

# **KSRBA YOUTH QUALIFYING CONTEST GUIDELINES 2007-08**

1. Requests to hold qualifying contest (both Judging and breed ID) should be received by [Chairperson] Victor Vogts PO Box 124 Rosalia, Ks 67132 or email karking5@yahoo.com at the latest 30 days prior if not earlier along with a copy of the show flyer and a contact person and phone number. This allows communication to all youth participants through the KSRBA newsletter and KSRBA Website.
2. A packet describing the rules and guidelines will be mailed to you if you cannot get them off the KSRBA Website. Please send a list of all participants (surface address and email address encouraged) and their scores when returning results. The results will need to be returned no later than 30 days after the contest. Failure to do so will result in the hosting clubs name being printed in the KSRBA Newsletter as a delinquent report. This could jeopardize being approved for hosting qualifying contests in the future.

## **JUDGING CONTESTS**

The following criteria should be used for judging contests:

1. Minimum of three classes judged by each youth. Four classes are preferred.
2. **An ARBA judge or ARBA registrar MUST place classes.**
3. Classes should be clearly marked as to breed, sex, age group and variety.
4. Hormel Scoring is to be used and the official judge should indicate cuts between the placings of the animals.
5. Classes cannot have more than one DQ (disqualification) and be placed.
6. If a class has to be used that has more than one DQ. The class should be marked as SOUND, meaning that the participants are not to consider the SOUND quality as they place the class. For example, if there are two does and two bucks the class should be marked as SOUND FOR SEX. If two animals have chewed or broken tails, the class should be SOUND FOR TAILS. SOUND classes should only be used if no other classes are available.

## **BREED ID CONTESTS**

1. The contest should consist of 25 animals if possible. The contest should be a combination of rabbits and covies.
2. All animals must meet senior requirements for that breed.
3. Animals must be a recognized ARBA breed and variety.
4. No animal exhibiting severe discoloration, sunburn or staining should be used. The participant should be able to clearly recognize the color of the animal.
5. **An ARBA judge or registrar MUST VERIFY the official key for the contest.**
6. The answer sheet consists of four columns: Breed, Showroom Group or Variety, 4 or 6 class, Registration Variety.
7. Answers shall be scored following the same format used at the ARBA National Youth Competitions:
  - If the breed is incorrect, then all other answers following are incorrect.
  - If the breed is correct but the showroom classification is incorrect, all other answers following are incorrect. The Showroom Classifications must be as they appear in the current ARBA Standards of Perfection. Example: French Lops are shown in Solid Pattern or Broken Pattern. The answer is incorrect if "pattern" is not included in the answer.
  - If the breed and showroom classifications are correct, then credit can be given for correct answers in the 4 or 6 class column or the registration variety column.
  - Broken patterns should correspond to the ARBA Youth Committee's recommended placements. (This is coming soon?) All other spellings should correspond to the ARBA STANDARD OF PERFECTION and the National Breed Club suggested showing classification.

# Submitting Scoring Results from Qualifying Contests

## Judging Classes

1. Make sure each persons name, address and phone number, is printed or typed this can be on separate list.
2. Please list age groups on separate forms with scores for all individual participants.
3. Placings or awards 1<sup>st</sup>, Blue, Red, etc.
4. Official placings used for scoring, cuts and comments on DQ's
5. List of judging classes, and what age group judge them EX: Mini Rex  
Broken Jr. Bucks

## BREED ID

1. Make sure each persons name, address and phone number, is printed or typed this can be on separate list.
2. Please list age groups on separate forms with scores for all individual participants.
3. A copy of scoring key.

All results should be mailed to Chairperson:

Vic Vogts  
PO Box 124  
Rosalia, Ks 67132

Questions can be answered by email [vicv@sktc.net](mailto:vicv@sktc.net) or [karking5@yahoo.com](mailto:karking5@yahoo.com) or by calling 620-476-2255.



## IDENTIFICATION of BREEDS

Name (first) \_\_\_\_\_ (last) \_\_\_\_\_ Age (today) \_\_\_\_\_

<u>BREED</u>	<u>*Showroom Variety/Classification</u>	<u>4 or 6 Class</u>	<u>Registration Variety</u>
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
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24.			
25.			

Showroom Classification is how the rabbit is put on the table. A lop may show as broken, a Jersey Wooly may show as self, Californians and all breeds with one variety must be listed as Standard. The breed must be correct before the variety is counted. The variety must be correct before the class and registration variety are counted. No abbreviations will be counted. Spelling will not be counted off but must be recognizable to the scorers. 'Broken' is a term used differently in different breeds. Please note the **STANDARD OF PERFECTION** for the correct showroom classification/variety.

## PARTICIPATION IN AN ARBA JUDGING CONTEST

1. Examine all four (4) animals in the class. Determine if any have a Disqualification from Competition. If an animal with a DQ is found place it back in the coop and no longer consider this animal in your evaluation process as it should be 4<sup>th</sup> place. If you find more than one animal with a DQ, then ask the monitor if this is possible or if an animal became DQ'd through an injury during the contest.
2. After examining all four animals use the last one in your hands and compare this animal to one of the others. Only compare two animals at a time, either physically or within your mind. Repeat, keeping the better of each comparison until you have the best animal in the class. Physically place this animal to the right or left of your judging coops and leave it there. Take the last animal you compared your best animal to and repeat the process until you have the 2<sup>nd</sup> best animal of the class. Put it in the next coop and leave it there. You should have two animals left, unless you had a DQ in which case you are finished. Compare these two animals finding the better and put them into the coops in order.
3. After you have made your placings; check the animals for ear numbers (#1 - 4). Circle the string of numbers on your judging card that corresponds with the sequence you decided upon.
4. Wait until time has been called. Proceed to your next class.

Always make sure you name and age category is neatly on your scorecards as well as the breed and class of the judging class you are placing. If the score cards are color-coded make sure you are using the correct color for the class.