

Official Judge's Placing Card

(For use with Hormel Scoring System)

Contest

Class Number & Title

Official Placing:

First

Second

Middle

Fourth

Cut:*

Cut between
1st & 2nd

Cut between
2nd & 3rd

Cut between
3rd & 4th

Judge's signature



* See reverse side of card for instructions on cuts.

4-H 0104

Hormel Scoring System Instructions

This system is designed to score judging classes on a basis of 50 points per class. In judging a class, a contestant makes six decisions when they rank an animal or items. This scoring system penalizes a contestant the amount of the margin between the two animals or items involved in each decision.

The official judge should determine the official placing and establish by number the margin of difference between each of the three pairs. These numbers represent the penalties for switching the Top (T), Middle (M), and Bottom (B) pairs and as such form the basis of grading.

The total of all three penalties cannot exceed 15. If they total 15, the middle number cannot be larger than 5. If they total 14, the middle number cannot be larger than 8.

2-5-3. Consider an example of a class 3-1-4-2 by the official judge. The 2-5-3 represents the judge's cuts; 2 for switching the top pair, 5 and 3 for switching the middle and bottom pairs, respectively. The cuts of 2 and 3 indicate that the top and bottom pairs were fairly close pairs while the 5 indicates the middle pair had enough differences to make it a fairly easy placing.

Establishing "cuts" is most difficult for a judge. Using the Hormel System, 1 and 2 are usually used for a close pair: "1" for extremely close, "2" if there is good reason to mix the pair. Cuts of 4-8 are used for easy placing. Cuts 5, 5, and 5 would indicate a very easy class from top to bottom while 2-2 or 2-1-2 cuts would indicate an extremely close class with reasons for putting the bottom place on top.