

2023- New Judging Cards!

Please take some time to review the new style of judging card that will be used at the 2023 Judging Contest with the youth that will be competing!



Contestant Name: _____
 Contestant Number: _____
 Class Name: _____

Be sure to correctly bubble your responses on the other side of this card. USE PENCIL.

1. Bubble your 4-digit contestant number that is on your badge.
2. Bubble the class number (ask your group leader if you are unsure).
3. Bubble the placing you choose. Be sure to only bubble one placing or it will be scored a 0.
4. Leave Reasons BLANK- do not bubble this area.
5. If you change something, be sure to completely erase the old marks.

Contestant	Class	Placing
0 0 0 0 0	0 1	0 1 2 3 4
1 0 0 0 0	0 2	0 1 2 4 3
2 0 0 0 0	0 3	0 1 3 2 4
3 0 0 0 0	0 4	0 1 3 4 2
4 0 0 0 0	0 5	0 1 4 2 3
5 0 0 0 0	0 6	0 1 4 3 2
6 0 0 0 0	0 7	0 2 1 3 4
7 0 0 0 0	0 8	0 2 1 4 3
8 0 0 0 0	0 9	0 2 3 1 4
9 0 0 0 0	0 10	0 2 3 4 1
	0 11	0 2 4 1 3
Reasons	0 12	0 2 4 3 1
0 0 0	0 13	0 3 1 2 4
1 0 0	0 14	0 3 1 4 2
2 0 0	0 15	0 3 2 1 4
3 0 0	0 16	0 3 2 4 1
4 0 0	0 17	0 3 4 1 2
5 0 0	0 18	0 3 4 2 1
6 0 0	0 19	0 4 1 2 3
7 0 0	0 20	0 4 1 3 2
8 0 0	0 21	0 4 2 1 3
9 0 0	0 22	0 4 2 3 1
	0 23	0 4 3 1 2
	0 24	0 4 3 2 1

Double-sided
card

Make note of these instructions for completing the bubble side!



Example of correct way to complete the new card:



Chipper Jones is contestant #204-2 (see badge)
He placed class 1, Quarter Horse Mares, 2134.

For the bubble side:

CONTESTANT NUMBER


In the first column 2 is bubbled, second column 0, third column 4, and fourth column 2.

CLASS

1 is bubbled because it is for class 1.

PLACING

The bubble beside his placing of 2134 is bubbled.

 **NC State 4-H**
Horse Program

Contestant Name: Chipper Jones
Contestant Number: 204-2
Class Name: QH Mares

Be sure to correctly bubble your responses on the other side of this card. USE PENCIL.

1. Bubble your 4-digit contestant number that is on your badge.
2. Bubble the class number (ask your group leader if you are unsure).
3. Bubble the placing you choose. Be sure to only bubble one placing or it will be scored a 0.
4. Leave Reasons BLANK- do not bubble this area.
5. If you change something, be sure to completely erase the old marks.

Contestant	Class	Placing
0 0 0 0 0	0 1	0 1 2 3 4
1 0 0 0 0	0 2	0 1 2 4 3
2 0 0 0 0	0 3	0 1 3 2 4
3 0 0 0 0	0 4	0 1 3 4 2
4 0 0 0 0	0 5	0 1 4 2 3
5 0 0 0 0	0 6	0 1 4 3 2
6 0 0 0 0	0 7	0 2 1 3 4
7 0 0 0 0	0 8	0 2 1 4 3
8 0 0 0 0	0 9	0 2 3 1 4
9 0 0 0 0	0 10	0 2 3 4 1
	0 11	0 2 4 1 3
	0 12	0 2 4 3 1
	0 13	0 3 1 2 4
1 0 0	0 14	0 3 1 4 2
2 0 0	0 15	0 3 2 1 4
3 0 0	0 16	0 3 2 4 1
4 0 0	0 17	0 3 4 1 2
5 0 0	0 18	0 3 4 2 1
6 0 0	0 19	0 4 1 2 3
7 0 0	0 20	0 4 1 3 2
8 0 0	0 21	0 4 2 1 3
9 0 0	0 22	0 4 2 3 1
	0 23	0 4 3 1 2
	0 24	0 4 3 2 1

Notes for coaches:

1. Contestants need to use pencil. They will only receive the correct number of cards that are needed and will need to erase if they want to make a change or if they make a mistake.
2. It is highly encouraged to help them go ahead and bubble their contestant number on each card (please check their work) and write their name and number on the back of the card before the contest starts.
3. Contestants need to wait to complete the class number bubbles, and the fill in the blank on the back until they judge the class so they do not accidentally use and turn in the wrong class/card.
4. If more than one placing is bubbled, it will be scored a 0.