual Contest
- All WY 4-H Members
- Fun way to be artistic and creative
- 1 hour 15 minute contest
- Themed contest, Participants will be informed of the theme at the start of the event
- Participants must provide ALL equipment needed except icing, cake boards and cake forms



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DOG SKILL-A-THON

at Showcase Showdown

June 18th

**Individuals
& Teams**

CONTEST DETAILS

- All WY 4-H Members
- 1 hour 15 min contest per age division
- All members regardless if they are on a team will compete as individuals
- Teams may consist of 3 - 4 youth
- Use your knowledge gained in the 4-H Dog Projects in four parts (Quiz Bowl, breed identification, identifying parts and skill-a-thon (hands-on))
- Participants do not need to own a dog or be in the 4-H Dog Project



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FOOD COOK OFF

at Showcase Showdown

June 18th

**Team
Contest**

CONTEST DETAILS

- All WY 4-H Members
- Team contest consisting of 2-4 Youth
- 1 - 1.5 hour contest
- Disney Themed Contest,
- Choose your own recipe and submit by June 1st.
- Interview Judging: Knowledge of My Plate, nutrition, food safety, serving size and cost
- Senior teams compete for eligibility at National Competitions



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HORSE HIPPOLOGY

at Showcase Showdown

June 19th

Team Contest

CONTEST DETAILS

- All WY 4-H Members
- Team contest consisting of 2 - 4 youth
- 3 hour contest
- Knowledge in equine science and management
- Station phase, evaluation phase and a team problem presentation
- Senior teams also complete an exam phase
- Senior teams compete for eligibility at National Competitions



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HORSE JUDGING

at Showcase Showdown

June 19th

Team
Contest

CONTEST DETAILS

- All WY 4-H Members
- Team contest consisting of 2 - 4 youth
- 4 hour contest
- Contest will include halter/ conformation and performance classes.
- Rules sheet has information on what each class may consist of.
- Make sure to be studying from the NHJTCA handbook.
- Senior teams compete for eligibility at National Competitions



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LIVESTOCK SKILL-A-THON

at Showcase Showdown

June 18th

**Team
Contest**

CONTEST DETAILS

- All WY 4-H Members
- Team contest consisting of 3 - 5 youth
- 3 hour contest
- Knowledge of animal science and livestock management practices
- Content covers Beef, Sheep, Swine and Goats; breeds, wholesale cuts, feed & equipment identification, quality assurance along with meats, and wool and hay judging for seniors
- Senior teams compete for eligibility at National Competitions



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IMPROMPTU PRESENTATION

at Showcase Showdown

June 19th

**Individual
Contest**

CONTEST DETAILS

- All WY 4-H Members
- 10 - 15 minute contest
- Work on presenting/ public speaking
- This contest is great for a judging team; as it helps with the same skills you use for Reasons
- No prep work, no presentation or props needed. Youth will be given three topics and will choose one
- Seniors compete for eligibility at National Contest or Trip



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PREPARED PRESENTATION

at Showcase Showdown

June 19th

**Individual
Contest**

CONTEST DETAILS

- All WY 4-H Members
- 15 - 30 minute contest
- Work on presenting/ public speaking
- This can be something you presented for your 4-H Club, a project you made for a science fair, FFA Speech, or a topic you are interested or passionate about.
- Seniors compete for eligibility at National Contest or Trip



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PRODUCE JUDGING

at Showcase Showdown

June 20th

**Individuals
& Teams**

CONTEST DETAILS

- All WY 4-H Members
- Individual and Team Contest
- 3 hour contest
- Up to 8 classes of produce will be evaluated
- Identification Line, Questions and/or Reasons
- Senior teams compete for scholarships to attend a National Trip



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ROBOTICS CONTEST

at Showcase Showdown

June 18th

**Team
Contest**

CONTEST DETAILS

- All WY 4-H Members
- Team contest consisting of 1 - 4 youth
- 4 hour contest
- Knowledge in programming, problem solving and engineering
- Teams will compete in two competitions; Mission Challenge and Mini Sumo Robot
- Teams will also be judged on their interviews



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TABLE SETTING

at Showcase Showdown

June 20th

**Individual
Contest**

CONTEST DETAILS

- All WY 4-H Members
- 1 - 2 Hour contest
- Members who have creative minds and enjoy hosting/ planning events
- Before the event, participants need to choose a theme and purchase all items needed for one place setting.
- Provide a menu to be displayed with your place settings.
- Judging will be done for each item



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CAKE DECORATING

Contact:

Makala Riley (mriley17@uwyo.edu)

Eligibility

- Open to all 4-H youth (excluding Clover Buds)
- Entries are open to individuals.
 - Juniors Individuals ~ 8-10 years old
 - Intermediates Individuals ~ 11-13 years old
 - Seniors Individual ~ 14-18 years old
- Counties may enter as many individuals as are eligible.
- **Pre-registration is required to ensure adequate materials are available.**

Materials

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

Format and Proceedings

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

- b) Coaches will be given five (5) minutes of plan time to assist senior individuals. Coaches can only help with planning; they may not frost or assist in any other way.
- c) After the time allotted above coaches may not have contact with or help contestants. If coaches do not abide by this rule, they may be asked to leave the area and teams may be disqualified.

•This will be a themed event. Youth will be informed of the topic/theme/subject for their creation upon the start of the event.

- Judges will be roaming during the event evaluating teamwork, technique, theme representation, food safety practices and cleanliness, organization, etc.
- *Proper food safety practices will be encouraged and included in evaluations by judges.*

Synopsis

Individuals arrive and find their workspace. They will have a few minutes to “set up”/organize their space. Judges will be introduced.

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

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

DOG SKILL-A-THON

Contact:

Amber Armajo (amwall@uwyo.edu)

Overview

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

- Help youth learn the techniques of logical and accurate decision making.
- Teach youth to recognize the reasons for their decisions.
- Help youth with career guidance.
- Encourage 4-H members to assume responsibility for their decisions and actions.
- Encourage 4-H members to establish goals and determine a course of action that will assist them in accomplishing those goals.

Eligibility

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

Teams

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

Individuals

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

Contest

The contest will consist of four parts. The first part will be in Quiz Bowl fashion where participants will answer 25 questions appropriate for their age category (junior, intermediate, senior). Questions will have a two point value for seniors and a one point value for juniors and intermediates. Questions will be taken from the Study Guide (which is posted on the Wyoming 4-H Website).

The second part will be breed identification. Participants will be required to name the breed and group in which the dog belongs. Contestants will receive one point for each correctly identified breed and one point for each correctly identified group. Only AKC recognized breeds in the main seven recognized groups (Sporting, Non-Sporting, Toy, Terrier, Hound, Working, and Herding) will be used. Juniors and intermediates will identify 25 breeds and seniors will identify

50 breeds. If the officials can determine the breed the youth is identifying, spelling will not be counted against the contestant. However, the number of correct breeds will be used for a tie breaker. Breakdown of breeds for each age division can be found at: <http://www.uwyo.edu/4-h/opportunities/state-contests/showcase-showdown/dog-skillathon.html>

The third part of the contest will consist of identifying the correct parts, internal organs, and skeletal structure of a dog, participants will be asked to identify five parts in each section. Juniors and intermediates will be asked to correctly identify the parts and internal organs of a dog. Seniors will be asked to correctly identify the parts, internal organs, and skeletal structure of a dog. Three points will be given for each correct answer. Diagrams that will be used for the contest can be found at: <http://www.uwyo.edu/4-h/opportunities/state-contests/showcase-showdown/dog-skillathon.html>

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

Junior/Intermediate/Senior:

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

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

	Senior	Juniors/ Intermediates
Section 1 – Quiz Bowl	50 points	25 points
Section 2 – Breeds	100 points	50 points
Section 3 – Parts	45 points	30 points
Section 4 – Skill-A-Thon	45 points	30 points

Awards

Awards will be given to the top three teams in each age division (junior and senior) and to the top ten individuals in each age division (junior, intermediate, and senior).

If you are interested in supporting the Wyoming 4-H Program, please contact:

Wyoming State 4-H Foundation

Steve Mack, Director

1000 E. University Ave., Dept. 3354

Laramie, WY 82071

Phone: 307.766.5170

Email: smack@uwyo.edu

Study Materials

The Wyoming 4-H website (<http://www.uwyo.edu/4-h/opportunities/state-contests/showcaseshowdown/dog-skillathon.html>) will offer a variety of study materials. The Dog Learning Laboratory Kit distributed through the Ohio Agriculture Education Curriculum Materials Service (available at county extension offices) can also be used.

Wyoming 4-H Food Cook Off

Contact:

Gretchen Gasvoda-Kelso (gasvoda@uwyo.edu)

Eligibility/Rules:

1. Jr/Intermediate age division 8-13 years of age by January 1 of current year

Sr age division 14-18 years of age by January 1 of current year

An individual can only enter on one team.

Teams consist of 2-4 members from the same age division. Each team must supply their own equipment for the contest. Allowed equipment is listed - not all is required, **nothing can be added**. Equipment will be checked in and unapproved items will be removed.

5. Teams are allowed to use: (1) electric skillet and/or (1) single and/or (1) double hot plate and/or Rice/Vegetable cooker. Only 2 heating items allowed. No oven or microwave will be allowed.
6. Each team should dress appropriately for the preparation of food (no full or draping sleeves; closed-toe shoes only; hair appropriately restrained, etc.) Each team can coordinate clothing, aprons, etc.
7. Teams will bring all ingredients needed, except the meat source. All ingredients will be prepared during the contest - no precut, premeasured, or precooked food/ingredients allowed.
8. First place Senior Team is eligible for a state learning opportunity with master chefs (TBD) or trip to National Food Cook Off in Texas if available and warranted.
9. No communication with coaches or parents during contest or team will be disqualified. Questions can be directed to Food Cook Off Coordinators.

Contest Procedures:

Senior Team Responsibilities:

- Bring tote with supplies and ALL ingredients (excluding meat).
- Create a Disney Themed entrée using: Substitutions (Ideas Attached – you can use any of the examples or one of your own).
- Mystery Ingredient will be supplied by the committee.
- Prepare entrée, plan presentation, determine cost of dish and clean up assigned area in 1 hour.
- Teams will be evaluated on teamwork, food safety, skills, in addition to a 5-minute interview judging.
- Interview Judging Presentation should include:
 - Knowledge of My Plate
 - Nutrition Knowledge
 - Chronic Disease Prevention
 - Food Preparation
 - Safety Concerns and Practices

- Recommended Serving Size
- Information and Cost Analysis of the Entrée.
- Appearance, Creativity, Effective Communication, and Teamwork will be scored.
- Dessert or salad plate size is recommended for presenting.
- Resources available during contest: (no cell phones)
 - *Choose My Plate* ~ 10 Tips to a Great Plate
 - *Fight Bac* ~ Fight Foodborne Bacteria Brochure
 - *Nutrient Needs at a Glance*
 - Plain white paper
 - Grocery Receipts (bring your own)

****Participants will be able to wash dishes at each station. Participants need to supply own paper towels, wash cloths, dish soap, and towels. Surface sanitizer is encouraged. (bleach water in spray bottle or Lysol wipes). Stoves, ovens, microwaves, or refrigerators will NOT be available for use.

Junior Team Responsibilities:

- Bring tote with supplies and ALL ingredients (excluding meat).
- Teams will choose a Disney Theme recipe and send by June 1.
- No Late Entries
- A mystery ingredient will be provided.
- Teams may alter, add, or substitute ingredients (not required).
- Prepare entrée, plan presentation, determine cost of dish, and clean up assigned area in 1 hour.
- Teams will be evaluated on teamwork, food safety, skills, in addition to a 5-minute interview judging.
- Appearance, Creativity, Effective Communication, and Teamwork will be scored.
- Dessert or salad plate is recommended for presenting.
- Interview Judging Presentation should include:
 - Knowledge of My Plate
 - Nutrition Knowledge
 - Chronic Disease Prevention
 - Food Preparation
 - Safety Concerns and Practices
 - Serving Size information
 - Cost Analysis of the Entrée
- Resources available during contest: (no cell phones)
 - *Choose My Plate* ~ 10 Tips to a Great Plate
 - *Fight Bac* ~ Fight Foodborne Bacteria Brochure
 - *Nutrient Needs at a Glance*

- Plain white paper
- Grocery Receipts (bring your own)

****Participants will be able to wash dishes at each station. Participants need to supply own paper towels, washcloths, dish soap and towels. Surface sanitizer is encouraged (bleach water in a spray bottle or Lysol wipes). Stoves, ovens, microwaves, or refrigerators will NOT be available for use.

Common Substitutions

(Ideas – Examples)

- Baking powder: 1 teaspoon baking powder = ½ teaspoon cream of tartar + ¼ teaspoon baking soda
- Brown sugar: 1 cup brown sugar = 1 cup granulated sugar + 2 to 3 teaspoon molasses
- Buttermilk: 1 cup buttermilk = 1 tablespoon vinegar or lemon juice + enough milk to equal 1 cup. Let stand 5 minutes to thicken. Or use 1 cup plain yogurt.
- Chives: Use scallion tops
- Chocolate: 1 ounce unsweetened chocolate = 3 tablespoons unsweetened cocoa powder + 1 tablespoon vegetable oil.
- Cornstarch (for thickening): 1 cornstarch = 2-3 tablespoons all-purpose flour or rice flour.
- Flour (cake): 1 cup cake flour = 1 cup minus 2 tablespoons all-purpose flour, + 2 tablespoons cornstarch.
- Flour (self-rising): 1 cup self-rising flour = 1 cup all-purpose flour + 1 ½ teaspoons baking powder and ¼ teaspoon salt.
- Milk: 1 cup whole milk = ½ cup heavy cream or evaporated milk + ½ cup water, or ¾ cup half and half + ¼ cup water.
- Sour cream: 1 cup sour cream = 1 cup whole milk yogurt.
- Vanilla extract: use the same amount of maple syrup

Tips for Success:

- Practice, Practice, Practice ~ ask for guidance: 4-H educator, local chefs, or 4-H leaders
- Participate in Mock Cook Off Contests ~ county and/or area
- Utilize ALL team members: planning, washing, chopping, cooking, preparing interview presentation information, communicate with each other, cleaning area ~ be a TEAM
- Make a PLAN: delegate
- Double check Equipment Tote: practice cooking with Electric Skillet and hot plate burner; practice using the can opener, thermometer, etc.
- Options: TEAM matching aprons, shirts, chef hats
- Be Creative ~ Have FUN!

- State 4-H Office / Committee Responsibilities:
- Provide location to participate.
- Provide Mystery Ingredient for Senior and Junior Teams.
- Provide judges: for observing food prep, and for presentation of entrée.

Senior Supply List

Bring only what is needed for recipes

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

- | | |
|--|---|
| <ul style="list-style-type: none"> • Beverage Glass • Bowls: <ul style="list-style-type: none"> ○ Dip Size (1) ○ Mixing (2) ○ Serving (2) • Calculator • Can Opener • Cookie Sheet • Colander • Cutting Board (3) • Disposable Tasting Spoons • Dry Measuring cups (1set) • Electric Skillet • Extension Cord/Power strip • Food thermometer • Forks (2) • Gloves • Liquid Measuring Cup (2cup size) • Hand Sanitizer • Hot Pads (up to 5) • Kitchen Shears (1 pair) • Kitchen Timer • Knives (4) • Rice/Vegetable Cooker • Meat Chopper | <ul style="list-style-type: none"> • Measuring Spoons (2 sets) • Non-stick Cooking Spray • Note Cards (3x5) • Paper Towels (1 roll) • Pancake Turner • Pencils (no limit) • Plastic Box and Trash Bags for Dirty Equipment • 3 Pots with Lids • Potato Masher • Sanitizing Wipes (1 container) • Potato Peeler • Dessert Serving Plates (2) • Serving Utensils • Skewers (1 set) • Spatulas (2) • Stirring Spoons (6) • Storage Bags (1 box) • Tongs • Electric Hot plates <ul style="list-style-type: none"> ○ Single burner (2) ○ OR ○ Double-Burner (1) • Whisk • Zester/Grater • Slotted Spoon |
|--|---|

Junior/Intermediate Supply List

Bring only what is needed for recipes

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

- Beverage Glass
- Bowls:
 - Dip Size (1)
 - Mixing (2)
 - Serving (2)
- Calculator
- Can Opener
- Silverware Knives (2)
- Colander
- Cutting Board (3)
- Disposable Tasting Spoons
- Dry Measuring Cups (1 set)
- Electric Skillet
- Extension Cord/Power Strip
- Food Thermometer
- Forks (2)
- Gloves
- Liquid Measuring Cup (2cup size)
- Hand Sanitizer
- Hot Pads (up to 5)
- Kitchen Shears (1 pair)
- Kitchen Timer
- Knives (4)
- Hand Chopper
- Measuring Spoons (2 sets)
- Non-stick Cooking Spray
- Note Cards (3x5)
- Paper Towels (1 roll)
- Pancake Turner
- Pencils (no limit)
- Meat Chopper
- Whisk
- Pots (3) with Lids (3)
- Potato Masher
- Sanitizing Wipes (1 container)
- Potato Peeler
- Dessert Serving Plates (2)
- Serving Utensils
- Skewers (1 set)
- Spatulas (2)
- Stirring Spoons (6)
- Storage Bags (1 box)
- Tongs
- Electric Hot Plates
 - Single burner (2)
 - ***OR***
 - Double-Burner (1)
- Zester/Grater
- Rice/Vegetable Cooker

HIPPOLOGY

Contact: Dawn Sanchez (dawns@uwyo.edu) and
Amber Armajo (AMWall@uwyo.edu)

OBJECTIVE

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

ELIGIBILITY

- All Wyoming 4-H members are eligible to compete in the appropriate age division. Eligibility will be confirmed using zsuites. Juniors~8-13 years old and Seniors 14-18 years old
- This is a team contest only. Teams may consist of two (2) to four (4) members with youth from the same age group. Counties may enter as many teams as they would like. All team members must be in the same age division and from the same county.

Team Division (Jr. & Senior)

Evaluation Phase

Station Phase

Team Problem

Examination Phase (Sr. ONLY)

*** Each division will be scored separately.**

CONTEST

The contest will consist of the multiple phases. The official answers for all phases will be determined by the organizing committee and an official judge(s). The answers and scores assigned will be final. No appeal will be considered. If a coach, volunteer or parent chooses to dispute answers their team(s) will receive a 50 point(s) penalty.

Phases may or may not happen in the order listed. Talking amongst team members is encouraged for all phases.

EVALUATION PHASE (ALL)

Youth will evaluate one “live” class of Halter Horses, 50 points possible, and answer a set of questions on this class, 50 points possible (5 questions 5 points each). This class will be separate from the Horse Judging contest and will be ran first thing. (100 points possible). Each team will submit one placing and one set of answers to the questions.

STATION PHASE (ALL)

This phase will consist of a series of tables where all contestants will respond to the requirements of the station. At each station a picture or object may be present. Contestants may be asked to describe or demonstrate the use of an item. There will not be a time limit.

Juniors	7 stations	70 possible points	(chosen from Junior list below)
Seniors	10 stations	100 possible points	(chosen from all listed below)

Examples of stations are:

Juniors

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

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

Seniors

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

EXAMINATION PHASE (Seniors Teams)

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

TEAM PROBLEM

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

As a team, contestants will have up to 10 minutes to discuss the problem. Immediately following that discussion, all members on the team will have up to 5 minutes to present the solution. All team members must participate in the

discussion and presentation. Responses should include not only “how” but “why”, with special attention given to the rationale leading to the response.

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

(100 points possible)

Examples of possible team problems might include:

Juniors (8-13)

1. Establishment of a new stable
2. Information on horses
 - a. How to look
 - b. Where to look
 - c. How to use
 - d. Suppliers of information (specialty)
 - e. Duplicating or repeating information
3. Behavior problems
4. Horse farm management
5. Training and conditioning programs
6. Health care

Seniors (14-18)

1. Balancing a horse’s ration
2. Breeding and/or leasing contracts, specific clauses for insurance, liability, payments, care termination, transport, etc.
3. Teaching lessons in horse management.

Scoring

Junior Teams

Stations = 70% of score
Evaluation = 10% of score
Group Think = 20% of score

Senior Teams

Stations = 60% of score
Evaluation = 10% of score
Group Think = 20% of score
Exam – 10% of score

Livestock Skill-A-Thon

Contact: Dawn Sanchez (DawnS@uwyo.edu) or Bryce McKenzie (bmcken7@uwyo.edu)

Objectives

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

Eligibility

- All Wyoming 4-H members are eligible to compete in the appropriate age division (Junior (8-13 years old or Senior 14 & older). Eligibility will be confirmed using ZSuites.
- Only team entries will be accepted and may consist of a minimum of three (3) and maximum of five (5) members per team. There is no limit to the number of teams entered in each age division from each county.

Rules

- Youth may enter the contest with blank paper, clipboards, a timer and writing utensils.
- Teams will have two (2) hours to complete the entire contest. This includes the group process and technology components.
- Spectators are welcome to enter and view the contest from the perimeter but will not be able to interact with the contestants during the event.
- Youth are **encouraged** to work together and interact throughout the event with those on the same team. Discussion between separate teams is not allowed.
- Team scores from each class will be added together for total accumulated points. Awards will be given to the top three teams in each age division.

Contest Classes - Junior Divisions

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

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

Cattle: (15 points) Breeds identification; wholesale parts, external parts.

Sheep: (15 points) Breeds identification; wholesale parts, external parts.

Swine: (15 points) Breeds identification; wholesale parts, external parts.

Goat: (15 points) Breeds identification; wholesale parts, external parts.

Quality Assurance: (10 points) Reading a medicine label; calculating withdrawal times; complete a treatment record; given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity.

Feed Identification: (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more.

Evaluation: (5 points) Youth will be given either classes to place of beef, sheep, swine, or goats; or given questions to answer about a set of animals.

Equipment Identification: (10 points) Youth will be given either pictures or real pieces of equipment to identify.

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

Practicum: (50 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem or answer questions. The practicums may require each team member to complete a part of the practicum. Props or live animals may be including in this hands-on portion of the contest. The juniors will be given three of the practicum topics and one of the three will be included in the state contest. These three topics will be posted on the State 4-H web-site by May 1.

Contest Classes ~ Senior Division

The Wyoming State 4-H Website provides a list of various sources that will aid in preparing for the senior Livestock Skill-a-Thon contest. However, the contest is not limited to the information provided in these resources.

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

Cattle: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Sheep: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Swine: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Goat: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Meat Science: (10 points) Rank classes of meat cuts, identify cuts for wholesale and retail names, solve scenarios, answer questions and/or grade meat cuts/carcasses. (See page 6 for list of identifications.)

Wool: (5 points) Youth will be given either classes of four fleeces to place; or given scenarios or questions to answer about fleeces.

Quality Assurance: (10 points) Reading a medicine label; calculating withdrawal times; Complete a Treatment record; Given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity.

Feeds and feeding: (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more. Solve scenarios or answer questions related to feeding options.

Evaluation: (5 points) Youth will be given either classes to place of beef, sheep, swine, or goats; or given scenarios or questions to answer about a set of animals.

Equipment Identification: (10 points) Youth will be given either pictures or real pieces of equipment to identify; or given scenarios or questions to answer about equipment.

Technology: (10 points) Contestants will use the NCBA Red Book Excel program to answer questions related to herd management. A computer with the program will be provided for the contest. This section can be completed any time during the contest; however, teams will have a maximum of 20 minutes to complete this section.

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

Practicum: (50 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem or answer questions. The practicums may require each team member to complete a part of the practicum. Props or live animals may be including in this hands-on portion of the contest. The senior will be given three of the practicum topics and one of the three will be included in the state contest. These three topics will be posted on the State 4-H web-site by May 1.

Meat Identification List - Seniors

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

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

Presentations Contest - Impromptu

Contact: Emily Haver (ehaver@uwyo.edu)

Overview & Eligibility

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

Contest

The contest will run as follows:

1. In an effort to accommodate varying schedules, contestants will present in the order they show up for the contest within their selected one-hour block.
2. The topic drawing and preparation rooms will be separate from the speaking room(s).
3. When it is a contestant's turn, they will randomly draw three topics from a pool of questions. The contestant will select the one they would like to give the presentation about and return the other two to the pool. No two contestants within the same age group will speak on the same topic.
 - a. Questions will be relative to today's youth and may include current events, 4-H, and/or social issues.

Examples of the type of questions include:

- i. If I were an author, I would write about...
 - ii. One issue facing teenagers today is...
 - iii. If I could describe my personality as a tree, I would be a...
 - iv. What being involved in 4-H has taught me...
4. Upon selection of the chosen topic, the contestant will be allowed three (3) minutes to organize their thoughts before beginning the presentation.
5. Contestants will be allowed to organize their thoughts on a blank note card supplied at the event. Seniors are limited to one note card. Excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
6. Each speech will be timed. Two points will be deducted for each 30 seconds over or under the time limit. The following time limits have been set for each age group.
 - a. Seniors: 3-5 minutes
 - b. Intermediates: 2 ½ - 4 minutes
 - c. Juniors: Up to 3 minutes
7. Contestants may not use any costumes, posters, visual aids, or props for their presentations.
8. Contestants are not allowed to present any items to the judges.
9. A public address system will not be used.
10. Ties will be broken by the judges.

11. This contest will be held in the morning and afternoon to accommodate additional participants who may be competing in other events at Showcase Showdown. Contestants will be asked to choose a one-hour block in which they will complete their presentation.

Awards

Awards will be given to the top ten presentations for each age division.

The top two Seniors will be awarded a \$500 scholarship to attend a 4-H leadership conference of their choosing or the opportunity to compete at Western National Roundup.

Presentations Contest – Prepared

Contact: Emily Haver (ehaver@uwyo.edu)

Overview

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

Eligibility

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

Teams are considered one entry and share any awards.

Contest

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

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

Juniors:3-10 minutes

Intermediates: 5-10 minutes

Seniors:7-15 minutes

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

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

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

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

This contest will be held in the morning and afternoon, to accommodate additional participants who may be competing in other events at Showcase Showdown. Contestants will be asked to choose a specific time slot in which they will complete their presentation. Time slot sign-ups will be emailed out to contestants prior to the contest day.

Awards

The top ten individuals in each age category will be recognized in the Prepared Category overall. Awards will not be broken down by prepared presentation category (demo, talk, speech).

The top two overall Senior Individuals will be awarded a \$500 scholarship to compete at Western National Roundup or a state sponsored leadership experience. (NOTE: the Western National Roundup presentation contest is a *speech* contest, no presentation aides allowed.)

Produce Judging

Contact: Kristi Nagy (knagy@uwyo.edu) and Shar Perry (Hunsaker@uwyo.edu)

CLASSES

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

IDENTIFICATION LINE

The latest revision of the “4-H Produce Identification List” will be the authority to determine which products are used for identification. Seniors will identify 30 products; Juniors and Intermediates will identify 20.

Scoring will be based on properly identifying vegetables by either the general classifications or the specific variety correct for that item. Deductions will not be made for spelling errors.

REASONS & QUESTIONS

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

Juniors: four (4) questions classes with use of notes, or three (3) questions classes and one (1) set of oral reasons

Intermediates: two (2) questions classes with use of notes and two (2) set of oral reasons

Seniors: four (4) sets of oral reasons

TRAINING AIDS

The Wyoming 4-H Vegetable Judging Handbook is available at www.Wyoming4H.org through the Produce Judging link on the Competitive Events Tab.

AWARDS

The top ten individuals in each of the three age categories will be recognized. The top three Junior Teams and the top three (3) Senior Teams will be recognized.

The top two (2) Individual in the Senior Division will be offered a \$500 scholarship to participate in a state sponsored leadership experience.

Each youth and coach are responsible for reading and understanding the Contestant Rules & Eligibility for Judging Contests. This information can be found at www.Wyoming4H.org by clicking on the Competitive Events tab.

4-H PRODUCE IDENTIFICATION LIST

Junior/Intermediate

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

4-H Produce Identification List

Senior

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

Robotics Contest

Contact:

Stacy Buchholz (stacy@uwyo.edu)

Ag Robotics Mission Challenge (Junior, Senior) This is a challenge based contest. Some known challenges will be released prior to the contest, and the remaining on contest day. Teams build and program their robot for known challenges prior to the contest. On contest day, the remaining unknown challenges will be revealed and teams will be given time to build and program the robot to account for the newly revealed challenges.

Mini-Sumo Robot: (Junior, Senior) Teams will design and build a self-propelled or sensing robot designed to force another robot outside a circle four (4) feet in diameter. This contest will be divided by age divisions (junior and senior) with a double elimination bracket configuration.

*Please note: Teams must bring their own robot kit (preferably the Lego Mindstorms NXT, EV3 or SPIKE) and any additional Lego pieces necessary for their contests. **It is also required that teams bring their own laptops/software.***

Please see game rules for specific equipment requirements

Requirements: The contests are open to any 4-H member currently enrolled in the Robotics project. Teams may enter one or all of the contests. Teams may consist of 2-4 members. Team names and designations are due to contest officials ONE WEEK prior to the contest.

Age Groups: Junior (8-13)
Senior (14 & up)

Judging

All of the contests are ranked based on the criteria in the rules and score sheets. Members are judged on their application of technological principles and concepts and their ability to solve difficult problems. During the judging for each contest, only the contest facilitator and judges/officials are permitted in the designated contest area. Leaders, other members, parents and additional competition attendees are prohibited from entering the designated area of the contest while judging is occurring. For all contests and special awards, the decisions of the judge(s) are final and binding.

Awards:

Awards will be given to each of the 2 age groups for each of the contests (Mini-Sumo and Agrobotics Mission Challenge).

Mini-SUMO Robot Contest

The Mini-SUMO Robot Contest requires the member to build an autonomous self-propelled or sensing robot, designed to force another SUMO Robot outside a four (4) foot diameter circle. The competition circle will be a flat black, 4 foot in

diameter, surrounded by a two-inch (2”) wide (painted or taped) flat, white ring. When one Sumo causes the wheels of the other to fall off the competition surface, that sumo is declared the winner.

Rules

1. The SUMO can use sensing devices to govern the motion of the SUMO and can use sensors to detect the other SUMO and/or the edge of the white circle.
2. Sumos cannot exceed 3 Kilograms in weight.
3. Sumos **cannot** exceed a **maximum size** of 20cm x 20cm x 20cm at the start of the contest. They may have attachments however that upon the start of the contest extend beyond the 20x20x20 footprint.
4. All Lego® Mindstorm pieces must be in their original factory condition. No additional pieces may be included, such as weights, washers, coins, etc.
5. No 3D printed pieces are allowed.
6. The SUMO drive wheels **must** be non-destructive to the playing surface.
7. The SUMO may not have a remote off/on switch.
8. The contest will be run in a double elimination tournament format for each age group.
9. At the beginning of each competition, with the power switch in the “off” position, the SUMO handler(s) will position their SUMO with a wheel or track on the starting line as instructed by the judges. At the command of the judge/facilitator, the handler(s) will turn the power switch to the "on" position.
10. When one SUMO causes **the wheels** of the other SUMO to fall off the competition board surface, that SUMO bot is declared winner of that engagement.
11. If one SUMO is disabled by another, it is automatically eliminated from that round
12. If the SUMO match continues for 3 minutes without a winner, there will be an automatic re-match. If after 3 consecutive re-matches, no winner is determined, both SUMOs will be given 5 minutes to re-program/build for a final match up. If no winner is determined from that re-match, both SUMOs will go into the loser’s bracket or be eliminated from the contest.
13. If both SUMOs leave the circle at the same time, a "non-contest" is declared and the two SUMOs are repositioned and the contest begins anew.
14. Decisions of the judges are final and binding.

AgRobotics

CONTEST OVERVIEW

The AgRobotics contest is a robotics competition where teams design, build, and program a Lego robot to complete challenges autonomously and score points in a 5-minute match. The theme and challenges change each year, but all are focused on some aspect of agriculture.

Each team will decide on their challenge strategy and will launch their robot from a designated home base. The robot will be programmed to move outside of that base and attempt to complete challenges within the given timeframe.

CONTEST FORMAT AND SCORING

The contest will consist of a set of known and unknown challenges that the robot must be programmed to complete autonomously. This adds an element of unpredictability that mimics real-world conditions, where farmers and agricultural technologists must often adapt to unexpected circumstances.

There will be approximately 5-8 known challenges and 1-4 unknown challenges. Known challenges will be released in January, and the unknowns will be released on the day of the contest.

Teams must build and program their robot for known challenges prior to the contest. On contest day, the unknown challenges will be revealed, and teams will be given 60 minutes to build, program, and test the robot for known and unknown challenges.

On the day of the contest, teams will practice and compete on the same game table. A table schedule will be posted so teams know when they will be completing challenges.

Point values for each game challenge may vary, depending on the level of difficulty. Penalties will also depend upon challenge design, but examples may include: knocking over pieces, restricted human interaction with robot or game pieces, excessive retrievals, etc.

Teams will have two preliminary matches, and points from both will be added together. Additionally, teamwork score(s) will be assessed by judges and the team interview score will be added to the match total to form the total score.

After each match, the team captain will initial the score sheet, indicating agreement to the points awarded. Once signed, the match score is final and cannot be challenged. Scoresheets will be delivered to the contest tabulator who will review the score sheet, correct any mathematical inaccuracies, and record the match score.

The contest results, as announced, will be final.

GAME TABLE

The game table consists of two parts:

- Base – made of 4'x8' sheet of plywood or comparable material.
- Rectangular Frame – made of 2"x4" (actual dimensions are 1.5" x 3.5") lumber attached on top of the base. The inner dimensions of the frame are 45" x 93".

A resource tray will be located outside and next to the game table. This is one or more plastic trays that will hold additional game pieces used during the match. Contestants can pick up or place game items into the resource tray once the match begins. Teams may place those game pieces onto their robot or in the Player Zone (see definition below) as allowed. Neither the tray(s) nor the game pieces it holds are part of the playing field.

GAME MAT

1. A vinyl game mat will be placed flat inside the frame of the game table. The game mat will be approximately 45” x 93”. It will generally consist of the following areas:
 - i. Player Zone – the area where the robot must launch from. There is typically only one player zone, but there may be more depending on the game theme. This is an area where game pieces may be collected from and/or placed upon the robot for retrieval/delivery.
 - ii. Robot Zone – the area outside of the player zone where the robot performs its tasks autonomously.

THE ROBOT EQUIPMENT

1. Each team must supply their own equipment. Each team may only bring the items and respective maximum quantity listed in the table below. Any extra equipment or item that does not meet specifications will be returned to the team coach. No infrared beacons (remote) or sensors allowed.

ITEM	MAXIMUM QUANTITY
Lego® Mindstorm® EV3, Spike Prime, or Inventor brick/hub	1
Lego® Mindstorm® EV3, Spike Prime, or Inventor: <ul style="list-style-type: none"> • Building pieces (excludes brick/hub) • Battery • Motors • Ultrasonic sensor • Touch sensor • Light/color sensor • Gyro sensor 	Unlimited
Laptop computer or tablet with programming software (Lego® or non- Lego® is acceptable)	2
Backup laptop battery	Unlimited
Portable, battery powered AC power station (must fit under table work station)	1
3-pronged extension cord (up to 25’) (power is not provided at SALE)	1
USB cables	Unlimited
Build plans (paper or digital)	Unlimited
Plastic container or cardboard box for transporting robot to and from game area	1
Ruler or tape measure	Unlimited

Pencil/pen and notepad for design and note-taking purposes	Unlimited
Protractor (for measuring angles)	1

2. All Lego® Mindstorm pieces must be in their original factory condition.
3. No 3D printed pieces are allowed.
4. Teams may use any software that facilitates autonomous movement of the robot, so long as the robot is solely controlled by the programs stored on the HUB or microSD card.
 5. No remote controllers of any type are allowed.
 6. No computers or tablets may be brought up to the game tables during any matches. It can be during build time.
7. Note paper may only be used for note-taking purposes only. Teams may bring notes to the game table during matches. The paper is not allowed to be used for any other purpose (used on the robot for example).
8. Teams are not allowed to bring their own game mat and/or pieces.

BLUETOOTH AND INTERNET CONNECTIVITY

1. Bluetooth connections can be made and utilized during Build Time. It is not allowed during the Match Play or Finals while the robot is on the playing field.
2. Internet connectivity may be provided, but please be prepared if it is not available.
3. Teams are HIGHLY encouraged to ensure their computers’ operating system, software/app, and robot firmware are up to date prior to the contest.
4. When teams check-in and are assigned to their “pit”, members and their coach should test and resolve any connectivity/pairing issues.
5. Contestants should be well-trained on how to resolve Bluetooth or USB connection issues.
6. Teams are encouraged to create a unique name for their hub so that pairing is less confusing and will minimize any mistaken pairings with other robots/computers.

MATCH SETUP AND INSPECTION

1. Before the match begins, the robot and all its attachments must be placed and fit into the boundary of the Player Zone for inspection by a contest official.
2. The Player Zone is 11”x17”x12” (length/width/height).
3. To pass inspection, the robot and ALL attachments may not break the plane of the Player Zone boundary nor be taller than 12 inches from the surface of the game mat.
4. Once the official inspects and approves the size of the robot, team members may set up their robot to prepare for the match.
5. **At all times during the match**, the robot (including attachments) must not exceed the 11”x17”x12” (length/width/height).
6. No game pieces found in the Resource Tray may be touched until the match begins. The tray may not be used by the robot nor placed on the game table for any reason.
7. Contest officials reserve the right to remeasure the robot after a match. Any robot deemed to exceed the dimensions will forfeit the match.

TIP: Build designs that use fewer parts can not only save you space for maneuvering but may also save you time and present fewer mechanical/programming problems.

RULES OF PLAY

1. The robot must be programmed to perform all challenges autonomously.
2. All parts of the robot, attachments, and game pieces must **completely fit** within the Player Zone each time the robot is launched from the Player Zone.
3. Teams must pre-build and program a robot prior to the competition.
4. Teams will report to the designated location and time for check-in and submit their robot and additional pieces/equipment for initial inspection.
5. After check-in, each team will be directed to a team pit (table and chairs) where they can work on their robot and programming. In some cases, teams may have to share a table with another team.
6. Electricity will be provided, please plan to bring extension cords and power strips in order to ensure you have access to power.
7. An orientation will be provided for all participants where superintendents will review the challenges, rules and scoring.
8. After orientation, each team will have 60 minutes of Build Time for additional designing, building, programming and testing of their robot. Junior teams will be able to consult with their coach during build time. Senior teams will have 10 minutes of consultation time with their coach prior to build time to strategize. Once build time has started, Senior teams will not be able to consult their coach.
9. Teams will practice and compete on the same game table.
 - a. In the case where a team has to move tables (example: for finals), teams will be given a designated amount of time to practice on the new table.
10. If time permits, teams are allowed to make alterations to their robot design and/or program between matches.
11. When match play begins, teams must report immediately to the game table when called. The robot must be powered up and ready for inspection when they arrive at the game table. Failure to report to the game table in a timely manner may result in the team forfeiting the match. Schedules will be posted at each table.
12. Contestants may retrieve their robot at any time during the match without penalty. When retrieved, the robot must be returned to the PLAYER ZONE.
13. Contest officials will not assist with any retrievals.
14. When the contestant is retrieving the robot, he/she may do so any time during the match in order to start/re-attempt challenges, but must not manipulate, interfere, or intercept game pieces on the board during retrieval *unless game piece is in robot's possession - see Rules of Play #15-18. If contestants physically alter where game pieces sit or land on the game board during retrieval, they may be subject to penalties or disqualification from the match.
15. Possession is defined as a game piece that is not touching the playing surface and is under the control of the robot. Items in possession of a robot may be retrieved once any part/piece of the robot has broken the plane of the PLAYER ZONE boundary.

16. If the robot is in possession of a game piece in the GAME ZONE, and the robot is retrieved by the player, the game official will return the game piece(s) to its original location/state.
17. A robot that has possession of a game piece may be retrieved during the match. A robot that loses possession of a game piece during the match (ie - robot drops piece outside of the player zone) the piece can no longer be retrieved by contestants.
18. A player is not allowed to touch any game piece except when the piece is completely inside the PLAYER ZONE boundary, OR if the robot is deemed in the PLAYER ZONE AND in full possession of a game piece(s). Once the piece is deemed inside the PLAYER ZONE, contestants may remove the game piece from the game table/robot and store it in the RESOURCE TRAY.
19. If a contestant intentionally touches a game piece in the GAME ZONE, the team will be given a 100-point penalty per occurrence. In such cases, the piece will be returned to its original starting position by contest officials as quickly as possible.
20. All competing team members are allowed around the game table during competition, and any member may touch the robot when necessary.
21. Teams not competing must remain at their tables or staging area.
22. Good sportsmanship is always expected. This is crucial during practice times. Practice time on the game table may be limited as build time progresses.
23. Only registered contestants and designated contest officials will be allowed in the robot Challenge pit areas.
 - . Due to space limitations, parents and other spectators must remain outside the designated contest area.
24. Teams that experience equipment malfunction(s) may not replace the equipment with supplies outside the contest area (from coaches, volunteers, parents, or contest officials). Instead, team members must work together and be creative in completing preparations without the malfunctioning/missing equipment or visit with other teams to borrow the needed part.
25. Depending on the challenges, contest officials may allow or require teams to use non-lego items in the design of the robot. In such cases, details will be outlined in the game release and/or orientation.
26. No cell phones or other types of communication devices are allowed in the pit or contest areas. Exceptions include medical devices.
27. During Build Time and Match Play, contestants are not allowed to communicate with anyone outside of the contest (coaches, parents, siblings, etc.). Exceptions include medical emergencies. Contestants are welcome to ask questions to contest officials or other contestants.
28. A match will be 5 minutes in length. The official timekeeper and announcer will have a countdown to start and stop. Any activities performed by the robot after time has been called will not count for points.
29. Any structures built by the team or game pieces cannot be placed onto the ROBOT ZONE by human players but may be permitted to be placed by the robot so long as it is done autonomously and is permitted by challenge rules.
30. Tie-breaker procedures/order will be as follows:
 - a. Highest total teamwork and interview total score combined
 - b. Highest total teamwork score.
 - c. Highest total interview score.

31. Any contestant, coach, or spectator that becomes disruptive or does not exhibit sportsmanship, may be removed from the contest area at the sole discretion of contest officials and/or show (host) management.
32. Teams will be responsible for cleaning up their build space.

2024 THEME

Vet-Bot Challenge: Operation Animal Care

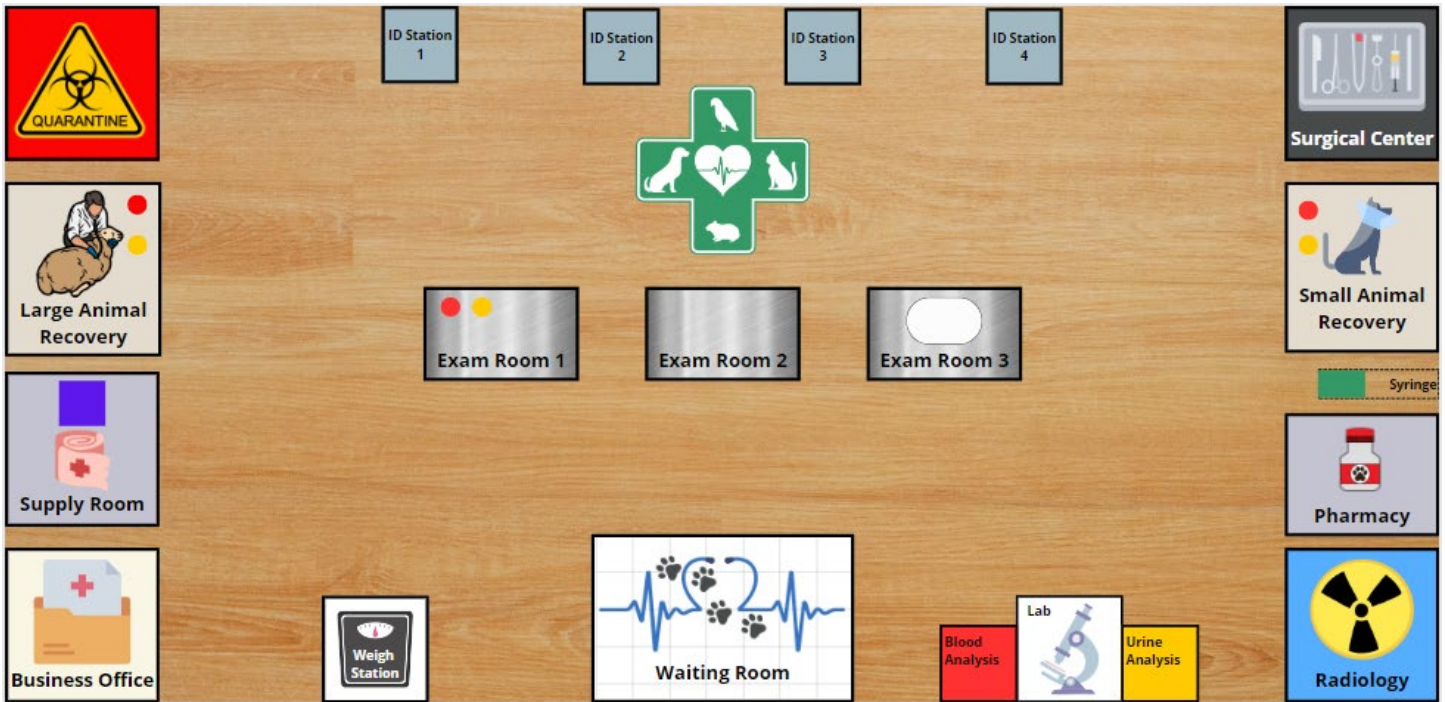
Introduction

Welcome to the Vet-Bot Challenge! In this exciting contest, you'll step into the shoes of a veterinary team, using your robotic companion to navigate the bustling environment of a high-tech animal clinic. From the clucking of chickens to the bellowing of cattle, the bleating of sheep, and the grunting of pigs, the clinic is a symphony of sounds, a testament to the variety of patients needing your care. Your mission is to use your robot to perform critical tasks like administering medicine, delivering feed, conducting diagnostic tests, and even transporting animals. Each challenge is designed to mimic real-world veterinary tasks, giving you a glimpse into the life-saving work that veterinarians do every day. So, gear up, program your robot, and get ready to dive into the thrilling world of veterinary medicine!

Known Objectives

- Transport the canine patient to the weigh station to be weighed.
- Transport the caprine patient to the assigned exam room.
- Retrieve and deliver blood and urine samples to the lab.
- Retrieve the bovine patient from an exam room and transport it to the surgical center.
- Help the intern identify and properly label four livestock breeds.
- Administer medication.
- Store medical supplies.

Game Mat Design/Layout





The game mat image shown above is available for teams to download (as a PDF) and printed at a source of your choosing. It will also be available to order at [Geyer Instructional Products](https://www.geyerinstructional.com) (search “AgRobotics”).



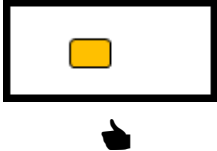



The Player Zone for this game is the Waiting Room. Everything outside of that is the Robot Zone, which consists of the following areas:

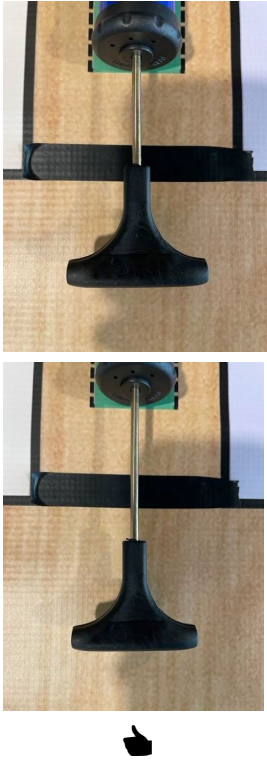
- Weigh Station
- Business Office
- Supply Room
- Large Animal Recovery
- Quarantine
- 4 Identification Stations
- 3 Exam Rooms
- Surgical Center
- Small Animal Recovery
- Pharmacy
- Radiology
- Lab with blood and urine analysis zones

Challenge Descriptions and Score Values

Obj . #	Objective	Description	Scoring Rules	Point Value
1	Transport the canine patient to the weigh station to be weighed.	<p>Transport Canine Patient from the Waiting Room to the Weigh Station.</p> <p>The animal will be in the resource tray at the beginning of the match.</p>	<p>The robot must place the animal in an upright, freestanding position (no Lego frame/structure of any type can be left behind to assist the animal's stance). To score full points, the animal must be standing in an upright position with all 4 feet inside the outer edge of the Weigh Station boundary. Partial points will be awarded if the animal is inside the boundary but not standing on its feet (example: laying on its side). The animal cannot touch the game mat while being transported by the robot until it is being placed inside the boundary of the Weigh Station.</p> <p>Points will be awarded once the robot has returned to the Waiting Room.</p> 	50 Full Points 25 Partial Points

<p>2</p>	<p>Transport the caprine patient to the assigned exam room.</p>	<p>Transport Caprine Patient from the Waiting Room to the Exam Room 2.</p> <p>The animal will be in the resource tray at the beginning of the match.</p>	<p>The robot must place the animal in an upright, freestanding position (no Lego frame/structure of any type can be left behind to assist the animal's stance). To score full points, the animal must be standing in an upright position with all 4 feet inside the outer edge of the Weight Station boundary. Partial points will be awarded if the animal is inside the boundary but not standing on its feet (example: laying on its side). The animal cannot touch the game mat while being transported by the robot until it is being placed inside the boundary of the Exam Room 2.</p> <p>Points will be awarded once the robot has returned to the Waiting Room.</p> 	<p>50 Full Points 25 Partial Points</p>
<p>3</p>	<p>Retrieve and deliver blood and urine samples to the lab.</p>	<p>Retrieve Blood and Urine Canisters from Exam Room 1, Large Animal Recovery, and Small Animal Recovery, then deliver to the appropriate Lab bin for diagnostics. Blood Canisters will be located in designated red circles marked on the game mat. Urine Canisters will be located in designated yellow circles marked on the game mat. Bottles will be</p>	<p>The samples must be placed fully within the boundary of the corresponding color lab bin (colored box). Canisters cannot touch the black boundary. Bottles must be placed in an upright (lid on top) position.</p> <p>Points will be awarded at the time of completion.</p>	<p>25 per bottle 100 point bonus for all 6 canisters placed correctly.</p>

		half-filled with corresponding red and yellow play dough.	 	
4	Retrieve the bovine patient from an exam room and transport it to the surgical center.	<p>Retrieve Bovine Patient from Exam Room 3 and transport it to the Surgical Center.</p> <p>The animal will be standing and located in the designated white oval marked on the game mat inside Exam Room 3 at the beginning of the match. Its head will be facing the Small Animal Recovery room.</p>	<p>The animal must be transported directly to the Surgical Center and placed onto the game mat fully inside the outer boundary of the square border. The animal cannot touch the game mat while being transported. The animal can either be placed standing upright or laying on its side.</p> <p>Points will be awarded at the time of completion.</p>  	100 points
5	Help the intern identify and properly label four livestock breeds.	<p>Photos of livestock breeds will be mounted onto the inside wall of the game table and centered above the four breed ID stations.</p> <p>Four colored blocks (found in the resource tray at the beginning of the match) will have a written livestock breed name that corresponds with each of the four photos.</p> <p>Breed names and photos are outlined in the Breed Identification Study Resource section of these game rules.</p>	<p>The breed name block that matches the breed photo must be delivered and placed into the ID station box (on the game mat) below the photo. The block must be placed completely inside the black boundary of the ID station.</p> <p>Points will be awarded at the time of completion.</p>  	<p>50 points per correct station</p> <p>100 points for all four correctly placed blocks.</p>

6	Administer medication	<p>Using the mounted syringe, the robot must administer the medicine into the patient by fully pushing the plunger into the barrel of the syringe.</p> <p>The syringe is represented by a small air pump that will be mounted to the game mat using velcro (for practice setup, teams may elect to reinforce how the pump is attached to the game mat to increase stability). The needle will not be attached to the pump. The plunger is the handle of the air pump.</p> <p>At the beginning of the match, the handle will be fully extended and horizontal in orientation (parallel with the game table).</p> <p>The body of the air pump will be placed even with the outer green edge of the box outlined on the game mat (pictured below).</p>	<p>The robot must push in the plunger to where the leading edge of the black handle breaks the plane of the black electrical tape. See photos below.</p> <p>Points will be awarded at the time of completion.</p> 	150 points



Other modifications include: the handle will have two Lego T's hot glued to the handle so that the handle does not rest on the game mat when fully extended. See picture below.




(how it will be affixed to the handle)



(how it will be oriented during game play)



Black electrical tape will be placed on the game mat as shown in the photo below. This will provide new marks for scoring purposes. See the modified scoring rules for this challenge.





				
<p>7</p>	<p>Store medical supplies</p>	<p>The robot must transport and stack medical crates/boxes in the Supply room. One crate will be in place and secured to the game mat at the beginning of the match. The location is the blue square in the Supply Room. All other crates must be stacked on top of this crate.</p> <p>Crates are represented by plastic storage containers with lids. Three containers will be half-filled with play dough and will be located in the resource tray at the beginning of the match.</p>	<p>The robot can only transport one container at a time. Each container must be stacked on top of the previous container.</p> <p>Points will be awarded at the end of the match.</p>	<p>1st crate - 50 points 2nd crate - 100 points 3rd crate - 150 points</p>

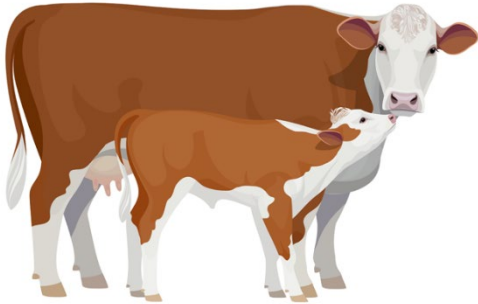
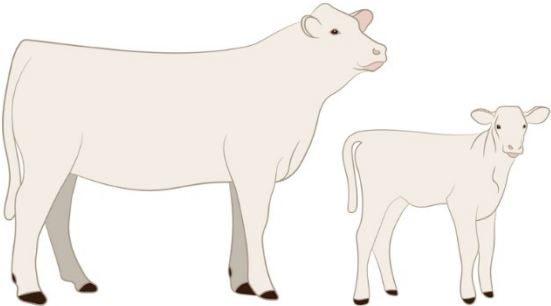
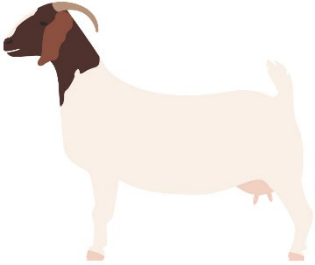
Game Piece Supply List

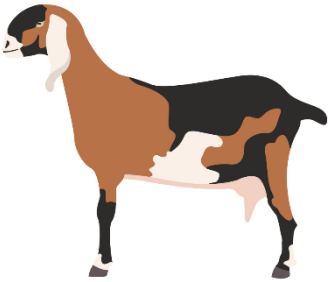
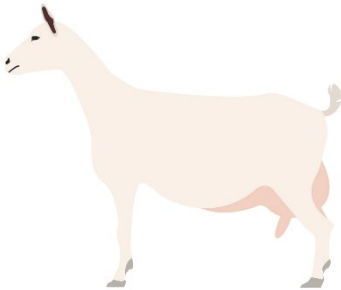

Product Description	Number of Pieces Used in Game	Suggested Purchase Link
Toy animals	1 Canine, 1 Caprine, 1 Bovine	Link
Film canister	3 Blood and 3 Urine Sample Containers	Link
Play dough	Red/Yellow; enough to half-fill canisters	Purchase locally
Foam blocks	4	Link
Air pump	1	Link
Plastic storage containers	4	Link




BREED ID STUDY GUIDE RESOURCE

SWINE STUDY LINKS	BREED ID PICTURES
<p>Pork Checkoff Major Swine Breeds OSU Swine Breeds</p>	
<p>Hampshire - The hogs with “the belt,” Hampshires are the fourth-most recorded breed in the United States. Most popular in the Corn Belt, Hampshires are known for producing lean muscle, high carcass quality, minimal backfat and large loin eyes. Females also are known for their mothering ability, with longevity in the sow herd.</p>	 <p><i>Image Credit: porkcheckoff.org</i></p>
<p>Yorkshire - The most-recorded breed of swine in North America, Yorkshires are white with erect ears. They are found in almost every state, with the highest populations being in Illinois, Indiana, Iowa, Nebraska and Ohio. Yorkshires are known for their muscle, with a high proportion of lean meat and low backfat. Soundness and durability are additional strengths.</p>	 <p><i>Image Credit: porkcheckoff.org</i></p>

<p>Duroc - The second-most recorded breed of swine in the United States, the red pigs with the drooping ears are valued for their product quality, carcass yield, fast growth and lean-gain efficiency. They also add value through their prolificacy and longevity in the female line. Much of the U.S. breed improvement has occurred in Ohio, Kentucky, Illinois, Indiana, Iowa and Nebraska.</p>	 <p><i>Image Credit: porkcheckoff.org</i></p>
<p>Berkshire - The third-most recorded breed of swine in the United States, Berkshires are known for fast and efficient growth, reproductive efficiency, cleanness and meat flavor and value. The first U.S. meeting of Berkshire breeders and importers was held in 1875, with the American Berkshire Association formed shortly after – making it the oldest swine registry in the world.</p>	 <p><i>Image Credit: porkcheckoff.org</i></p>
<p>Spotted - The Spotted swine breed is characterized by large, black-and-white spots. Many breeders in central Indiana specialized in breeding Spotted hogs through the years. Today, Spots are known for their feed efficiency, rate of gain and carcass quality. In addition, commercial producers appreciate Spotted females for their productivity, docility and durability.</p>	 <p><i>Image Credit: porkcheckoff.org</i></p>
<p>CATTLE STUDY LINKS OSU American Cattle Breeds</p>	<p>BREED ID PICTURES</p>
<p>Black Angus - The characteristic features of the breed are black color, polled head, compact and low-set body, fine quality of flesh, and high dressing percentage. This breed was introduced into the United States in 1873, and after that date its influence spread widely there and in other countries.</p>	

	<i>Shutterstock Stock Image</i>
<p>Hereford - Popular breed of beef cattle developed in Herefordshire, England. Hereford was bred for beef and draft purposes. The characteristic features of the breed are red coat with a white face and white markings. The outstanding characteristics of the breed are uniformity of color, early maturity, and ability to thrive under adverse conditions.</p>	 <p style="text-align: center;"><i>Shutterstock Stock Image</i></p>
<p>Charolais - Breed of large light-coloured cattle developed in France for draft purposes but now kept for beef production and used for crossbreeding. Charolais are medium to large framed beef cattle with a very deep and broad body. They have a short, broad head and heavily muscled loins and haunches. Charolais have demonstrated growth ability, efficient feedlot gains and in carcass cut-out values. A typical Charolais is cream-coloured or slightly darker.</p>	 <p style="text-align: center;"><i>Image Credit: Freepik Stock Image</i></p>
<p>GOATS OSU Goat Breeds Texas Sheep & Goat Raisers Association</p>	BREED ID PICTURES
<p>Boer - Boer goats commonly have white bodies and distinctive brown heads. Originally bred in South Africa, Boers are now one of the principal meat goat breeds in the U.S. It has been exported to many countries, and has been used to improve the meat qualities of other breeds. It is well adapted to grazing on a wide variety of local biomes. It has a fast growth rate and good carcass qualities, good resistance to disease and good adaptation to hot, dry semi-desert conditions</p>	 <p style="text-align: center;"><i>Shutterstock Stock Image</i></p>

<p>Nubian - Nubian goats are easily recognizable due to their long, floppy ears, and convex "Roman nose" muzzle. Because of their Middle Eastern heritage, this breed can thrive in hotter climates than other dairy goats, and they have a longer breeding season. Although they don't produce as much milk per goat as other breeds, Nubian milk is very high in fat content. This breed is also raised for meat.</p>	 <p><i>Shutterstock Stock Image</i></p>
<p>Saanen - Saanen goats are the largest breed of dairy goat, and are second in milk production only to Alpine goats. These popular goats have short, white hair and upright ears, and are known for their easy-going temperament.</p>	 <p><i>Shutterstock Stock Image</i></p>
<p>CHICKENS OSU Chicken Breeds</p>	
<p>Leghorns - Leghorns are good layers of white eggs, laying an average of 280 per year and sometimes reaching 300 or even 320. They are efficient at turning the feed they eat into lots of eggs. Leghorns are also active and efficient foragers, which is great for backyard chicken raising. The Leghorn is a light breed that matures quickly. The Leghorn has red wattle, white earlobes, and has either a single or rose comb.</p>	 <p><i>iStock Stock Image</i></p>

<p>Barred Plymouth Rock - Barred Rocks are large, long-lived chickens. They are very cold tolerant. Both roosters and hens are calm and will get along well with people and other animals. Since they are used for both meat and eggs, they lay fewer eggs in a year than hens bred specifically for laying. Barred Rocks have characteristic thin white bars on their barring pattern. Eggs are a light to medium brown with a touch of pink.</p>	 <p><i>Shutterstock Stock Image</i></p>
<p>Rhode Island Red - Rhode Island Reds are friendly, good natured chickens that can be raised as pets as well as egg and meat producers. They are also tough birds, resistant to illness, and good at foraging and free ranging. The color of the plumage of the Rhode Island red ranges from a lustrous deep red to almost black. Rhode Island Reds have red-orange eyes, reddish-brown beaks, and yellow feet and legs. Egg color of Rhode Island Reds are brown.</p>	 <p><i>Adobe Stock Image</i></p>
<p>Buff Orpington - Buff Orpington's size makes them good dual-purpose chickens for meat and egg production. The main traits of the Buff Orpington are its buff color plumage, fast growth rate, high egg yield, and suitability for the table as a meat bird. Many people favor them for their friendly personalities and because heritage breeds tend to be hardier and healthier than industrial hybrids with a lifespan of 5 to 10 years. Egg color is light brown in color.</p>	 <p><i>iStock Stock Image</i></p>
<p>SHEEP OSU Sheep Breeds Texas Sheep & Goat Raisers Association</p>	

Hampshire - The Hampshire was developed in England and imported into the U.S. in the 1880's. Hampshires are large sized with black faces and the ears should be moderate in length, thick, covered with a coarse dark brown or black hair and free from wool. Adaptable to varied and wet climates, used in farm flock production, and prolific with good maternal instincts and milking ability. The fast-growing breed has excellent carcass merit and a medium, easy-to-spin wool.



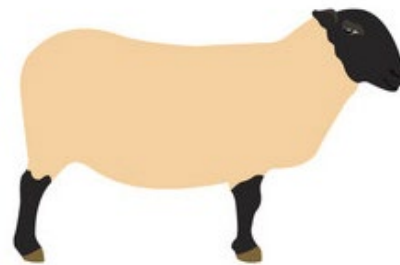
VectorStock Stock Image

Southdown - One of the oldest breeds of sheep, the Southdown originated in England where it contributed to the development of other breeds. It is medium to small sized with gray to mouse-brown face and wool on the legs. This early maturing breed has good lambing ability and excellent crossing ability to produce meaty lamb carcasses at light weights. The Southdown is adaptable to varied and wet climates, and yields a medium, easy-to-spin wool.



Shutterstock Stock Image

Suffolk - The Suffolk originated in England and was imported into the U.S. in 1888. The breed is highly adapted to farm flock production and crossbred with commercial white-faced ewes for market lamb production. The Suffolk is large sized with bare black head, black face and bare, black legs. Hardy, Suffolks have excellent growth rates, milking ability and lambing ability, adapt well to heat and cold, and produce high quality meat carcasses and a medium, easy-to-spin wool.



VectorStock Stock Image

TABLE SETTING

Contact: Emily Swinyer (eswinyer@uwyo.edu)

Eligibility

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

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

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

Objectives

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

Resources

Available at

<http://www.uwyo.edu/4-h/opportunities/state-contests/showcase-showdown/table-setting.html>

Contest Rules

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

- The scoresheet serves as an excellent guide in helping members prepare for this contest. Table setting guidelines can also be found on the Wyoming 4-H website.

Awards

Awards will be given to the top ten competitors in each age division.