



Extension

College of Agriculture,
Biotechnology & Natural Resources



4-H Youth
Development

2026



Nevada 4-H Expo Entry Book

June 10-13, 2026

Theme: Year of the Horse

**Reno-Sparks Livestock Events Center
Reno, NV**



Extension
College of Agriculture,
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4-H Youth
Development

Welcome to the 2026 Nevada Statewide 4-H Expo Event!

The 4-H Expo aims to showcase the hard work our 4-H members have put into their projects with a lighthearted competition; thus, promoting and providing the incentive for achieving excellence in sportsmanship, leadership, and responsibility of the highest order in the members. Additionally, we want to celebrate the commitment of our volunteer leaders.

We are excited to join the State Fair of Nevada and the Nevada Jr. Livestock Show this year for one big event! While combining several events into one large event has a few growing pains, we are very excited to be part of this historic event and know it will get better over the years.

The theme of Expo this year is Year of the Horse! I encourage you to look at our Special Horticulture Projects that were selected just for this theme. Be creative and have fun! We look forward to seeing what you enter!

Objectives of the Nevada 4-H Expo

1. To provide recognition for achievement
2. To provide new experiences for youth, leaders, and staff who participate
3. To inspire adoption of approved practices and new ideas
4. To showcase the talents of youth through various contests
5. To provide a family-friendly competitive event

Countless volunteers and supportive local contributors have worked together to provide a friendly-competitive event that can bring us all closer. I would also like to thank everyone who volunteered to serve on the planning committee! These people put in many, many hours of meetings to make this a great event. And another big thank you to all the youth exhibitors, volunteer leaders, and parents for making the trip to Reno!

As we all prepare for the 2026 Expo, everyone should remember the 4-H Motto: "To Make the Best Better!" Have fun, enjoy yourself, make new friends, and learn!!

Sincerely,

Lindsay Chichester
Nevada 4-H Program Leader -- University of Nevada, Reno Extension



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2026 Nevada 4-H Expo Schedule and Events

Events will be held at the Reno Sparks Livestock Events Center. Exact locations will be shared with participants two (2) weeks prior to the event.

Schedule of Events subject to change

All Expo Participants must check-in at main office, then check-in for show during designated times

**** The 4-H Expo schedule below has been combined with the schedule from the Nevada Jr. Livestock Show. The 4-H Expo specific items are highlighted in green, ****

WEDNESDAY, June 10

AM

8:30 4-H Horse Show Check-in/health inspection (outdoor arena)

9:00 4-H Horse Show (with horses and horseless contests too)

9:00am-1pm 4-H Livestock Judging Contest (location TBD)

PM

12:45 4-H dog show check-in (cutting arena)

1:00 4-H dog show (cutting arena)

2:00-4:00 4-H Livestock Skill-a-thon Contest (location TBD)

3:00 4-H Speech and Demonstration Contests (Doc Bar)

4:00 4-H Fashion Review Contest (Doc Bar)

4:00 NJLS Board Meeting

5:00-8:00 WEIGH-IN / CHECK-IN OF ALL LIVESTOCK (must weigh in)

5:00-8:00 4-H Static exhibit check-in (Pavillion)

6:00-8:30 Exhibitor check-in at the livestock office - **includes 4-H**

7:00 4-H Livestock Quiz Bowl Contest (location TBD)

THURSDAY, June 11

AM

6:30 NJLS MANAGEMENT, SUPERINTENDENTS & WEIGH-IN CLERKS-Office

7:00-8:30 WEIGH-IN / CHECK-IN OF ALL LIVESTOCK (must be in line at 8:30)

7:00-11:00 Exhibitor check-in at the livestock office (all changes reported).

7:30 4-H breeding/show rabbits, poultry, and cavy check-in (location TBD)

8:00 4-H breeding/show rabbits, poultry, and cavy shows - immediately following exhibitor orientation

8:00 4-H Static exhibits judged (closed to general public during this time)

9:00 Youth Advisory Council Meeting in front of the Show Office- bring all materials to the front of the Show Office

9:00 NJLS Orientation & Exhibitors Meeting-Grandstand (ALL Youth, Parents, Leaders & Advisors)

11:00 MARKET GOAT- Breeding show- Arena 4

11:00 Dairy Cattle Showmanship- Arena 3

11:30 SHEEP Breeding Show- Arena 2

Ewe Lamb Futurity to Follow Breeding Show

PM

12:15 Dairy Cattle Breeding

1:15 SWINE SHOWMANSHIP- Arena 1

2:15 Beef Breeding Show- Arena 3

4:00 4-H Static exhibits open to the public

6:30 Youth Advisory Council Fun Night- Costume Classes, Stick Horse Races and Cloverbud (Pee Wee) Showmanship

FRIDAY, June 12

AM

8:00 DAIRY GOAT BREEDING SHOW- Arena 4

8:30 SHEEP SHOW- feeder show, market quality- Arena 2 (keep for graduation kids)

9:00 SWINE SHOW- feeder show, market quality- Arena 1
10:00 RABBIT SHOW- feeder show, market quality- Arena 6
10:00 BEEF SHOW- feeder show, market show- Arena 3
11:00 Poultry Show- market quality- Arena 5
10:00-5:00 BUYERS SIGN-UP (Friday, Saturday until the end of the sale)

PM

12:00 MARKET GOAT- feeder show and market quality- Arena 4
1:00 RABBIT SHOWMANSHIP- Arena 6
1:00 SHEEP SHOWMANSHIP- Arena 2
1:30 Beef Showmanship- Arena 3
2:00 DAIRY GOAT SHOWMANSHIP- Arena 4
2:00 **4-H Herpetology check-in/health inspections (Livestock Pavilion)**
2:30 **4-H Herpetology Show (Livestock Pavilion)**
2:30 Gilt Show- Arena 1
3:00 Market Goat Showmanship- Arena 4
3:30 Poultry Showmanship – Arena 5
6:00 SCHOLARSHIP APPLICANT INTRODUCTIONS
Champion Market Swine - Arena 1 Market Animal Champion Drive - Arena 2
Champion and Reserve Market Rabbit-Banner presentation Champion and Reserve Breeding Cow-Banner Presentation
Champion and Reserve Breeding Goat-Banner Presentation Champion Market Goat
Champion Market Lamb Champion Market Steer
7:30 Youth Advisory Ice Cream Social

SATURDAY, June 13

AM

7:30 NJLS MANAGEMENT, SUPERINTENDENTS & CLERKS MEETING-Office
8:30 ROUND ROBIN SHOWMANSHIP- Showmanship rotations will start, check in at the gazebo. All contestants will go to the mezzanine to take written tests immediately after rotations.
8:30 **4-H Round Robin (includes: horse, dogs, show rabbits, show poultry, herpetology) * If a youth qualifies in both round robin events, they will need to determine which one they will participate in**

PM

1:00 Brand Inspections in the beef barn (for all animals being transported to harvest)
2:00 **Release forms available at the office**
2:00 **Top 5 Market animals move to arena display pens**
2:45 AUCTION MEETING (Auctioneer, Auction Volunteers and Staff - Show Office)
4:00 SCHOLARSHIP APPLICANT PRESENTATIONS
4:00 **Awards**
5:00 **State of Nevada Governors Sale of Champions**
Order will be:
Swine, Beef, Sheep, Rabbits, Market Goats, Scholarship Animals, and Poultry
4:00 **Dinner and Bar is Open**
6:00 **Auction Begins**
Order will be:
Swine, Beef, Sheep, Rabbits, Market Goats, and Poultry
7:00 **Breeding and 4-H Animals released. Must have release forms from the office.**
All areas/stalls are clean
7:00 **4-H Static exhibits released**

SUNDAY, June 14

AM

7:00 All animals released. Breeding animals must have release forms
11:00 **All Animals are to be off the grounds**
11:00 **All areas/stalls are clean**
All exhibitors need to clean your own stalls/cages. All bedding materials must be placed into the rear of the dumpster.

Nevada 4-H Expo General Rules and Regulations

APPLICABLE TO ALL EXHIBITORS

Entry Process

- Entry forms, including the Code of Conduct and Waiver Liability **MUST** be filled out completely and signed by youth, parents (when asked), and UNR Extension 4-H Personnel.
- **ALL entry forms and fees MUST be received by the county office on Monday, May 18, 2026, by 5:00 p.m.** Make checks or money orders payable to “Board of Regents”. If you want to pay by credit card, ask your county office or call the State 4-H Office at 775-784-4779.
- County offices will submit all entries to the State 4-H Office by 5 p.m. on Friday, May 22, 2026. **Late entries will not be accepted!**
- State Office address:

University of Nevada, Reno Extension 4-H Youth Development Program

Attn: Nevada 4-H Expo
Redfield Campus, Bldg. A, Office 232
18600 Wedge Pkwy
Reno, NV 89511

General Exhibit Rules

1. **In 2026, since we have moved locations and are combining the 4-H Expo with other events, there will be NO minimum number of participants required for each event.**
2. Eligible exhibits include work done as planned part of 4-H’ers participation in an enrolled 4-H Youth Development Program during the 2025-2026 Year.
3. 4-H youth may only exhibit in project areas in which they were enrolled in for the 2025-2026 4-H year. Demonstrations/Public Speaking, and Livestock Skill-a-Thon/Quiz Bowl will be open to all youth who want to participate regardless of if they are enrolled in this project. For the Livestock Skill-a-Thon, Senior 4-H members must be enrolled in this project, as it is qualified as a regional/national event. Enrollment is a matter of record in the County Extension Office.
4. Exhibits can be done by an individual or as a team (where designated classes as listed) and may represent all or part of the learning in the project.
5. Exhibits that do not comply with the class description, size guidelines, copyright restrictions, or safety and approved methods, will be disqualified and will not be judged or displayed.
6. Copyright materials and/or designs may not be used in any exhibit that is presented as original work by the exhibitor.
7. Each item in an exhibit must be securely labeled, including the exhibitor’s name, county, 4-H age (age as of 1/1/26) and class number.
8. 4-H’ers are discouraged from including items that have special meaning and historical value as the exhibit or part of an exhibit.
9. All 4-H Youth Exhibitors are required to **ALWAYS** keep the stall/pen and exhibit area clean and neat.

10. Independently, the Director of the University of Nevada, Reno Extension, or his/her designee, may assess penalties under 4-H Policies and is the final authority for all actions pertaining to the statewide policies and programs of Nevada 4-H. Including, but not limited to eligibility determinations for competitions.

Age Requirements & Divisions

The age of 4-H exhibitors will be 9 to 19 years old, as of January 1st of the current year. Cloverbuds (youth ages 5 to 8 years old) will only be allowed to participate in Cloverbud Divisions in respective contests at the Nevada 4-H Expo. There will be age divisions for some classes, which are defined as:

Junior	9 through 10 years of age on January 1, 2026
Intermediate	11 through 13 years of age on January 1, 2026
Senior	14 through 19 years of age on January 1, 2026

Exhibitor Policies

1. All 4-H youth exhibitors **MUST** always be chaperoned during the Nevada 4-H Expo. This can be done by a parent and/or legal guardian, an official, certified volunteer leader, and/or paid Extension Personnel.
2. All 4-H youth exhibitors, parents/legal guardians, volunteer leaders, and Extension personnel are to follow the Nevada 4-H Code of Conduct.
3. The Nevada State 4-H Leader and University of Nevada, Reno Extension Director are the final authorities for all actions relating to programs funded through University of Nevada, Reno Extension.
4. When a Code of Conduct violation is reported during the Nevada 4-H Expo, the State 4-H Leader and/or UNR Extension Director shall investigate and determine whether a violation has occurred and either may seek assistance, guidance, and vet any questions through the county Extension Personnel, Nevada 4-H Expo Planning Committee members, etc.
5. 4-H Exhibitors, parents, volunteer leaders, and/or Extension personnel may be removed from the contest and/or the Nevada 4-H Expo for violation of the 4-H Code of Conduct.
6. Future participation in the Expo will be at the discretion of the State 4-H Leader.

Official Nevada 4-H Dress Code Attire

The Nevada 4-H Expo requires that all contestants follow the Nevada 4-H Dress Code policies for all contests, unless specified in the contest rules. This can be found below or in the State 4-H Handbook.

<https://extension.unr.edu/publication.aspx?PubID=8363>

1. Plain white, sleeved, collared, with full front button-up or snap shirt:
 - a. No polo shirts
 - b. Shirts are to be tucked into pants
 - c. Long sleeves are required for Livestock and Horse projects
 - d. Shirts are to fit the individual appropriately (i.e. No tight, low-cut, bare midriff, and/or spaghetti straps shirts).
2. A green 4-H collar, tie, or scarf around the neck.
3. Pants must be appropriate for project area and events:
 - a. Dark blue or black pants are acceptable for most projects
 - b. Dog Showmanship allows black skirts that are at or below the knee

- c. Pants are to fit the individual appropriately (i.e. No waistband on pants should be below the hip and no exposed undergarments)
- 4. Belts for pants are suggested but are not mandatory:
 - a. Closed-toe shoes are required for all project areas
 - b. Livestock and Horse project areas require closed-toe boot-like shoes:
 - i. Mounted Horse project area requires boots that are “Approved for Riding” on the boot box, require heeled boots of at least ¾-inch heel, and must have boots with a minimum of a 6-inch top
 - c. Torn and/or ripped clothing is not acceptable

General Dress Code Guidelines (when Nevada Official 4-H Attire Isn't Required)

Official Nevada 4-H Attire is not required for workshops, recreational activities, picnics, etc.

- Responsibility for grooming and the appearance of each 4-H participant rests with the individual 4-H'ers, parents, volunteers, and Extension personnel. It is the philosophy of the University of Nevada, Reno Extension 4-H Youth Development Program that proper dress and good grooming contribute to good citizenship.
- To ensure that health standards, safety conditions, and proper educational process are maintained, the following guidelines apply to the Nevada 4-H Expo:
 - General appearance should be neat and clean
 - No bare feet.
 - No clothes deemed inappropriate or anything that alludes to violations of the 4-H Code of Conduct (see list of inappropriate clothing items) may be worn.
 - Hats, hoods, caps and visors should be worn respectfully and should be removed for meetings, workshops, meals, flag-raising, pledges, and when asked.
 - Closed-toed shoes are ALWAYS required for livestock, equine, and shooting sports events.
 - 4-H members should dress appropriately for the occasion. It is the responsibility of all 4-H youth, volunteers, and paid staff to hold 4-H members accountable for appropriate dress. Event leaders may ask individuals to modify their clothing selection if standards of decency in appearance are not met.
- Items that are inappropriate for any 4-H event or activity:

<ul style="list-style-type: none"> ○ Shorts must be mid-thigh length ○ No cut-off shorts or short shorts allowed ○ Blouse straps must be at least 1" wide ○ No spaghetti straps, halters, or tube tops ○ No cut-offs or muscle shirts 	<ul style="list-style-type: none"> ○ No offensive or inappropriate language, graphics, or logo t-shirts ○ No holes in clothing ○ No pajamas ○ No low-cut pants or shirts ○ Items of clothing which expose bare midriffs, bare chests, undergarments, or that are transparent (see-through) are prohibited
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Exhibit Area/Stall Guidelines

All youth exhibitors are required to always keep the stall/pen and exhibit area clean and neat. All animal exhibitors must provide their own stall bed material and clean their own stalls prior to departure. Failure to keep all areas clean throughout the event or cleaning up prior to departure may result in forfeiting all awards earned.

Award System

The Danish System of Judging will be used for all the Nevada 4-H Expo Contests. The Danish System of Judging is a rating of blue, red, or white awards received by the contestant. With this method, all contestants/individuals are judged in comparison with a set of standards as opposed to comparison with other participants in the class. The standard for each class is established by the characteristics, movements, and expectations of the “ideal judging criteria” for that respective or given class.

The following awards may be presented:

Blue Ribbon

An above-average performance of abilities and skills defined by that respective class

Red Ribbon

An average or typical performance of abilities and skills defined by that respective class

White Ribbon

A below-average performance

There may be additional class awards given at any contest. Grand and Reserve Champion awards may be given in individual divisions/contests. All awards, except Danish System ribbons, will only be given in classes with a minimum of five (5) participants and the exhibit/performance is considered worthy of an award.

Judges and Judging

- 4-H Exhibitors and any person affiliated with them shall treat officials and judges with respect. 4-H Exhibitors and any person affiliated with them shall not interfere/attempt to interfere with or influence/attempt to influence a judge’s decision.
- Any 4-H Exhibitor and any person affiliated with them, who is found to have interfered/attempted to interfere with or influence/attempt to influence a judge’s decision will forfeit any (and all) awards and may be expelled from the Nevada 4-H Expo.
- Judges shall report directly to the Nevada 4-H Expo Committee Chair/Co-Chair for that contest upon arrival at the Reno-Sparks Livestock event Center and shall avoid any attempt by 4-H Exhibitors and any person affiliated with them to interfere with and/or influence the judge’s decision.
- All judges’ decisions are final.
- Regardless of multiple competitors, the Nevada 4-H Expo Committee and judges reserve the right to refuse awarding prizes to unworthy and/or improperly entered exhibits.
- 4-H Youth Exhibitors may appeal a judge’s decision only by alleging either that a specific and applicable Terms & Conditions/Code of Conduct was violated, or that the judge’s decision was improperly influenced. 4-H Exhibitors appealing a judge’s decision shall describe relevant facts and their proof (e.g. witnesses) on a formal grievance form within one (1) hour of the contest competition (see Grievance Policy).

Liability

All entries are accepted with the understanding that each exhibitor shall be solely responsible for any loss, injury or damage done to or occasioned by him/her or arising from any animal or article exhibited by him/her.

Exhibitors and parents agree to hold blameless the State of Nevada, the City of Reno and Sparks, Washoe County, Nevada Department of Agriculture, Board of Regents, Nevada System of Higher Education, University of Nevada, Reno, University of Nevada Extension, UNR Extension personnel, 4-H leaders and volunteers, and other persons involved in the Expo in case of accident or injury of any nature to the exhibitor or any loss or damage occurring to their property or livestock.

Grievance Policy

1. The Grievance Committee reserves the final and absolute right to interpret the rules and regulations of the Nevada 4-H Expo and to arbitrarily settle and determine all matters, questions, and differences regarding incidents at the Nevada 4-H Expo.
2. The Grievance Committee will consist of five (5) members, which will be comprised of 4-H volunteer leaders, 4-H youth, county Extension personnel, and the State 4-H Program Leader. Members must recuse themselves if personally associated with the grievance or people involved with the grievance. In this case, an alternate member will serve in their place.
3. Any dispute or questions regarding rules and/or management decisions must be submitted by the 4-H Youth Exhibitor, in writing, on an official Grievance Form, accompanied by a \$50 deposit (either check or cash) within one (1) hour of the alleged incident and/or contest competition (whichever is earlier) to the State 4-H Program Leader. Grievances will NOT be accepted by parents and/or volunteer leaders.
4. Once a complaint is received, the State 4-H Program Leader will review the complaint and convene the Grievance Committee, who will make the final decision.
5. The \$50 deposit will be forfeited if the grievance is not sustained.
6. Grievances must state plainly the cause of complaint or appeal, with the specific charges and description of the facts and the rule violated. All witnesses and their contact information must be provided with the grievance.
7. Grievance Committee rulings will be effective and binding.
8. Official Grievance Forms will be available at the Nevada 4-H Expo Office during the event.
9. Any exhibitor who violates any rules of Code of Conduct will be subject and will forfeit any awards
10. Future participation in the Expo will be at the discretion of the State 4-H Program Leader.

Conduct and Supervision of Exhibitors

ALL 4-H MEMBERS, PARENTS AND VOLUNTEER LEADERS MUST ABIDE BY THE NEVADA 4-H CODE OF CONDUCT AT ALL TIMES WHILE AT THE NEVADA 4-H EXPO.

- Exhibitors are representatives of their 4-H club and are expected to act in an appropriate manner. Misconduct of an exhibitor such as to reflect discredit on him/her, his/her club or the Expo will be cause for disqualification and result in the exhibitor and his/her exhibit being expelled from the Expo. Conduct must consider safety for all in attendance. Conduct jeopardizing the safety of animals or people will subject the exhibitor to disqualification.
- Malicious damage to the Reno-Sparks Livestock Events Center facilities will also be considered just cause for expulsion of an exhibitor and exhibit. In such cases, all awards will

be forfeited and future participation in the Nevada 4-H Expo will be at the discretion of the State 4-H Program Leader.

- Adults are expected to act in an appropriate manner. The misconduct of any parent, legal guardian, volunteer leader, or spectator will not be tolerated. Anyone who exhibits inappropriate behavior or distracts any exhibitor can/will be asked to leave the contest area.
- Any dispute or question regarding decisions of judges must be presented to the Grievance Committee in the appropriate manner.
- Not allowed at the Nevada 4-H Expo are items which can create a hazard on the grounds, including, but not limited to: bicycles, skateboards, roller-skates, in-line skates, scooters, and remote controlled or mechanical toy devices.
- Any use or possession of alcohol, illegal drugs, or controlled substances by any youth and/or adult is grounds for immediate disqualification and expulsion from the Expo. Exhibits, exhibitors, and adults will be sent home and forfeit all rights to any awards or prizes.
- WHILE AT THE 4-H EXPO, ALL EXHIBITORS MUST BE RESPONSIBLE TO AND CHAPERONED BY THEIR RESPECTIVE PARENT/LEGAL GUARDIAN, VOLUNTEER LEADERS, AND/OR EXTENSION PERSONNEL.
- ALL EXHIBITORS MUST BE UNDER THE SUPERVISION OF AN ADULT CHAPERONE AT ALL TIMES AND NOT LEFT IN THE CARE OF NEVADA 4-H EXPO OFFICIALS

Cavy, Poultry, and Rabbits Guidelines

Eligibility

- Any registered 4-H member enrolled in a 4-H Cavy, Poultry, or Rabbit Project in Nevada is eligible to compete in the 4-H Expo in the appropriate age class category.
- Animal tattoo numbers must be included on the entry form next to the appropriate class. **If there are incomplete forms (missing information, required signatures, etc.) entry forms will not be accepted.**
- Cloverbuds will be allowed to demonstrate what they have learned this past year in showmanship, but it will be a non-competitive class. **Cloverbuds are not allowed to show in animal species quality classes-it is showmanship only.** Cloverbuds are not eligible for Round Robin.
- **For Poultry and Rabbits:** Youth for the Quality Care (YQCA) training is mandatory at Nevada 4-H livestock shows. This requirement must be completed before entries are due. Failure to do so may exclude you from showing at the Nevada 4-H Expo. If you need to complete this training, please visit: yqcaprogram.org.

General Rules

This show is for youth exhibitors. Cleaning, feeding, watering, fitting, and grooming of animals must be done by exhibitor only from check-in through check-out of the show. After a warning by Show management to the exhibitor, a second violation will result in disqualification of that exhibitor. Humane treatment of animals is always expected. Any abuse of an animal is grounds for immediate disqualification and expulsion from the show and forfeiture of all awards. Each exhibitor must exhibit and care for their own animal at the State 4-H Expo Small Animal Show, except for illness, injury, or conflict in show schedules, in which case another 4-H member care for the animal exhibit in his/her place, with permission from show officials.

1. Classes will be split or combined as entries warrant at the discretion of the judges and/or the show manager.
2. The judge may set aside time before the show to speak with participating 4-H'ers on what each judge will be looking for and judges' procedures.
3. All species shall be inspected for general health conditions and must be free of pests and disease at the time of vet check-in at the show. No exceptions will be allowed!
4. All small animal areas must be kept neat and clean throughout the show.
5. Check-in and vet check will depend on the Nevada State 4-H Expo event show schedule.
6. The 4-H Expo Small Animal release time will be determined by the Nevada State 4-H Expo schedule. Participants will be notified in advance with a check-out/release time for their animals.
7. In the event of the death of any small animal, the 4-H member should contact their leader,

the Extension Office and a 4-H Small Animal Expo Committee member within 48 hours. If a request for a replacement animal is made, a written request is required to the State 4-H Expo Committee within seven (7) days of the death of the animal. Exhibitors showing only ONE animal may substitute for showmanship only to finish their project year. **No replacement animals after June 1.**

8. Members may show more than one class or type of small animal if there is no conflict of show schedules. If a conflict arises, the 4-H member must choose a class for showmanship competition and arrange for another 4-H member to substitute for them in quality classes.
9. Each individual animal will have its own ear tag, leg band or tattoo number assigned per exhibitor. No duplicate numbers will be allowed. All poultry, gamebirds and waterfowl must have leg bands on prior to entry into the Exhibit Hall during the check-in process.
10. Game Bird Oral Presentations: Junior presentations will be between 3 and 10 minutes; Intermediate presentations will be between 5 and 12 minutes and Senior presentations will be between 7 and 15 minutes. Presentations will be judged and receive a completed judging sheet. Participation in this class is limited to exhibitors showing game birds only. If you are bringing any poultry to the 4-H Small Animal Expo Show, you must participate in the poultry showmanship classes. Youth may also participate with their waterfowl in a showmanship class.
11. The APA and ABA standards will be used for judging all poultry. ARBA standards will be followed for all rabbit and cavy classes.

Small Animal Show Dress Code

Official Nevada 4-H Dress Code (**see Official Nevada 4-H Dress Code**). Young ladies may wear a black skirt (fingertip length or longer) instead of trousers/pants. Sturdy tennis shoes (not canvas material), protective shoes or boots. No shoes with open toes, open backs, heels or platform soles, sneakers or similar soft shoes. No hats.

Showmanship Guidelines

- Each livestock exhibitor must participate in the Showmanship contest and show their own animal (i.e. cavy, poultry, rabbit or waterfowl). No two (2) people may show the same animal. Exhibitors only wishing to show game birds must do an age-appropriate verbal presentation on the species they wish to do quality on instead of poultry showmanship.
- Showmanship classes and quality judging times will be at the discretion of the 4-H Small Animal Expo Committee and the judge(s). Times for shows may vary.
- Cloverbuds will be allowed to demonstrate what they have learned this past year in showmanship, but it will be a non-competitive class. **Cloverbuds are not allowed to show in animal species quality classes-it is showmanship only.** Cloverbuds are not eligible for Round Robin.

Small Animal Class Guidelines

A 4-H small animal member (No Cloverbuds) of any 4-H age is eligible to compete in any or all the breeding animal classes.

- **Cavy Classes** – Limit of three to four (3-4) per exhibitor may be shown.
- **Rabbit Classes** – Limit of three to four (3-4) rabbits per exhibitor may be shown (excluding meat pen).

- **Poultry Classes** – Limit of three to four (3-4) poultry per exhibitor may be shown (excluding meat pen).
- **Game Bird Classes** – Turkeys, Chukar, Quail, Pheasant, Guinea Hen, Peafowl, and Pigeons – Maximum of three to four (3-4) birds per exhibitor. Game bird exhibitors must provide their own cages during the show.
- **Ducks and Geese Classes** – Maximum of three to four (3-4) birds per exhibitor.

Cavy Show

Cavy Classes

Cavy Quality – All Breeds (Abyssinian, Abyssinian Satin, American, American Satin, Coronet, Peruvian, Peruvian Satin, Silkie, Silkie Satin, Teddy, Teddy Satin, Texel, White Crested, Crossbreed, and D.Q.*)

SC1	Junior Boars – Up to four (4) months of age (Weight: 12 oz to 22 oz)
SC2	Intermediate Boars – Up to six (6) months of age (Weight: 23 oz to 32 oz)
SC3	Senior Boars – Over six (6) months of age (Weight: 33 oz and over)
SC4	Junior Sows – Up to four (4) months of age (Weight: 23 oz to 32 oz)
SC5	Intermediate Sows – Up to six (6) months of age (Weight: 23 oz to 32 oz)
SC6	Senior Sows – Over six (6) months of age (Weight: 33 oz and over)

Cavy Showmanship

SC7	Cloverbud Showmanship (Non-Competitive)
SC8	Junior Showmanship
SC9	Intermediate Showmanship
SC10	Senior Showmanship

***DQ Cavy** – to include all cavy that do not meet the ARBA standard or for crossbred cavy.

Poultry Show

Poultry Classes

American Class

SP10	Plymouth Rock
SP11	Chantecler
SP12	Dominique
SP13	Jersey Giant
SP14	Wyandotte
SP15	Lamona
SP16	Java
SP17	New Hampshire
SP18	Rhode Island Red
SP19	Holland
SP20	Rhode Island White
SP21	Delaware
SP22	Buckeye

Asiatic Class

SP23	Brahama
SP24	Langshan
SP25	Cochin

English Class

SP26	Dorking
SP27	Orpington
SP28	Red Cap
SP29	Sussex
SP30	Cornish
SP31	Australorp

Continental Class

SP32	Hamburg
SP33	Polish
SP34	Houdan
SP35	Campine
SP36	Marans
SP37	Lakenvelder
SP38	Faverolle
SP39	Barnevelder
SP40	Crevecouer
SP41	Welsummer
SP42	La Fleche

Mediterranean Class

SP43	Leghorn
SP44	Ancona
SP45	Minorca
SP46	Sicilian Buttercup
SP47	Spanish
SP48	Catalana
SP49	Andalusian

All Other Standard Breeds

SP50	Modern
SP51	Phoenix
SP52	Old English
SP53	Cubalaya
SP54	Malay
SP55	Sultan
SP56	Sumatra
SP57	Naked Neck
SP58	Aseel
SP59	Araucana
SP60	Shamo
SP61	Ameraucana
SP62	Yokohamas

Game Bantam Class

SP63	Modern
SP64	Old English
SP65	American Game

All Other Combs Clean Legged Bantam Class

SP66	Ameraucana
SP67	La Fleche
SP68	Araucanas
SP69	Malay
SP70	Buckeye
SP71	Polish
SP72	Chantecler
SP73	Shamo
SP74	Cornish
SP75	Buttercup
SP76	Crevecoeurs
SP77	Sumatra
SP78	Cubalaya
SP79	Yokohama
SP80	Houdan

Rose Comb Clean Legged Bantam Class

SP81	Ancona
SP82	Minorca
SP83	Belgian Bearded d'Anver
SP84	Red Cap
SP85	Dorking
SP86	Rhode Island
SP87	Dominique
SP88	Rosecomb
SP89	Hamburg
SP90	Sebright
SP91	Leghorn
SP92	Wayandotte

Single Comb Clean Legged (other than Game Bantam) Class

SP93	Ancona
SP94	Holland
SP95	Naked Neck
SP96	Andalusian
SP97	Japanese
SP98	New Hampshire
SP99	Australorp
SP100	Java
SP101	Orpington
SP102	Catalana
SP103	Jersey Giant
SP104	Phoenix
SP105	Campine
SP106	Lakenvelders
SP107	Plymouth Rock
SP108	Delaware
SP109	Lamona
SP110	Rhode Island Red
SP111	Dorking
SP112	Leghorn
SP113	Spanish
SP114	Dutch
SP115	Minorca
SP116	Sussex

Feather Legged Bantam Class

SP117	Booted
SP118	Langshan
SP119	Faverolle
SP120	Brahma
SP121	Silkie
SP122	Cochin
SP123	Sultan

Pet Quality Class

SP124	Birds that do not meet a Standard. Example: crossbreeds, birds with obvious disqualifications, etc.
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Game Bird Classes - Maximum of three to four (3-4) birds per exhibitor

SP125	Turkeys
SP126	Chukar
SP127	Quail
SP128	Pheasant
SP129	Guinea Hen
SP130	Peafowl
SP131	Pigeons

Ducks and Geese Classes - Maximum of three to four (3-4) birds per exhibitor

SP132 Ducks

SP133 Geese

Poultry Showmanship

SP134 Cloverbud Poultry Showmanship (non-competitive)

SP135 Junior Poultry Showmanship

SP136 Intermediate Poultry Showmanship

SP137 Senior Poultry Showmanship

Rabbit Show

Rabbit Classes

Ages for 6-Class Rabbit Categories

- Senior Buck and Doe – Over eight (8) months old
- Intermediate Buck and Doe – Six (6) to eight (8) months old
- Junior Buck and Doe – Under six (6) months old

Ages for 4-Class Rabbit Categories

- Senior Buck and Doe – Over six (6) months old
- Junior Buck and Doe – Under six (6) months old

American

SR137 Junior Doe
SR138 Intermediate Doe
SR139 Senior Doe
SR140 Junior Buck
SR141 Intermediate Buck
SR142 Senior Buck

Giant Angora

SR143 Junior Doe
SR144 Intermediate Doe
SR145 Senior Doe
SR146 Junior Buck
SR147 Intermediate Buck
SR148 Senior Buck

Beveren

SR149 Junior Doe
SR150 Intermediate Doe
SR151 Senior Doe
SR152 Junior Buck
SR153 Intermediate Buck
SR154 Senior Buck

Blan de Hotot

SR155 Junior Doe
SR156 Intermediate Doe
SR157 Senior Doe
SR158 Junior Buck
SR159 Intermediate Buck
SR160 Senior Buck

Californian

SR161 Junior Doe
SR162 Intermediate Doe
SR163 Senior Doe
SR164 Junior Buck
SR165 Intermediate Buck
SR166 Senior Buck

Champagen d'Argent

SR167 Junior Doe
SR168 Intermediate Doe
SR169 Senior Doe
SR170 Junior Buck
SR171 Intermediate Buck
SR172 Senior Buck

Checkered Giant

SR173 Junior Doe
SR174 Intermediate Doe
SR175 Senior Doe
SR176 Junior Buck
SR177 Intermediate Buck
SR178 Senior Buck

American Chinchilla

SR179 Junior Doe
SR180 Intermediate Doe
SR181 Senior Doe
SR181 Junior Buck
SR182 Intermediate Buck
SR183 Senior Buck

Giant Chinchilla

SR184 Junior Doe
 SR185 Intermediate Doe
 SR186 Senior Doe
 SR187 Junior Buck
 SR188 Intermediate Buck
 SR189 Senior Buck

Crème d'Argent

SR196 Junior Doe
 SR197 Intermediate Doe
 SR198 Senior Doe
 SR199 Junior Buck
 SR200 Intermediate Buck
 SR201 Senior Buck

English Lop

SR208 Junior Doe
 SR209 Intermediate Doe
 SR210 Senior Doe
 SR211 Junior Buck
 SR212 Intermediate Buck
 SR213 Senior Buck

New Zealand

SR220 Junior Doe
 SR221 Intermediate Doe
 SR222 Senior Doe
 SR223 Junior Buck
 SR224 Intermediate Buck
 SR225 Senior Buck

Silver Fox

SR232 Junior Doe
 SR233 Intermediate Doe
 SR234 Senior Doe
 SR235 Junior Buck
 SR236 Intermediate Buck
 SR237 Senior Buck

American Sable

SR242 Junior Buck
 SR243 Senior Buck
 SR244 Junior Doe
 SR245 Senior Doe

Cinnamon

SR190 Junior Doe
 SR191 Intermediate Doe
 SR192 Senior Doe
 SR193 Junior Buck
 SR194 Intermediate Buck
 SR195 Senior Buck

Flemish Giant

SR202 Junior Doe
 SR203 Intermediate Doe
 SR204 Senior Doe
 SR205 Junior Buck
 SR206 Intermediate Buck
 SR207 Senior Buck

French Lop

SR214 Junior Doe
 SR215 Intermediate Doe
 SR216 Senior Doe
 SR217 Junior Buck
 SR218 Intermediate Buck
 SR219 Senior Buck

Palamino

SR226 Junior Doe
 SR227 Intermediate Doe
 SR228 Senior Doe
 SR229 Junior Buck
 SR230 Intermediate Buck
 SR231 Senior Buck

American Fuzzy Lop

SR238 Junior Buck
 SR239 Senior Buck
 SR240 Junior Doe
 SR241 Senior Doe

English Angora

SR246 Junior Buck
 SR247 Senior Buck
 SR248 Junior Doe
 SR249 Senior Doe

French Angora

SR250 Junior Buck
 SR251 Senior Buck
 SR252 Junior Doe
 SR253 Senior Doe

Belgian Hare

SR258 Junior Buck
 SR259 Senior Buck
 SR260 Junior Doe
 SR261 Senior Doe

Standard Chinchilla

SR266 Junior Buck
 SR267 Senior Buck
 SR268 Junior Doe
 SR269 Senior Doe

Dwarf Hotot

SR274 Junior Buck
 SR275 Senior Buck
 SR276 Junior Doe
 SR277 Senior Doe

Florida White

SR282 Junior Buck
 SR283 Senior Buck
 SR284 Junior Doe
 SR285 Senior Doe

Harlequin

SR290 Junior Buck
 SR291 Senior Buck
 SR292 Junior Doe
 SR293 Senior Doe

Himalayan

SR298 Junior Buck
 SR299 Senior Buck
 SR300 Junior Doe
 SR301 Senior Doe

Mini Lop

SR306 Junior Buck
 SR307 Senior Buck
 SR308 Junior Doe
 SR309 Senior Doe

Satin Angora

SR254 Junior Buck
 SR255 Senior Buck
 SR256 Junior Doe
 SR257 Senior Doe

Britannia Petite

SR262 Junior Buck
 SR263 Senior Buck
 SR264 Junior Doe
 SR265 Senior Doe

Dutch

SR270 Junior Buck
 SR271 Senior Buck
 SR272 Junior Doe
 SR273 Senior Doe

English Spot

SR278 Junior Buck
 SR279 Senior Buck
 SR280 Junior Doe
 SR281 Senior Doe

Lionhead

SR286 Junior Buck
 SR287 Senior Buck
 SR288 Junior Doe
 SR289 Senior Doe

Harvana

SR294 Junior Buck
 SR295 Senior Buck
 SR296 Junior Doe
 SR297 Senior Doe

Holland Lop

SR302 Junior Buck
 SR303 Senior Buck
 SR304 Junior Doe
 SR305 Senior Do

Mini Rex

SR310 Junior Buck
 SR311 Senior Buck
 SR312 Junior Doe
 SR313 Senior Doe

Jersey Wooly

SR314	Junior Buck
SR315	Senior Buck
SR316	Junior Doe
SR317	Senior Doe

Mini Satin

SR322	Junior Buck
SR323	Senior Buck
SR324	Junior Doe
SR325	Senior Doe

Polish

SR330	Junior Buck
SR331	Senior Buck
SR332	Junior Doe
SR333	Senior Doe

Rhineland

SR338	Junior Buck
SR339	Senior Buck
SR340	Junior Doe
SR341	Senior Doe

Silver

SR342	Junior Buck
SR343	Senior Buck
SR344	Junior Doe
SR345	Senior Doe

Thrianta

SR354	Junior Buck
SR355	Senior Buck
SR356	Junior Doe
SR357	Senior Doe

Lilac

SR318	Junior Buck
SR319	Senior Buck
SR320	Junior Doe
SR321	Senior Doe

Netherland Dwarf

SR326	Junior Buck
SR327	Senior Buck
SR328	Junior Doe
SR329	Senior Doe

Rex

SR334	Junior Buck
SR335	Senior Buck
SR336	Junior Doe
SR337	Senior Doe

Silver Martin

SR346	Junior Buck
SR347	Senior Buck
SR348	Junior Doe
SR349	Senior Doe

Tan

SR350	Junior Buck
SR351	Senior Buck
SR352	Junior Doe
SR353	Senior Doe

DQ Class – Animals are purebreds with physical faults that would disqualify them in another class. Acceptable faults are hernia, illegible tattoo, tattoo in wrong ear, overweight, only one testicle in males, blindness or moon eye, dewlaps in breeds where it would normally be a disqualification, unnatural ear carriage, torn ears, mismatched eyes, malocclusion or butting teeth, pigeon breast, missing or broken teeth, crooked tail, missing or broken toenail, mismatched toenails, color different than approved by rabbit standard, cow hocked legs, bowed legs. Unacceptable faults are ear canker, slobbers, vent disease, abscesses, mange, scurvy, fungus growth, mites, fleas, lice, colds, snuffles, tumors, eye discharge or conjunctivitis, underweight, entered in wrong class or group, sore hocks, and faking.

SR359	Junior Buck – Under six (6) months old
SR360	Intermediate Buck – six (6) to eight (8) months old
SR361	Junior Doe – Under six (6) months old
SR362	Senior Buck – Over eight (8) months old
SR363	Intermediate Buck – six (6) to eight (8) months old

SR364 Senior Doe – Over eight (8) months old

Crossbreeds Any rabbit that is not a purebred rabbit. A rabbit that has been or is crossed with another breed of rabbit.

SR365 Junior Buck – Under six (6) months old

SR366 Junior Doe – Under six (6) months old

SR367 Intermediate Buck – six (6) eight (8) months old (large breeds)

SR368 Intermediate Doe – six (6) to eight (8) months old (large breeds)

SR369 Senior Buck – Over eight (8) months old

SR370 Senior Doe – Over eight (8) months old

Rabbit Showmanship

SR371 Cloverbud Rabbit Showmanship (non-competitive)

SR372 Junior Rabbit Showmanship

SR373 Intermediate Rabbit Showmanship

SR374 Senior Rabbit Showmanship

Awards

There will be a Grand and Reserve given within each category of small animals, if there are at least five (5) entries in those divisions. For those categories with less than five (5) entries, only Grand Champion will be given. The Danish System for awards will be used for each class.

Herpetology Show

Herpetology – Lizards, Snakes, Testudines & Amphibians

Eligibility

- Any registered 4-H member enrolled in a 4-H Reptile or Amphibian project in Nevada is eligible to compete in the 4-H Expo in the appropriate age class category.
- Animals must be included on the entry form next to the appropriate class. If there are forms incomplete (missing information, required signatures, etc.) they will not be accepted.

General Rules

This show is for youth exhibitors. Cleaning, feeding, and watering of animals must be done by the exhibitor only from check-in through check-out of the show. After notification by Show Management to the exhibitor, a second violation will result in disqualification of that exhibitor. Humane treatment of animals is ALWAYS expected. Any abuse of an animal is grounds for immediate disqualification and expulsion from the show and forfeiture of all awards. Each exhibitor must exhibit and care for their own animal at the State 4-H Small Animal Show, except for illness, injury, or conflict in show schedules, in which case another 4-H member may provide care for the animal exhibit in his/her place, with permission from show officials.

1. Classes will be split or combined as entries warrant at the discretion of the judges and/or the show manager.
2. Contestants are responsible and expected to supply heat sources and electrical cords for all their animals which will need to be identifiable by having the animals' name, not the member's name to identify them.
3. The judge may set aside time before the show to speak with participating 4-H'ers on what each judge will be looking for and the judge's procedures.
4. All species shall be inspected for general health conditions and must be free of pests and disease at time of check-in at the show. No exceptions will be allowed!
5. All reptile and amphibian areas must be kept neat and clean throughout the show.
6. Check-in and will depend on the Nevada State 4-H Expo event show schedule.
7. The 4-H Expo Small Animal release time will be determined by the Nevada State 4-H Expo schedule. Participants will be notified in advance with a check-out/release time for their animals.
8. In the event of the death of any project small animal, the 4-H member should contact their leader, the Extension Office, and a 4-H Small Animal Expo Committee member within 48 hours. If a request for a replacement animal is made, a written request is required to the State 4-H Expo Committee within seven (7) days of the death of the animal. Exhibitors showing only ONE animal may substitute for showmanship only to finish their project year.
No replacement animals after June 1st.
9. Members may show more than one class or type of small animal if there is no conflict of show schedules. If a conflict arises, the 4-H member must choose a class for showmanship competition and arrange for another 4-H member to substitute for them in quality classes.

10. Herpetology Presentations: Junior presentations will be between 3 and 10 minutes; Intermediate presentations will be between 5 and 12 minutes, and Senior presentations will be between 7 and 15 minutes. Presentations will be judged, and exhibitors will receive a completed judging sheet.
11. If you are bringing any reptile or amphibian to the 4-H Small Animal Expo Show, you must participate in the herpetology showmanship classes.
12. **Due to space limitations, members are only allowed three (3) animal entries per member.**

Show Dress Code

Official Nevada 4-H Dress Code (can be found in the State 4-H Policies & Procedures Handbook - A black skirt (fingertip length or longer) may be worn instead of trousers/pants. Sturdy tennis shoes (not canvas material), protective shoes or boots. Shoes with open toes, open backs, heels or platform soles, sneakers or similar soft shoes are not allowed. No hats.

Showmanship Guidelines

- **Each Herpetology exhibitor must participate in the Showmanship contest and show their own animal.** No two people may show the same animal.
- Showmanship classes and quality judging times will be at the discretion of the 4-H Small Animal Expo Committee and the judge(s). Times for shows may vary.
- In each age division, the Grand Champion Showmanship exhibitor in Reptile and Amphibian will be invited to participate in the Small Animal Round Robin. If the Grand Champion exhibitor declines, the second place will be asked alternatively.
- Cloverbuds participants are allowed to show **in animal species quality classes, showmanship, and demonstration** with the understanding that this is for practice only as it is a non-competitive for their age group. **Junior through Senior aged 4-H small animal members are eligible to compete in any or all the animal quality classes that are ranked and placed in the Danish Show System Scoring. Cloverbuds will not be ranked and will receive non-competitive recognition for their participation.** Cloverbuds are not eligible for Round Robin.

Class Guidelines

Reptile and Amphibian Classes - Exhibitors must provide their own enclosures. No cohabitating is allowed. Each entry must have its own enclosure. Each animal must have a clear and legible exhibit card consisting of the following: Species common name; species scientific name; morph if applicable; age of animal; sex of animal.

Classes

Lizards

- L1 Bearded Dragons
- L2 Geckos
- L3 Other Lizard Species

Snakes

- S1 Ball Python Snakes
- S2 Corn Snakes
- S3 Boa Constrictors
- S4 Other Small
- S5 Other Large Species Snakes (over 5.5ft long)

Testudines

T1	Turtles
T2	Tortoises

Amphibians

A1	Axolotls
A2	Salamanders
A3	Frogs
A4	Toads
A5	Other Amphibian Species

Showmanship

HCS	Cloverbuds Showmanship
HJS	Junior Showmanship
HIS	Intermediate Showmanship
HSS	Senior Showmanship

Herpetology Demonstration

HD1	Cloverbuds Showmanship
HD2	Junior Showmanship
HD3	Intermediate Showmanship
HD4	Senior Showmanship

Awards

There will be a Grand and Reserve given within each category of small animals if there are at least five (5) entries in those divisions. For those categories with less than five (5) entries, only Grand Champion will be given. The Danish System for awards will be used for each class. Overall awards for Best Reptile in Show and Best Amphibian of Show will be awarded.

Dog Show

Eligibility

Any registered 4-H member enrolled in the 4-H Dog Program in Nevada is eligible to compete in 4-H Expo in the appropriate age class category.

General Rules

The judges will be following the most current AKC recommendations for obedience, rally, showmanship, and agility. Patterns, rules, and scorecards are under the guidance of the superintendents. Below is a list of general rules that each participant must follow, in addition to their specific instructions for their event.

1. All ties will be resolved by a run-off.
2. It is the responsibility of the exhibitor to check-in with the Ring Steward at the start of the show.
3. All dogs must be on a lead or otherwise ALWAYS confined when not in the show arena. Loose dogs may be disqualified.
4. Exhibitors will be held responsible for keeping premises clean and must keep dogs under control and away from other exhibits.
5. Dogs not entered in competition are not permitted in the show area.
6. Any dog that attempts to attack any person or another dog may be disqualified.
7. Bitches in season will exhibit at the conclusion of each event.
8. In each age division, the Grand Champion Showmanship exhibitor will be invited to participate in the Small Animal Round Robin. If the Grand Champion exhibitor declines, the second place will be asked alternatively.
9. Cloverbuds will be allowed to demonstrate what they have learned this past year in showmanship, but it will be a non-competitive class. Cloverbuds are not allowed to show in animal species quality classes-it is showmanship only. Cloverbuds are not eligible for Small Animal Round Robin.

Dress and Equipment Guidelines

Member

White shirt or blouse (long sleeve or short sleeve), solid dark pants or skirt, green tie (any kind) and closed toe shoes.

Dogs

Dogs in the obedience and rally ring must wear well-fitting plain buckles or slip collars. Slip collars of an appropriate single length leather, fabric, or chain with two rings (one on each end) are acceptable. Fancy collars, special training collars, or collars that are either too tight or so large that they hang down unreasonably in front of the dogs are not permitted. Nothing shall be hanging from collars.

- Agility dogs must wear a well fitted plain buckle collar. No slip collars.
- Guide dogs shall be in appropriate collar.
- Showmanship requires a show lead, and it must be appropriate to breed.

Dog Show Classes

Remember, safety must be of the utmost priority, so only classes that utilize the same skill set as required by the classes listed within the 4-H Policy Dog Show Rule Book are permitted. For clarification on each class please read the Dog Show Rule Book.

Obedience

D1	Sub Novice A
D2	Sub Novice B
D3	Novice A
D4	Novice B
D5	Open A
D6	Open B
D7	Graduate A
D8	Graduate B

Showmanship

D9	Cloverbuds (5 to 8)
D10	Junior (9 to 10)
D11	Intermediate (11 to 13)
D12	Senior (14 to 19)

Agility*

D13	Beginner
D14	Intermediate
D15	Advanced

*Dog height at withers will be needed

Rally

D16	Sub Novice Rally A
D17	Sub Novice Rally B
D18	Novice Rally A
D19	Novice Rally B
D20	Advanced Rally A
D21	Advanced Rally B

Awards

The Danish System of awards will be used for each class. There will be a Grand and Reserve given in each category of classes (obedience, agility, showmanship, rally), if there are at least 5 entries in the category. For those categories with less than 5 entries, only Grand Champion will be given. Overall awards will be given in Best in Showmanship, Agility, Obedience, and Rally will be awarded, as well as a sportsmanship award.

Horse Show

Eligibility

Any registered 4-H member enrolled in the 4-H Horse Program in Nevada is eligible to compete in 4-H Expo in the appropriate age class category.

All exhibitors must have passed Level 1 written and riding at the county level.

Horse

- Any horse, registered with a breed association or not registered, is eligible if the horse is a 4-H Project Horse and this horse is not a danger to itself, any other horse, 4-H Club Member, or any other person.
- A 4-H Club Member may have and/or exhibit more than one horse. However, the same guidelines (safety to itself, other horses, or exhibitors) apply to all horses being exhibited.

General Horse Show Rules

The Nevada 4-H Expo will be following the State Horse Show handbook. Classes will be conducted and judged according to the State Horse Show handbook.

These guidelines, found in the Horse Show handbook, establish a set of uniform practices and procedures that will occur at Expo:

- 4-H Horse Dress code is REQUIRED
- ASTM-SEI approved helmet is REQUIRED for all exhibitors and must be ALWAYS worn while handling a horse (including unloading/loading, grooming, leading, riding)
- Do NOT ride your horse from the barns or parking lot to the competition arena/area. Please safely lead your horse to the competition arena/area.
- Riding double is NOT allowed at any time during the Expo
- Riding bareback is NOT allowed at any time during the Expo

ALL horses must be checked by the show veterinarian EACH TIME the horse arrives at the Events Center. If a horse leaves the competition grounds for any reason during the competition period and returns, a recheck by the show veterinarian is required.

****Stalls will be reserved through the registration form for Expo.**

Round Robin: In each age division, the first place Showmanship exhibitor will be invited to participate in the 4-H Round Robin. If the first-place exhibitor declines, the second place will be asked alternatively. If the second-place exhibitor declines, no representative from this species will move forward.

Equipment Check Procedures

Paddock Judge/Official and Area - A paddock area will be designated for inspection of exhibitors by the Paddock Judge(s) or Ring Steward(s). The Paddock judge(s) will check clothing, tack, grooming,

feet, and other items against rule standards. Exhibitors not meeting dress, horse, or equipment requirements will be disqualified.

Information on Classes

The various classes are based upon the type of riding attire (such as English or Western) and skills needed in that respective. They are also defined by the age and ability of the horse and/or rider. The specifics of each class should be read carefully in the Horse Show Rule Book so that confusion can be avoided.

- Cross entries of a horse from snaffle/hackamore to bridle classes are not allowed.
- Cross entries of a horse from bridle to snaffle/hackamore classes are not allowed.

Ranch Riding Class Description

The purpose of the Ranch Horse Pleasure class is to reflect the versatility, attitude, and movement of a working horse. The horse's performance should be indicative of a working horse riding outside on the ranch/trail. The horse should work at a forward, working speed while always remaining under control. Note: This is not a timed event, and excessive speed will be penalized. Horses exhibited with light contact on the reins should be rewarded; loose or full drape of reins is not necessary. Overall manners, responsiveness of the horse while performing and the horse's quality of movement are the primary considerations. This is strictly an individual pattern class; no rail work is required. Each horse will work individually, performing the maneuvers as depicted in the pattern.

Horse Show Classes (with horses)

**** At the judge's discretion, classes may be combined****

Showmanship

H201	Showmanship Senior
H202	Showmanship Intermediate
H203	Showmanship Junior

Pattern – Western Horsemanship

H204	Senior – Western Horsemanship Bridle
H205	Intermediate – Western Horsemanship Bridle
H206	Junior – Western Horsemanship Bridle
H207	Senior – Western Horsemanship Snaffle Bit/Hackamore
H208	Intermediate – Western Horsemanship Snaffle Bit/Hackamore
H209	Junior – Western Horsemanship Snaffle Bit/Hackamore

Rail – Western Pleasure

H210	Senior – Western Horsemanship Bridle
H211	Intermediate – Western Horsemanship Bridle
H212	Junior – Western Horsemanship Bridle
H213	Senior – Western Horsemanship Snaffle Bit/Hackamore
H214	Intermediate – Western Horsemanship Snaffle Bit/Hackamore
H215	Junior – Western Horsemanship Snaffle Bit/Hackamore

Pattern - English Riding Skills

H216	Senior
H217	Intermediate
H218	Junior

English Pleasure

H219	Senior
H220	Intermediate
H221	Junior

Ranch Riding

H222	Ranch Horse Riding Bridle Senior
H223	Ranch Horse Riding Bridle Intermediate
H224	Ranch Horse Riding Bridle Junior
H225	Ranch Horse Riding Snaffle Bit / Hackamore Junior Horse Senior Rider
H226	Ranch Horse Riding Snaffle Bit / Hackamore Junior Horse Intermediate Rider
H227	Ranch Riding Snaffle Bit / Hackamore Junior Horse Junior Rider

Trail – all disciplines (English, Western, Ranch Riding)

H228	Trail Bridle Senior
H229	Trail Bridle Intermediate
H230	Trail Bridle Junior
H231	Handicap Trail
H232	Trail Snaffle Bit/Hackamore Junior Horse Senior Rider
H233	Trail Snaffle Bit/Hackamore Junior Horse Intermediate Rider
H234	Trail Snaffle Bit/Hackamore Junior Horse Junior Rider

Gymkhana

H235	Cloverleaf Barrels Senior
H236	Cloverleaf Barrels Intermediate
H237	Cloverleaf Barrels Junior
H238	Pole Bending Senior
H239	Pole Bending Intermediate
H240	Pole Bending Junior
H241	Figure 8 Senior
H242	Figure 8 Intermediate
H243	Figure 8 Junior

Equine Skill-a-thon (horseless – enter as an individual)*

H245	Senior
H246	Intermediate
H247	Junior

*Youth can complete this portion at any time during the horse show

Awards

The Danish system of awards will be utilized for judging each Horse Show class. There may be additional awards in the Horse Show; recognizing superior levels of performance of abilities and skills, a Grand Champion and/or a Reserve Champion award may be selected from recipients of Blue Ribbons within a class.

Overall High Point Award (Per Age Division)

An Overall High Point and a Reserve High Point Award will be presented in each age division for the show. Points will be accumulated based on placings in the following classes:

- Showmanship
- Pattern Class
- Rail Class

**Trail will NOT be included in overall points

The exhibitor with the highest total points across these classes will be named the High Point winner for their division.

An Overall High Point a Reserve High Point Award may be presented to overall age division of Gymkhana.

Static Exhibits

Eligibility

Only open to youth enrolled in a static project.

Cloverbuds: Youth aged 5 to 8 years old, as of 1/1/26, may enter exhibits in the statics section only, however, all Cloverbud entries are for display only and will not be judged or placed. All Cloverbud entries will receive comments and a Cloverbud award. For Cloverbuds, this opportunity is to show off their work and is non-competitive. Youth ages 5 to 8 years are only eligible to enter in the Cloverbud category and cannot enter any classes that specify “No Cloverbud Entries.”

General Rules

1. 4-H'ers may enter up to 5 quality exhibits per category.
2. Entries must be from the 2025-2026 4-H Project year (to have been completed between October 1, 2025, and June 2026).
3. Each exhibit must not exceed 30" in width, 24" in depth, and 30" in height (excludes booth and table setting entries). Include an explanation of project accomplishments, problems encountered, and future goals in the project area.
4. The name and county of each exhibitor should appear separately on the back of each board, poster, or article and on the front cover of notebooks so owner of the exhibit may be identified if the entry tag is separated from the exhibit.
5. USE OF COPYWRITTEN IMAGES: Copyrighted writing, artwork, videos, and images may be used in 4-H educational exhibits under Fair Use for educational purposes of Copyright Law. To qualify for Fair Use, 4-H'ers must: 1) only use a small amount of the copy-written work, 2) add new meaning to the work to make it original, 3) rework it and use it in a totally different way, or 4) use it for nonprofit purposes (not to make money). Giving credit to the original creator is also recommended.

Entry Forms

Entries will be separated by age groups. *(For example, while a senior and a junior may both be entering a black and white photo into the same class number, their entries will be evaluated against their peer age group – not each other).*

Division: Educational Exhibits (STEM/STEAM/Healthy Living/Civic Engagement)

The purpose of an educational exhibit is to provide educational information for those attending Expo.

- Must have an educational theme
- Must be portable

- Open to all youth in all project areas

Example project areas include:

- Animal Science
- Beekeeping
- Vet Science
- Child Development
- Babysitting
- Teen Leadership
- Service-Learning Projects
- Club Officer Experience
- Outdoor Cooking
- Any other Nevada 4-H Project Area where youth are enrolled

Judging guidelines include educational value (50%) and overall appearance and presentation (50%).

Educational Poster (EDP)

- **Individual Educational Poster (EDP1)** – Science board or poster of photos and information.
- **Club Educational Booth (EDP2)** – Board or poster created in collaboration with another.

Educational Booth (EDB)

- **Individual Educational Booth (EDP3)** – Table set up or display of information, photos, prototypes, examples, and/or project results
- **Club Educational Booth (EDP4)** – Display created in collaboration with another.

Division: Consumer and Family Science

All exhibits must be clean, pressed, in good condition, and on a hanger.

Consumer and Family Science

- **Non-Clothing Textiles (NCTEXT)** – Sewing, Needlework, Stitchery, and related projects.
- **Textile Weaving (TWEAV)** – Fabric weaving, rug work, tapestries and cloth woven projects.
- **Beginning Sewing (SEW1)** – First year in a sewing project. (*Ex: simple finished clothing items*).
- **Intermediate Sewing (SEW2)** – Second or Third year in sewing projects. (*Ex: complete finished apparel or clothing with techniques for closures projects in fabric types*).
- **Advanced Sewing (SEW3)** – Four or more years in Sewing projects. (*Ex: complete finished outfit, matching top and bottom, jacket, multiple closures*).

Division: Expressive Arts

Creative art projects or different media and techniques.

Expressive Arts

- **Beadwork and Jewelry (BEAD)** – *Ex: loom-work beading, hand string, wire wrap.*
- **Fine Art Dimensional (3DART)** – *Ex: ceramics, sculpture, glass, 3-D printed Art.*
- **Leather Crafts (LEA)** – *Ex: leather carving, stamping, dying, or hardware.*
- **Scrapbooking (SCRAP)** – *Ex: multiple pages of images text and texture layout.*
- **Non-Fabric Weaving (NFWEAV)** – *Ex: basket weaving, leather braiding, macrame.*
- **Miscellaneous (MISC1)** – Other creative art projects that do not fit another category.

Division: Fine Arts

Creative art projects in traditional art media.

- **Acrylic Paint (ART1)**
- **Watercolor (ART2)**
- **Ink (ART3)**
- **Charcoal (ART4)**
- **Mixed Media (ART5)** – more than one medium used to create the project.
- **Other (ART6)** – *Ex: markers, pencils, conte crayon, pastels.*

Division: Photography

Images taken with some type of camera, printed and mounted for presentation.

- All entries must be captioned and titled. *Ex: "Untitled 6" (red tree)*
- Photos must be mounted on clean cut mat board, foam board, photo mounting board of equal weight poster board – OR – in a basic frame without glasses.
- Photos must be between 4x6" and 8x10".
- **Black and White Photo (PHOTO1)**
- **Color Photo (PHOTO2)**
- **Digitally Enhanced Photo (PHOTO3)** (If using AI, original photo taken by youth must be used)
- **Photo Essay (PHOTO4)** - Group of up to 10 photos which tell a story about a subject. Photos should be mounted together on the same surface. All other photo rules apply. Considered 1 entry.

Division: Agri Science Exhibits

Projects related to agriculture and scientific topics.

- **Entomology - No Cloverbud Entries**
Insect and arthropod specimens, collected during the current project year.
 - **Junior (ENT1):** 10 mounted specimens, collected during the current project year.
 - **Intermediate (ENT2):** 15 mounted specimens. May include 10 from the previous year, plus 5 collected during the current project year.
 - **Senior (ENT3):** 20 mounted specimens. May include 15 from the previous year, plus five collected during the current project year.
- **Eggs (EGG):** At least 3 specimens in a protective mount/container. Eggs must be cleaned, tapped and hollow – shell only. *(Decorated eggs please submit in Expressive Arts Other).*
- **Science Specimens (SCI)** – Preserved specimens that do not fit above categories. *(Ex: models, diagrams or animal anatomy, display or binder on animal systems or diseases. Suggested project areas include Animal Science, Beekeeping, Veterinary Science, and other animal project areas).*
- **Plant Science (PLANT1)** – Fruit and Vegetable Gardening – Plants brought in containers.
- **Miscellaneous (MISC2)** – Other Agriculture projects that do not fit in another category.

Division: Engineering

- **Robotics (ROB01)** – No Cloverbud Entries.
- **Woodworking (WOOD1)** – No Cloverbud Entries.
- **Rocketry, Aerospace, Electrical (ENG1)** – No Cloverbud Entries.
- **Metalworking/Welding (METAL)** – No Cloverbud Entries.
- **Lego and Models**
 - **Lego Original Design (LEGO1)** – Creation and design originally conceived and built by the 4-H participant. *Lego entries must consist entirely of LEGO pieces.*
 - **Lego Kit (LEGO2)** – Completed Lego construction from a Lego kit. *Lego Entries must consist entirely of LEGO pieces.*
 - **Original Design (MODEL1)** – Non-Lego model created, designed, and/or built by 4-H participant. *(Ex: original constructed pieces and devices).*
 - **Other Models (MODEL2)** – Non-Lego models constructed from a kit. *(Ex: planes, cars, non-functioning rockets, ships).*
- **Miscellaneous (MISC3)** – Other building projects that do not fit in another category.

Division: Healthy Living

- **Food must NOT require refrigeration.**
- All displays of food not in jars must be wrapped neatly in plastic and placed on white disposable paper plants/bases. *The Nevada 4-H Expo is not responsible for non-disposable containers, lost bread boards, China, or glassware.*
- Baked items are judged upon appearance, texture/grain, crumb or tenderness, flavor, and eating quality. After baked goods have been judged, a representative size or amount will be placed on display *(Ex: 3-5 cookies, 1-3 slices of bread, 1 slice pie or cake).*
- Attach recipe to entry when submitted.

- **Outdoor Cooking (OUT)** – Entry will be tasted. *(Ex: barbeque, tandoori).*
- **Quick Bread (QBREAD)** – Entry will be tasted. Non-yeasted bread. *(Ex: naan, zucchini bread).*
- **Yeast Bread (YBREAD)** – Entry will be tasted. Yeasted breads. *(Ex: cinnamon roll, sourdough)*
- **Cookies (COOK)** – Entry will be tasted. *(Ex: chocolate chip, Madeline, cookie bars).*
- **Candy (CANDY)** – Entry will be tasted. *(Ex: fudge, hard candy, taffy).*
- **Cakes (CAKE)** – Entry will be tasted. *(Ex: chiffon cake, chocolate torte, pound cake, donuts).*
- **Pies (PIE)** – Entry will be tasted. *(Ex: lattice top cherry, chocolate chess).*
- **Gluten Free Baked Goods (GFREE)** – Entry will be tasted. Any bread, cookie, cake, or pie that is specifically made to appeal to an audience who does not consume gluten.
- **Food Artistry (FOODART)**
 - Exhibits will be judged on artistry and will not be eaten.
 - Base layers can be non-edible *(Ex: Styrofoam)*, as only the artistry is being judged.
 - *Ex: cake decorating, cookie decorating, sourdough bread with patterns*
- **Table Setting (TABL)** – One full setting must be presented. Entry will be judged on creativity, theme, and attractiveness. The exhibit must be original and include a menu, dishes, glasses, flatware, and centerpiece. Project must be centered around a theme with

matching or coordinated components. Only the exhibitor may set up the table and they may not touch the setting after complete. Exhibitors must provide a table. Must be currently enrolled in a related project.

Food Preservation (PRES1) – No Cloverbud Entries

- Items will not be opened or tasted.
- Items will be judged on proper canning techniques and appearance.
- All recipes, procedures, and times followed must be according to current USDA and/or National Center for Home Food Preservation recommendations. (*Ex: jellies, preserves, pickles, fruit leather, dried fruit*).

Item labels must include:

- Variety of Product, Date Canned/Jarred, Method, Method of Processing, Time of Processing.

Honey

- **Single Honey Product (HON1)**

Exhibit one of the following:

- Extracted Honey – 2 one-pound jars, shown in glass or clear plastic, screw-top jars holding 1 pound of honey each.
 - Chunk Honey (comb in jar) – 2 one-pound jars (*wide-mouth – glass or clear plastic*)
 - Cut-comb Honey – 2 one-pound boxes (*These are usually 4 ½" x 4 ½" in size*)
 - Comb Honey – 2 sections (*honey built in frames of wood commonly called "sections". Boxes are usually 4 ½" x 4 ½" in size*).
- **Two Honey Products (HON2)**
 - Extracted Honey – 2 one-pound jars (*glass or clear plastic*)
 - Chunk Honey (comb in jar) – 2 one-pound jars (*wide-mouth – glass or clear plastic*).
 - Cut-comb Honey – 2 one-pound boxes. Boxes are usually 4 ½" x 4 ½"
 - Comb Honey – 2 sections (*honey built in frames of wood commonly called "sections". Boxes are usually 4 ½" x 4 ½" in size*).
 - **Miscellaneous (MISC4)** – Other Foods and Healthy Living projects that do not fit in another category.

Special Horticulture Classes – these classes are special to Expo 2026 and focus on Year of the Horse

- **Houseplant Container Display (SHP1)** - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Fairy Garden Display (SHP2)** - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Garden Accessories (SHP3)** - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Wildlife Habitat (SHP4)** - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)

- **Herbs and Vegetables (SHP5)** - The vegetable display must include at least five but not more than seven different kinds of vegetables grown in the exhibitor's garden and will not include flowers, herbs, other ornamental or decorative items, or other plants. More than one variety of any vegetable can be displayed; however, not more than four items of the same vegetable can be displayed.
 - All herb specimens should include sprigs with stems of adequate length to reach the water level and that reach at least six inches above the top of the bottle, but not more than twelve inches above the top of the bottle.
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Floral Arrangement (SHP6)** - This display will utilize live flowers
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Recycled Item Floral Arrangements (SHP7)** - This display will feature flowers made from recycled items
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Home Grounds Improvement (SHP8)** - An exhibit that shows learning about landscape plans, selection of landscape plants, ornamental garden features, home yard improvement, storage sheds, careers, etc.
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Horticulture and Plant Science (SHP9)** - An exhibit that shows learning about the growth, use, and value of plants, soils, small fruit production, vegetable and flower gardens, plant nutrition, careers, etc.
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Entomology (SHP10)** - An exhibit that shows learning or is an outgrowth of an entomology or bee project experience. Includes specimen collections and may include products (for example honey) or equipment as part of the display.
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Forestry (SHP11)** - An exhibit, including collections, that show learning from participation in a forestry project or program.
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Recycled plant pot/container (no store-bought item) (SHP12)** - An exhibit that allows you to get creative and turn a recycled item, or no longer used for its original purpose item, into a plant container
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- **Painted snake pot (SHP13)** - A 6-inch pot that is painted featuring a horse in the design
 - Put your favorite horse featured plant in the pot
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the plant(s) should be provided
- **Produce basket (SHP14)** - Edible and arranged in an eye-appealing manner. Items must be

a basket.

- Items must be grown in home garden
- Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
- The common and scientific name of the plant(s) should be provided
- **Seed mosaic (SHP15)** - Design a horse themed art piece utilizing at least 5 different plant seeds
 - Item must feature a horse in some capacity (can be in design or via the name/type of produce grown)
 - The common and scientific name of the seed(s) should be provided
- **Fabric dyeing with plants (SHP16)** – Design a horse themed dyed fabric using plants
 - Item must feature a horse in some capacity (can be in design or via the name of the plant used to dye the fabric)
- **Plant Pets (SHP17)** – Grow a horse themed Chia pet.
 - Item must feature a horse in some capacity
- **Terrarium (SHP18)** – Create a small horse themed garden in a transparent glass container. Can be a closed or open terrarium.
 - Item must feature a horse in some capacity
- **Write a graphic novel (SHP19)** – Create a graphic novel featuring plants and horses. Content and images must be appropriate for youth.
 - Item must feature a horse in some capacity
- **Growing Poems (SHP20)** – Create garden inspired poetry.
 - Item must feature a horse in some capacity
- **Garden Stepping Stones (SHP21)** – Create a garden stepping stone.
 - Item must feature a horse in some capacity
- **Recycled watering can for irrigation (SHP22)** – Create a one-of-a-kind recycled watering can.
 - Item must feature a horse in some capacity

Static Awards:

Each project is evaluated individually with the *Danish Award System* to provide feedback on the quality of the skills demonstrated. *Cloverbuds only receive this type of award.* Junior, Intermediate, and Senior projects that receive a blue ribbon will also be evaluated in the American system.

The *American System* of judging is used to evaluate projects in relation to each other. Judges may select first place (champion) for each age group within a division that has more than 3 participants. Judges may also select a second place (reserve champion) for each age group within a division that has more than 5 participants.

For example:

<3 entrants: Rachel and Tess are the only Senior entrants in Metalworking Projects. They both receive a blue ribbon. There are no champion/reserve awards for seniors in the Metalworking Division.

3-5 entrants: Sarah, Jim, and Alex are all Intermediate entrants who received blue ribbons for their projects in Metalworking. One Champion award is selected by judges for Intermediate in the Metalworking Division.

>5 entrants: Morgan, Serge, Penny, Phillipa, and Crosby are all Juniors who received a blue ribbon for their projects in Metalworking. Both Champion and Reserve Champion awards are selected.

The top-placing 4-H members in each division will receive an Overall Award for their age group, as long as at least three members are entered into that division.

(For example, there may be an Overall Award for Healthy Living in the Junior, Intermediate, and Senior age groups. The same applies to other divisions like Consumer & Family Sciences.)

Definitions:

Discipline – The general subject area of a project. *(Ex: Dog, Static, Horse, Shooting Sports).*

Division – Group of similar projects within a discipline. Within the Static Discipline some Divisions include Consumer and Family Sciences, Fine Arts, and Healthy Living.

Category – Projects organized by thematically similar subjects within a division. The specific type of skills by which a project can be judged and compared to other projects of the same skill. Within the Static Discipline and the Healthy Living Category, some Categories include Pies, Yeasted Bread, and Quick Breads. All projects within the division receive feedback on the same judging sheet.

Fashion Revue

Eligibility

Participation is open to any Nevada 4-H member enrolled in 4-H Sewing Project or related project areas. Entrants must model attire constructed or coordinated in the 2025-2026 4-H year.

General Rules

The purpose of the Fashion Revue is to provide 4-H youth with an educational experience in the development of leadership skills, poise, and self-confidence through planning, selecting and/or construction, accessorizing and modeling.

1. **Please note:** If you want to be judged on the construction of the project, then it must also be entered into the static Clothing, Textile (Sewing), and Needlework (TEXT) class.
2. Attire modeled must have been constructed, purchased, recycled or acquired by the member during the current 4-H year.
3. Only one entry per member in each class is allowed.
4. Entrants will be judged on appearance of the garment on the model, modeling ability and coordination of total outfit.
5. The Non-Sewing Construction category includes knitted, crocheted, leather, and/or wearable art, etc. Purchased clothing items have a \$50 limit.
6. A written commentary must be received by **June 8, 2026, along with the entry form.** The commentary should contain descriptive information on the garments and accessories. Entries received without a commentary will be disqualified.

Fashion Revue Classes

Machine Sewn Construction

FR1	Junior Division
FR2	Intermediate Division
FR3	Senior Division

Coordinated Pieces

FR4	Junior Division
FR5	Intermediate Division
FR6	Senior Division

Purchased Clothing Items

FR7	Junior Division
FR8	Intermediate Division
FR9	Senior Division

Constructed with Non-Sewing Techniques (ex. knitted, leather, crochet, or other)

FR10	Junior Division
FR11	Intermediate Division
FR12	Senior Division

Awards

There will be a Grand and Reserve given in each category, if there are at least five (5) entries in the category. For those categories with less than five (5) entries, only Grand Champion will be given. The Danish System of awards will be used for all classes. Overall awards will be given in Machine Sewn Construction, Coordinated Pieces, Purchased Clothing Items, and Constructed with Non-Sewing Techniques categories.

Communications Contest

Eligibility

Any 4-H member, ages 9 to 19, is eligible to participate. There is no qualifying contest for this event. 4-H'ers can submit one entry to the demonstration contest and one entry to the public speaking contest.

Demonstration Contest

General Rules

A demonstration should be about some part of the current 4-H project which the contestant is involved in. With a demonstration, contestants are describing to their audience "HOW TO" do a particular activity.

1. The subject matter must be projected related.
2. Dress should be appropriate for the task being performed. 4-H members should be neat and well-groomed.
3. No firearms or ammunition.
4. Please contact the State 4-H Office about bringing live animals
5. Presentations should be original and developed by the contestant. Any form of plagiarism is strictly prohibited. Plagiarism can include but is not limited to:
 - Copying parts of speech
 - Using text, phrases, photos, or diagrams from an article, video, book, movie, or other published work without giving credit to the author

Demonstration Classes

DEM1	Junior Division (3-10 minutes)
DEM2	Intermediate Division (5-12 minutes)
DEM3	Senior Division (7-15 minutes)

A verbal warning will be given at thirty (30) seconds left of time allotment. A second warning will sound at the end of time allotment at which time the contestant must stop whether they are finished or not.

Public Speaking

General Rules

1. Speeches must relate to a 4-H topic.
2. Dress should be appropriate for the task being performed. 4-H members should be neat and well-groomed.
3. Contestants may not use any costumes, posters, visual aids, or props for their presentations.
4. Contestants are not allowed to present any items to the judges.

5. A public address system will not be used or allowed.
6. Contestant order will be determined by a random drawing and announced thirty (30) minutes prior to the start of the contest.
7. The contestants and audience will be present for speeches.
8. Contestants and audience will be present for speeches.
9. Ties will be broken by the judges.
10. Each contestant/event will require a minimum number of participants/teams. If that minimum is not met, the contest/event may be cancelled.

Public Speaking Classes

PS1	Junior Division (3-5 minutes)
PS2	Intermediate Division (5-7 minutes)
PS3	Senior Division (6-8 minutes)

A verbal warning will be given at thirty (30) seconds left of time allotment. A second warning will sound at the end of the time allotment at which time the contestant must stop whether they are finished or not.

Awards

There will be a Grand and Reserve given in each class if there are at least five (5) entries in the class. For those classes with less than five (5) entries, only Grand Champion will be given. The Danish System of awards will be used for every class. An overall Demonstration and Public Speaking award will be given.

4-H State Livestock Contests

Skill-A-Thon

Purpose

The ability to recognize and interpret visual differences between livestock animals and to understand livestock production/management practices. These are valuable skills for 4-H Club Members to learn, comprehend, and utilize.

The purposes of the Nevada State 4-H Livestock Skill-A-Thon Contest and Quiz Bowl are two-fold: subject matter education and life skills development.

- To encourage 4-H Members to learn modern livestock evaluation methods and to select the appropriate livestock for a defined production purpose.
- For 4-H Members to demonstrate their skills, abilities, and knowledge pertaining to livestock breeds, livestock equipment, livestock production/management, meat judging and identification, as well as livestock feeds and nutrition.
- To help youth learn the techniques of logical, accurate, decision making; to recognize the reasons for their decisions; and to develop the ability to orally express their thoughts.
- To encourage 4-H Members to assume responsibility for their decisions and actions.
- To encourage 4-H Members to establish goals and determined a course of action which will assist them in accomplishing those goals.
- To assist youth career awareness, career possibilities, and career guidance.
- To provide youth with opportunities to initiate and enhance life skill development.
- To provide a competitive setting where attitudes or friendliness and fairness prevail.
- To develop teamwork skills among 4-H Members.

Eligibility

The Nevada State 4-H Livestock Skill-A-Thon Contest and Quiz Bowl Contest are open to all County 4-H Programs throughout Nevada. All contestants must be active Nevada 4-H members. All 4-H Club Members are eligible but must compete as a team. Counties are encouraged to send as many teams and individuals as they wish for each age division. Contestants can enter as an individual or as a team. If they enter individually then a team of 4 will be made by officials on a first come first served basis. **NOTE:** Only teams of Senior 4-H members are eligible to compete for National Contests.

No 4-H member who has taken post-high school Animal Science, Livestock Judging or related subject courses may enter. In addition, any member who has competed in a National Level 4-H Skill-A-Thon Contest will be ineligible to compete in the same contest on the State Level. However, the members are encouraged to become a junior coach for the county clubs and become involved in other aspects of the program.

***Addendum:** Youth who have competed in a National 4-H Contest may be a *practice participant* in the same contest at the State 4-H event. A *practice participant's* scores will not be considered for the State 4-H Contest awards and placings.

For Skill-A-Thon and Quiz Bowl each County 4-H Program may enter as many eligible teams as they wish. **NOTE:** Only teams of Senior 4-H members are eligible to compete for National Contests. Age category classifications follow state policies.

The selection of eligible teams is the responsibility of County 4-H/Extension Staff. Counties are allowed to partner with other counties to create a full team of four (4) or five (5).

Contest Assistance

Each county entering this contest may be asked to provide at least two individuals and two back-up individuals to assist with the operation of the contest. The individuals will serve as:

Group Leaders: Individuals keep track of youth in their groups, make sure there is no talking between contestants, and review score sheets/cards to make sure names and/or numbers are on all score sheets/cards that are turned in. The name and/or number will be highlighted by the group leader to indicate score sheets/cards have been received.

Station Coordinators: Individuals make sure there is no talking between contestants, help maintain flow between stations, and answer any questions that contestants may have for the station (should be staff only).

Timekeepers: Individuals manage time and instruct contest coordinator and/or contestants of start and finish for specific time frames (except for Quiz Bowl, the coordinator of the Livestock Judging and Skill-A-Thon should be the timekeepers).

Score Keepers: Individuals use keys/answer sheets to grade sheets/cards.

Other Tasks: When necessary, individuals may be asked to do different tasks not mentioned above. Instructions will be given on how to complete tasks.

The names and complete addresses of these individuals are considered part of the entry. The eligibility of contestants/volunteers is the responsibility of County 4-H Extension Staff.

Dress

All contestants are expected to wear the official Nevada 4-H Uniform (white shirt, green tie, closed-toed shoes and appropriate pants) at the State 4-H Livestock Judging, State 4-H Livestock Skill-A-Thon & State 4-H Livestock Quiz Bowl Contests. No contestant shall wear any clothing, pins, or badges that will in any way reveal his identity or the county which he/she represents. No hats are to be worn during the contests.

Teaching and Study Materials

Teaching materials for the State 4-H Livestock Judging Contest and the State 4-H Livestock Skill-A-Thon Contest are available in publication/print format and PowerPoint format from the Nevada 4-H Website (<http://www.unce.unr.edu/4H/programs/stem/animals/>).

A small percentage of questions may be based on current events in the beef, sheep and swine industries. Study major issues that have affected the livestock industry in many ways such as animal diseases, exports, animal ID, environmental issues, and regulatory changes. The following online resources will be used to develop these questions:

1. American Sheep Industry Association website at: www.sheepusa.org

2. National Cattleman's Beef Association website at: www.beefusa.org/
3. National Pork Board website at: www.porkboard.org/
4. Pork Magazine (questions related to current industry issues website at: www.porkmag.com
5. Beef Magazine (questions related to current industry issues) website at: www.beef-mag.com
6. Youth for the Quality Care of Animals website at: www.yqca.com

Scoring

All contestants will be scored as a team and will consist of four (4) people per group maximum and three (3) people per group minimum. The top three scores are counted for skill-a-thon. For Quiz bowl, the team will consist of four (4) people per group with a fifth (5) as an alternative.

Contest Breakdown

Livestock Skill-A-Thon

Identification Station (Breeds, Equipment, etc.)

Junior	10 minutes
Intermediate	10 minutes
Senior	10 minutes

Group Stations (QA, Breeding Scenarios, etc.)

Junior	20 minutes
Intermediate	20 minutes
Senior	20 minutes

Livestock Skill-A-Thon Contest Regulations

Decisions and placings of contest officials and management are final. All placings, as announced, are final. Tie-breakers will be resolved with the highest Meat Identification class score.

The following is a list of common Skill-A-Thon classes. Please note that actual classes may deviate from this list to keep current with a rapidly changing livestock industry. The contest is not limited to the following classes; therefore, point totals may vary as well.

Some aspects of the Skill-A-Thon Contest are conducted on an individual basis and will be scored as such. Individual components of the contest may consist of any of these categories:

Classes Completed as an Individual

1. **Livestock Equipment Identification:** Identify, from a provided list, the proper name and use for pieces of equipment used in livestock production.
2. **Livestock Breed Identification:** Identify livestock (beef cattle, swine, sheep and goat) breeds from photographs or pictures. Contestants must also match breeds with the most appropriate description supplied.
3. **Livestock Feed Identification:** Identify, from a provided list, the feeds provided used in the livestock industry.
4. **Retail Meat Cut Identification:** Identify, from a provided list, the uniformly accepted name of beef, pork, lamb, and veal retail cuts on display including the species and the retail cut.
5. **Hay and/or Wool Judging Class:** Rank a class of four hay and/or wool samples with analysis information.

6. **Quality Assurance Exercise:** Demonstrate how to read a medicine label, calculate withdrawal times, complete a treatment record, and make responsible management decisions regarding quality assurance.
7. **Quiz:** Complete a 25-question multiple choice and true/false quiz concerning the complete livestock industry.

Total possible individual points: 500-600

- Seniors will have fifteen (10) minutes for every set of identification tables
- Intermediates will have thirteen (10) minutes for every set of identification tables
- Juniors will have eleven (10) minutes for every set of identification tables

Some aspects of the Skill-A-Thon Contest are conducted on a group basis. In these aspects of the contest, the individuals work as a group to solve the problem, answer the question, or derive the appropriate solution. Each group member receives the same score for this part of the contest. Group components of the contest may consist of any of these categories:

Classes Completed as a Group

There will be a designated area for groups to collaborate

1. **Quality Assurance Exercise:** Demonstrate how to read an animal health product label, calculate dosage rates and withdrawal times, complete a treatment record, be familiar with administration routes, animal identification and restraint methods, and make responsible management decisions regarding quality assurance. (This may involve live animals depending on availability.)
2. **Meat & Carcass Evaluation:** Rank one (1) class of four similar retail cuts (50 possible points). Evaluate photos of a carcass and price carcasses using a grid (75 possible points).
3. **Animal Breeding Scenario and Exercise:** Group members will evaluate a breeding/marketing animal scenario and make animal selection/marketing decisions based upon performance/visual data to rank breeding animals or market them for use within the situation.
4. **Evaluation of Performance & Marketing Information:** Evaluate performance information on a group of livestock and then use the information given to make the best marketing decisions.
5. **Livestock Feeding:** Identify the proper name for livestock feeds and identify each corresponding nutrient group. Feed samples and lists of feed names and nutrient groups will be provided. Utilizing feed ingredients given, formulate a ration for a group of livestock.

Total possible team classes points: 100-600

- Seniors will have twenty (20) minutes for their group activity
- Intermediates will have eighteen (20) minutes for group activity
- Juniors will have sixteen (20) minutes for their group activity

Contestants may take notes during the contest. However, no prepared notes or printed material may be used by contestants during the contest.

Study guides will be sent out to all contestants thirty (30) days prior to the contest.

It is the responsibility of contestants to be in the appointed place at the times designated by contest officials.

Quiz Bowl

A team will consist of four members, plus one alternate. An alternative can be substituted at the conclusion of any phase in a round. No substitutions are allowed within a phase, unless the moderator deems that an individual cannot continue in competition. The recommended procedure for Quiz Bowl team member substitution is as follows:

1. Each team may name an alternate and the alternate is expected to attend all rounds of competition in which their team participates.
2. If an alternate enters play, he/she must remain in the contest for the rest of that phase.
3. Substitution during the contest needs to be approved by the moderator. If a four-member team enters the competition, and one member is unable to continue the competition and there is no designated alternate, the resulting three-member team will be allowed to continue; however, they will forfeit the Phase I questions directed toward the fourth team member

Officials

Moderator: The moderator assumes complete direction of the contest, asks all questions, designates contestants to answer questions, accepts or rejects all answers as guided by the judge(s), and may seek interpretation of questions and answers from the judges or contestants. The moderator should be knowledgeable in Quiz Bowl procedures, guidelines, and regulations.

Judge: A judge can be anyone with a strong background in the subject matter of the Quiz Bowl. The judge will accept or reject any question and/or answer and have the option of explaining the answer. The judge(s) may ask for clarification from a contestant. If possible, at least two judges should be used for Quiz Bowl's covering multiple species.

Timekeeper: The timekeeper will monitor elapsed time for each timed event and will indicate to the moderator when time has expired. The timekeeper or the moderator will handle the controls of game equipment, depending on the set-up of the equipment.

Score Keeper: One or two scorekeepers will keep a running score on each match. One score keeper will maintain scores visible to the moderator and contestants, and if possible, the viewing audience. If a second scorer is available, he/she will maintain a written record of all scoring transactions. It is recommended to have two score keepers.

General Rules

1. Teams will be notified prior to the Quiz Bowl when and where they should report.
2. **Team Captain:** A team captain is designated and should be seated nearest to the moderator, who is positioned between the two teams. Contestants will wear nametags. The captain will remain the captain throughout the contest and will always be seated closest to the moderator. Other team members may change their seating order between matches.

3. **Viewing:** Contestants cannot view matches until their team has been eliminated from competition. After their team has been eliminated, contestants may view matches but must remain quiet throughout the event. While the contest is in progress, there shall be no conferring between contestants or between a contestant and anyone else except as directed by the contest management. Contestants will not be allowed to carry electronic devices while participating in the contest. This includes mobile phones, pagers, PDAs, and other devices capable of transmitting information. Contestants may be **suspended** from the contest for talking or collaborating during the contest, carrying a device during the contest, for infringement of any of the stated rules, or for conduct unbecoming a 4-H Member. **Contestants may also be suspended if their parents, coaches and spectators are talking, making eye contact or attempting to give contestants answers. Parents, coaches and spectators must stay silent and still during the duration of the contest or they will be removed from the audience.**
 - a. **Suspension** will result in being asked to leave the event premises and complete removal from the contest.
 - b. The individual will not be allowed to represent Nevada at any regional or national level livestock judging contest.
4. **Contest Equipment:** Each contestant will be given the opportunity to test the proper functioning of game equipment.
5. **Timeouts:** Team members, coaches, moderator, judges, scorers, or Quiz Bowl committee members may call for a timeout for clarification of rules, scoring, question and/or answer, or to allow for unexpected problems. Timeouts may be called only after a question has been answered and before the start of the next question.
6. **Protests:** When a protest is raised, the moderator will call timeout. The moderator and judge(s) will consider the protest. In all cases, the decision of the moderator and judge(s) is final.
 - a. Only one member of a team or the coach of a team may make a protest of a question or an answer, and then only at the time is a particular question read, or the answer given. Once the moderator has begun the next question, the protest is not valid.
 - b. If a protest is sustained, the moderator will take one of the following actions as deemed appropriate:
 - c. If a question is protested before an answer is given and the protest sustained, the moderator will discard the question. No loss or gain of points for either team.
 - d. If an answer is protested (either correct or incorrect), at least one of the judges and the moderator, or two judges, will determine the validity of the protest. Points will be added or subtracted as appropriate.
 - e. If a question is protested after an answer is given (correct or incorrect), at least one judge and the moderator, or two judges, will determine the validity of the protest question. The question may be discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points as in the situation above.
 - f. Abuse of protest provisions may result in one or more of the following: Dismissal of the team coach from the contest area; dismissal or replacement of the team member; dismissal of the entire team with forfeiture of any points or ranking.

- g. **Spectators, parents and visitors may not protest any question, answer or procedure during play.** They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest.
7. **No source of information is infallible.** There may at times be answers given to questions, which agree with recommended sources, which are in fact erroneous. Every effort shall be made to eliminate these questions, but in the event of such occurrences, the judges and moderator may challenge the answer to the question, and if there is unanimous agreement, may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.
 8. **Team coaches** may bring resource materials into the contest room. In the event of a protest, a team member or the coach of the team will have two minutes to use these reference materials to clarify the protest.
 9. **Ties:** If both teams are tied at the end of a match, the moderator will read a series of three regular questions and a toss-up question until the tie is broken. Scoring, timing, and opportunities for opposing team to answer incorrect questions during the tiebreaker follow normal game play for toss up questions (Phase 3).
 10. **Aids and Materials:** Teams may not use any prepared aids or other resource materials during a match. This includes pens, pencils, paper, scratch paper and calculators.
 11. **Final Score:** Once the moderator has declared a winner based on the total team point accumulation, there shall be no protests.

Method of Quiz Bowl Competition

1. The order of teams will be drawn at random. A bye system will be used if an odd number of teams enter. The number of teams participating, and the time allowed for the contest will determine the exact procedure followed.
2. Whenever time and space permit, a double elimination procedure will be used. Typically, if eight teams or fewer are entered, a double elimination procedure will be used.
3. If a team member buzzes in to answer the question before the moderator has finished reading the question, and they get it wrong, the moderator will finish reading it in its entirety to the other person/team, so they have the complete opportunity to answer.
4. Each match will consist of three phases as described below. In all phases, only the first answer given is accepted and will be ruled as correct or incorrect.

Phase One: One-on-One Phase

- Phase One will consist of eight (8) questions. Each question shall be addressed to contestants in the same seat position, beginning with contestants in seat 1, followed by seat 2, 3, and 4. The contestant buzzing in first and acknowledged by the moderator earns the opportunity to answer the question. Contestants must buzz within 10 seconds of the question being read.
- Correct answers are worth ten (10) points, with no deductions for incorrect answers. Answering before being acknowledged by the moderator will result in a five (5) point deduction.
- No teammate assistance may be offered or received in this phase.
- In the event of an incorrect answer, the individual in the same seat on the opposing team will have the opportunity to answer after buzzing in and being acknowledged by the moderator. The

question will not be re-read. The individual must buzz within five (5) seconds of being offered the question by the moderator.

- The moderator will read the correct answer if incorrect or no answers are given.

Phase Two: Team Phase

- Phase Two will consist of eight (8) questions. Each team will be asked four (4) questions each on an alternating basis.
- Correct answers are worth ten (10) points, with no deductions for incorrect answers. Answering before being acknowledged by the moderator will result in a five (5) point deduction.
- The team will be allowed to discuss questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded.
- Answers must be started within ten (10) seconds after the question is read.
- When a team fails to answer the question in the allotted time or answers the question incorrectly, the moderator shall offer the question to the opposing team, without re-reading it.
 - The opposing team may discuss the question and shall have ten (10) seconds (from the time the moderator offers the question) to begin an answer to the question.
 - Correct answers are worth ten (10) points, with no deductions for incorrect answers. Answering before being acknowledged by the moderator will result in a five (5) point deduction.
 - This team may only begin discussing the question after it is offered to them by the moderator (not while the team originally asked the question is discussing it).
- Only the team captain may report the answer.
- The moderator will read the correct answer if incorrect or no answers are given.

Phase Three: Regular/Toss Up/Bonus Phase

- Phase Three will consist of three (3) regular questions and a toss-up with a bonus question with a total of sixteen (16) questions.
- Regular/Toss Up Questions:
 - Any team member from either team may buzz in to answer a toss-up question. Contestants must buzz in within ten (10) seconds of the question being read.
 - The individual will have five (5) seconds to begin their answer after being acknowledged by the moderator or will lose five (5) points.
 - The correct answers are worth fifteen (15) points. Incorrect or incomplete answers will result in a five (5) point deduction. Answering before being acknowledged by the moderator will result in a five (5) point deduction.
- **Bonus Questions:**
 - If a team correctly answers a toss-up question that has a bonus attached, the team will have an opportunity to answer a bonus question.
 - If a team fails to answer the toss-up question, ***the BONUS question WILL NOT carry forward to the next question.***

- The team may discuss bonus questions prior to answering, but only the team captain can report the answer. If anyone other than the team captain answers, no points will be awarded.
- Answers must be started within ten (10) seconds after the question is read (starting an answer after the ten (10) second buzzer goes off is not acceptable).
- When a team fails to answer the question in the allotted time or answer the question incorrectly, the question will NOT be offered to the opposing team.
- **Phase Three Scoring:**
 - Toss up questions are worth fifteen (15) points each, with a five (5) point deduction for incorrect or incomplete answers.
 - Bonus questions are worth fifteen (15) points each, with no deduction for an incorrect answer.

Scoring

Phase 1:

- | | |
|--|---------------------|
| A. Correct Answer | +10 Points |
| B. Incorrect, Incomplete, or Failing to respond within allotted time | No Deduction |
| C. Answering a question before being acknowledged by the moderator | -5 Points |

Phase 2:

- | | |
|--|---------------------|
| A. Correct Answer | +10 Points |
| B. Incorrect, Incomplete, or Failing to respond within allotted time | No Deduction |
| C. Answering a question before being acknowledged by the moderator | -5 Points |

Phase 3:

Toss Up

- | | |
|--|-------------------|
| A. Correct Answer | +15 Points |
| B. Incorrect, Incomplete, or Failing to respond within allotted time | -5 Points |
| C. Answering a question before being acknowledged by the moderator | -5 Points |

Bonus:

- | | |
|--|---------------------|
| A. Correct Answer | +15 Points |
| B. Incorrect, Incomplete, or Failing to respond within allotted time | No Deduction |

Sudden Death Round (Only in case of a tie following match conclusion):

- | | |
|--|-----------------|
| A. Correct Answer | +1 Point |
| B. Incorrect, Incomplete, or Failing to respond within allotted time | -1 Point |

1. **Pre-mature buzzing:** When the buzzer is pushed before the question is completely read, the moderator will stop reading and that person must answer the question after being acknowledged. The judge(s) will not ask for clarification of answers in these instances. Answers must be complete and correct. If a multiple-choice question must be answered before all the possible answers have been read, the contestant's answer must match the moderator's correct answer exactly, either by letter choice, or by the corresponding working of the correct letter.
2. If the individual/team answers incorrectly, the question will be read entirely for the other individual/team to have a fair chance to respond.
3. Both teams buzz at the same time: If the equipment allows a member of each team to buzz in at the same time or locks out all team members because they hit the button at the same time, and

the moderator cannot determine which team member buzzed first, the question will be discarded, and a new one will be selected by the judges.

4. The score of both teams will be announced at the conclusion of each phase.
5. The judge(s) may ask for clarification of answers.

Suspension from State Livestock Contests

While the contest is in progress and during the individual aspects of the contest, there shall be no conferring between contestants or between a contestant and anyone else except as directed by the contest management. Contestants will not be allowed to carry electronic devices while participating in the contest. This includes mobile phones, pagers, PDAs, and other devices capable of transmitting information.

Contestants may be suspended from the contest for talking or collaborating during the contest or individual components of the contest, carrying a device during the contest, for infringement of any of the stated rules, or for conduct unbecoming a 4-H Member.

1. Suspension will result in being asked to leave the event premises and complete removal from the contest.
2. The individual will not be allowed to represent Nevada at any regional or national level livestock contest.

Awards

Plaques, trophies, ribbons, and other similar awards will be presented to individual and team winners in each of the three age categories (junior, intermediate, and senior) in each of the contests.

As decided by the Nevada 4-H Animal Science Committee, the top Senior Team contestants in the State 4-H Skill-A-Thon & Quiz Bowl Contest will be eligible to compete at designated National Livestock 4-H Contests as a member of the Nevada 4-H Team. The chaperone for this trip will be determined by the State 4-H Director and 4-H Staff Person from the county of the top Senior Team. The state-winning livestock quiz bowl will participate in the Western National 4-H Roundup and the state-winning livestock skill-a-thon team will participate in the NAILE contest. Special permission is needed from the State 4-H Director to change the designated national contest.

Livestock Judging

Livestock Judging Contest Regulations

Decisions and placings of contest officials and management are final. All placings, as announced, are final. Tie-breakers will be resolved with highest reasons score. There will be an educational exhibitor meeting to teach contestants how to fill out a judging card and how to give reasons.

Classes

The Livestock Judging Contest will include both market and breeding classes of all four species (beef, sheep, swine and goat) with oral reasons on four classes for seniors, three for intermediates and two for juniors. Along with visual appraisal, the contest may also include performance records* classes. The specifics of each class will be announced on the day of the contest and may be changed subject to animal availability. Contestants will have 10 minutes to judge each class with a 2-minute interval between each class.

Reasons

Each placing class will have four head, and contestants should rank the livestock from best to poorest making sure to consider all information provided about the class. The livestock will be numbered 1, 2, 3, or 4 within a class, and in order from left to right as viewed from the rear (if held or tied). Contestants should assume animals are all of equal age and place them on visual appraisal, unless evaluation data and/or production information is provided. After the judging of each class is completed, the contestant's scoring cards will be turned in to the group leader. A correct placing receives a score of 50 points.

The specific classes chosen for reasons will be announced at the beginning of the contest. 4-H members should be trained and encouraged to take notes on reasons classes. They should bring a clean notebook (no writing). They may use the notes they take during the contest to study; however, using them while actually giving reasons may lower the reason's score.

A set of reasons should last no longer than two (2) minutes, and the official, at his or her discretion, may ask the 4-H member questions concerning the class. Each set of reasons will be scored, ranging from 0 to 50 points, will be dependent upon these factors (in approximately this order of importance):

1. Accuracy
2. Organization of thoughts, completeness and conciseness
3. Manner of presentation (articulation, mannerisms, appearance)

4-H members are not expected to be professional speakers in order to score well and no specific "style" of giving reasons will be preferred unless it contributes to accuracy, organization and mannerisms. However, an organized format is often helpful to 4-H members in giving reasons.

Contestants will start the rotation for giving reasons 15 minutes after the end of the last class. The reasons order will be via a “random sort” and a general area will be assigned for contestants, that they will not be able to leave or talk to anyone else in, except for officials, during the duration of the reasons aspect of the State 4-H Livestock Judging Contest (if applicable, seats will be assigned for each contestant. Contestants are expected to sit in their assigned seat, which will be in reasons order). Family members, coaches and spectators are not permitted in the designated reason prep area. After a contestant has given their last set of reasons, they will be permitted to leave the reasons sitting area (after they clean up around their seat).

Suspension from State Livestock Contests

While the contest is in progress and during the individual aspects of the contest, there shall be no conferring between contestants or between a contestant and anyone else except as directed by the contest management. Contestants will not be allowed to carry electronic devices while participating in the contest. This includes mobile phones, pagers, PDA's, and other device capable of transmitting information.

Contestants may be suspended from the contest for talking or collaborating during the contest or during individual components of the contest, carrying a device during the contest, for infringement of any of the stated rules, or for conduct unbecoming a 4-H Member.

-Suspension will result in being asked to leave the event premises and complete removal from the contest.

-The individual will not be allowed to represent Nevada at any regional or national level livestock contest.

-- END --