



Suffolk Young Farmers
Charity Farmhouse, Charity Lane, Otley, Ipswich IP6 9NA
01473 785547
office@suffolkyoungfarmers.com

SPORT AND COMPETITIONS RULES 2018/2019

POINTS SYSTEM

Clubs may enter as many teams as they like into competitions. The highest scoring team from that club is then eligible for scoring points in the county competition. For all competitions Junior and Senior the points will then be given for the highest placed team for each club, 1st to 4th for Seniors – 12, 10, 8, 6 and 1st to 3rd for Juniors – 12, 10, 8.

ATTENDANCE

2 points are awarded for every member present (they must have signed the attendance book, if they aren't in it they don't get points). At the end of the year the total attendance points are added together and divided by the number of paid up members in that club. Whichever club (junior and senior) have the highest number wins the trophy.

PAYMENTS FOR SPORTS AND COMPETITIONS

The total cost of the sports and competitions will be added up at the end of the year, divided by the number of paid up members in the county membership and each club will be charged a levy per head of membership. This will be invoiced at the end of the sports year. The County Clay Shoot will be invoiced separately and charged within a month of the event.

Please ensure that you're Intention to Enter form is sent to the County Sports Co-ordinator as stated in the rules PRIOR to the day. You do not need to state member's names just your intention to enter. Full players details using the Entry Form also attached at the back of this pack, must be given on the day as well as showing signed photo membership cards.

I hope everyone has a good year and enjoys being involved in the sports and competitions this year,

Many thanks
Suffolk YFC County Committee





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Sports and Competitions 2018/2019

Competition	Date	Junior or Senior	Time	Venue	No of Competitors or Squad	Mix	Age Range	Major Requirements	Basic Rules
Mixed Netball	14th October	Both	10am	Old Buckenham Hall	9 squad, 7 in team	Maximum 3 male	26 & under on 1st Sept '18		7 mins each way. League basis. 3 subs per match.
Senior Men's Rugby 7's	14th October	Senior	10am	Old Buckenham Hall	Squad of 10, team of 7		Over 18's, 26 & under on 1st Sept '18	Over 18s Only, Gum shields recommended	7 mins each way, 1 min half time. League basis. Yellow card, 5 mins send off. Red Card, no further play. 2 Subs per match.
Mixed Hockey	14th October	Both	10am	Old Buckenham Hall	10 per squad, 5 per team. Rolling substitutes	1 boy, 1 girl rest either	All	Shin pads must be worn. Gum shields MANDATORY FOR JUNIORS, RECOMMENDED FOR SENIOR	Half size astro pitch. 5 mins each way, 2 min break. No goalkeepers (see rules).
Junior Tag Rugby	14th October	Junior	10am	Old Buckenham Hall	10 per squad, 7 per team	3 boys, 3 girls	All	Gum shields recommended	7 mins each way. (see rules)
Junior Speaking	30th November	Junior	6pm	Otley College	3	None	Under 16		Full rules required
Junior Reading	30th November	Junior	6pm	Otley College	3	None	Under 14		Full rules required
Junior	30th	Junior	6pm	Otley College	1	None	Under 16		Portfolio to be completed.





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Member of the Year	November								Interview at event.
Senior Member of the Year	30th November	Senior	7pm	Otley College	1	None	26 & under on 1st Sept '16		Form to be completed. Interviewed in private & on stage.
Just a Minute	30th November	Senior	7pm	Otley College	4	Mixed	26 & under on 1st Sept '16		Be able to talk about a subject for a minute without hesitation
Senior Brainstrust	30th November	Senior	7pm	Otley College	4	None	26 & under on 1st Sept '16		Full rules attached
Ten Pin Bowling	5th Jan for Juniors & 3 rd Jan for Seniors	Both	7.30pm	Bowling Place	6 members	2 boys, 2 girls minimum	26 & under on 1st Sept '16		Teams score added together, highest score wins. In event of tie, team with highest number of strokes wins.
County Quiz	6 th Feb for Seniors and 8 th Feb for Juniors	Both	7.30pm	Otley College?	4 per team	2 boys, 2 girls	26 & under on 1st Sept '16		10 rounds of 10 questions. Papers collected at end of each round.
Young Stockman of the Year	24 th Feb	Junior	10am	A Farm	1	None	Under 16		4 rings of stock, 4 dairy cows, 4 beef, 4 butchers lambs, 4 bacon or pork pigs placed. Stating reasons to judges based on timed circumstances. Multiple choice questionnaire
Stockman of the Year	24 th Feb	Senior	10am	A Farm	1	None	26 and under on 1st Sept '14		4 rings of stock, 4 dairy cows, 4 beef, 4 butchers lambs, 4 bacon or pork pigs placed. Stating reasons to judges based on timed circumstances. Multiple choice





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									questionnaire
Clay Shoot	20 th April	Both	11.30am	Stowlangtoft	3 per team for Senior 4 for Junior - 2 members, 2 associate members	None	26 & under on 1st Sept '16		40 bird sporting shoot. Total scores for the team added together.
Farming and Countryside Competition	7 th April	Both	10am	A Farm	3 per team	None	26 and under on 1st Sept		Full rules sent out separately. Farmers Weekly/Guide and Nix guide permitted.





MIXED NETBALL COMPETITION

1. ELIGIBILITY

1.1. A squad of 9 members, 7 of those players must be on the court at any one time. All players must be aged between 16 years and over and 26 and under on 1st September 2018 (this age range must be adhered to), and full members of a Club affiliated to NFYFC may be nominated. This means competitors have attained their 16th birthday on 1st September 2018 competition and may be 27 on the day of the national final.

1.2. COMPETITORS WILL BE REQUESTED TO SHOW THEIR PLASTIC MEMBERSHIP CARDS.

2. SUBSTITUTION

2.1. If 4 of the original squad members are unable to go forward to subsequent rounds, then the next highest placed team will represent the Area.

3. PROCEDURE

3.1. Each position has a main role to play:

Goal Shooter (GS) - To score goals and to work in and around the circle with the GA

Goal Attack (GA) - To feed and work with GS and to score goals

Wing Attack (WA) - To feed the circle players giving them shooting opportunities

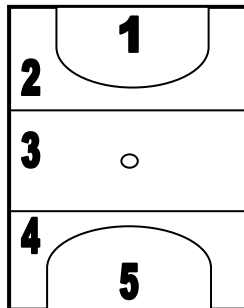
Centre (C) - To take the Centre Pass and to link the defence and the attack

Wing Defence (WD) - To look for interceptions and to prevent the WA from feeding the circle

Goal Defence (GD) - To win the ball and reduce the effectiveness of the GA

Goal Keeper (GK) - To work with the GD and to prevent the GS from scoring goals

3.2. Each playing position has a specific area of the court in which to play:



Goal Shooter	GS	Area 1,2
Goal Attack	GA	Area 1,2,3
Wing Attack	WA	Area 2, 3
Centre	C	Area 2,3,4
Wing Defence	WD	Area 3,4
Goal Defence	GD	Area 3,4,5
Goal Keeper	GK	Area 4,5

3.3. Starting or Restarting the Game

3.3.1. Centre passes are taken alternately by the player undertaking the Centre Role, after a goal has been scored. All players must start in the goal thirds except the two Centre Roles. The Centre with the ball starts with either one or both feet in the Centre Circle (if on one foot then the other must not have contact with the ground outside the Centre Circle) and must obey the footwork rule after the whistle has been blown. The opposing Centre stands anywhere within the Centre Third and is free to move. The Centre pass must be caught or touched by a player in or landing in or jumping from a stance in the Centre third.

3.4. Playing the Ball

3.4.1. A player who has caught or the ball shall play it or shoot for goal within three seconds

3.4.2. A player may bounce or bat the ball once to gain control

3.4.3. Once released, the ball must next be touched by another player. If player has control of the ball and then drops it, they must not pick it back up. This is replaying.



3.4.4. There must be room for a third player between hands of thrower and catcher

3.4.5. A player on the ground must stand up before playing ball.

3.5. Footwork

3.5.1. Having caught the ball, a player may land or stand on:

3.5.2. One foot - while the landing foot remains grounded, the second foot may be moved anywhere any number of times, pivoting on the landing foot if desired. Once the landing foot is lifted, it must not be re-grounded until the ball is released.

3.5.3. Two feet (simultaneously) - once one foot is moved, the other is considered to be the landing foot, as above.

3.5.4. Hopping or dragging the landing foot is not allowed.

3.6. Scoring a Goal

3.6.1. Only GS or GA can score - they must be completely within the circle when the ball is received in order to shoot for goal.

3.7. Toss up

3.7.1. This is administered for all simultaneous infringements. The two players stand facing each other at their own shooting ends with hands by their sides and the umpire flicks the ball upwards not more than 600cm (2ft) in the air as the whistle is blown.

3.7.2. A FREE PASS is awarded for infringement of any of the preceding rules. It may be taken by any player allowed in that area, as soon as they have taken up a stationary position. If you decide that another player would be better taking it, you must place the ball back on the floor- not hand over the ball as this counts as a pass. (A player may not shoot from a free pass in the shooting circle).

3.8. Obstruction

3.8.1. Player with ball: the nearer foot of the defender must be 900cm (3ft) feet from the landing foot of the player with the ball, or the spot where the first foot had landed if one has been lifted. The defender may jump to intercept or defend the ball from this 900cm (3ft) feet distance.

3.8.2. Player without ball: the defender may be close, but not touching, providing that no effort is made to intercept or defend the ball and there is no interference with the opponents throwing or shooting action. Arms must be in a natural position, not outstretched, and no other part of the body or legs may be used to hamper an opponent.

3.8.3. Intimidation: of any kind, is classed as obstruction. E.g. marking opponent's eyes instead of ball.

3.8.4. A standing player is not compelled to move to allow an opponent a free run, but dangerous play must be discouraged, e.g. moving into the landing space of a player already in the air or stepping late into the path of a moving player.

3.9. Contact

3.9.1. No player may contact an opponent, either accidentally or deliberately, in such a way that interferes with the play of that opponent or causes contact to occur.

3.9.2. A Penalty Pass (or Penalty Pass/Penalty Shot if in the shooting circle) is awarded for the above infringements taken from where the infringement occurred. The offending player must stand out of play (physically and verbally) beside the thrower until the pass or shot has been taken. Any opposing player allowed in that area may take the penalty. If the penalty is taken without the offending player stood out of play, the penalty is not set and it is a turned over ball.

3.10. Court Areas



- 3.10.1. Offside: Player moving out of their own area, with or without ball (on a line counts as within either area).
 - 3.10.2. Over a Third: Ball may not be thrown over two transverse lines without being touched. A free pass shall be taken from the area where the ball crossed the second transverse line.
 - 3.10.3. Out of Court: Ball is out of court when it contacts anything outside the court area (not the goalpost). The ball is returned into play by a Throw-In taken from a point outside the line where the ball left the court. The player stands with foot close to the line, and the ball must be thrown onto the court within three seconds. If toes are touching the line, this is a foul throw. All players must be on court before the ball is thrown.
 - 3.11. Dress. All members of the team to wear matching dress and bibs indicating playing position. A set of spare bibs must also be available of different colours, which is to be supplied by the team.
 - 3.12. Replacements. Replacements may be made in the case of injury at any time during a game. A player who is taken off injured and replaced may take no further part in that game, but may play in a subsequent game. Tactical substitution may only be made at full or half time. The person injured must call time so the umpire can stop the watch, otherwise the game plays on.
 - 3.13. Please note that jewellery of any description or long nails are NOT allowed.
 - 3.14. All matches will be played under the Rules laid down by England Netball and Welsh Netball.
 - 3.15. At the NFYFC final a full sized court will be used, size 5 netball and posts to be at 2.74m (9ft)
 - 3.16. At the NFYFC final each game will last for a minimum of 7 minutes each way with a direct change of ends after the 7 minutes. Substitutions may only occur during this half time change of ends.
 - 3.17. The winner is determined by the team scoring the most points. A draw will be awarded if both teams have scored the same number of points at the end of the game.
 - 3.18. League points will be awarded as follows: Win 3, Draw 2, Loss 1
4. AWARDS
- 4.1. Trophy and NFYFC Prize Card to the winner.
 - 4.2. NFYFC Prize Cards to competitors placed 2nd, 3rd and 4th
 - 4.3. NFYFC Certificates of Achievement will be awarded to all competitors.
5. NOTES
- 5.1. It is advised to have either St John Ambulance or The British Red Cross with an ambulance in attendance at both County and Area Rounds to minimise risk to members.
 - 5.2. Referees must have a minimum FENA C Award (this applies to both England and Wales)
 - 5.3. *Further information for English Counties can be found at [www. Englandnetball.co.uk](http://www.Englandnetball.co.uk) or by contacting your local Regional Coordinator. Details can be found by following the link <http://www.Englandnetball.co.uk/regions> Welsh Counties can find further information at www.welshnetball.co.uk*
 - 5.4. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
 - 5.5. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem necessary.



SENIOR MEN'S 7 A SIDE RUGBY

1. ELIGIBILITY - A squad of up to *ten* players, all of whom must be 18 years or over and 26 years of age or under on 1 September 2018 (due to NFYFC Insurance Policy, this age range must be adhere to) and full members of a Club affiliated to the NFYFC, may be nominated, from whom seven players shall be chosen to form the team for each game. Competitors will be required to show their membership cards.
2. PROCEDURE
 - a. All matches will be played under the Rules laid down by The Rugby Football Union.
<http://www.rfu.com/regulations>
 - b. The teams will be drawn into two leagues – A and B. The winners of league A will play the runner-ups in league B, and vice-versa, to determine the two teams for the championship game. The two losers in the Semi-Finals may play off for third and fourth place.
 - c. The game will consist of two halves of 7 minutes each way with 1 minute allowed for half time.
 - d. A player who is shown the yellow card will be sent off for five minutes and a player who is shown the red card will take no further part in that day's games.
 - e. In the Semi-Finals and Final, should the scores be equal at full time, the team having scored the most tries shall be declared the winners, in the event of this being even, a further four minutes each way will be played. If the scores and number of tries scored are still tied the game will continue until the next score, when the team scoring will be declared the winner.
 - f. League points will be awarded as follows:-

i. Win	3
ii. Score Draw	2
iii. No Score Draw	1
iv. Lose	0
 - g. During the game only two substitutions may be made unless for injury. An injured player may not return to the field during that game
 - h. All teams are to be suitably dressed, i.e. shirts, shorts, socks and boots. Referee to check all boots conform to the Laws of Rugby Football Union. All members of a team must be dressed in matching kit.
 - i. Each team must state their colours and reserve colour on the entry form.
 - j. A player who is "sent off" shall take no further part in that day's games.
 - k. The referee shall be the sole arbiter any dispute.
3. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
4. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem necessary.
5. Completed intention to enter forms must reach County Sports Co-ordinator the Tuesday before the competition.



MIXED HOCKEY

1. ELIGIBILITY.

SENIOR:- A squad of NINE players all of whom must be 30 years of age or under on the 1st September 2018 and full members of a club affiliated to Suffolk YFC may be nominated, from whom SEVEN players shall be chosen to form the team for each game, with a minimum of seven players per team; **women are allowed** to play in goal. **ALL PLAYERS MUST BE OVER 18.**

COMPETITORS WILL BE REQUIRED TO SHOW THEIR PHOTOGRAPHIC MEMBERSHIP CARDS.

2. PROCEDURE. The rules of the game of hockey will apply. A full size grass or all-weather pitch will be used. The teams will be drawn into two leagues – A and B.
The winners of League A will play the runners-up in League B, and vice-versa, to determine the Finalists. The two losers in the Semi-Finals may play off for 3rd and 4th place.
The game will consist of two halves of ten minutes each. The final will be fifteen minutes each way. In the Final and Semi-Finals, should the scores be equal at full-time, the match will go to penalty flicks which 5 members from each team will take.

League points will be awarded as follows:-

Win	3
Draw	2
No Score Draw	1
Loser	NIL

3. The umpire shall be the sole arbiter on points of dispute.
4. During the game 2 substitutions may be made.
5. All competitors must be suitably dressed in matching kit i.e. hockey boots, socks, shorts or skirts and shirts.
6. ALL PLAYERS MUST WEAR SHINPADS.
7. Goalkeepers must provide their own kit.
8. Each team MUST state their colours and reserve colours on the entry form.
9. A player who is "sent off" shall take no further part in that day's game.
8. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
5. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



JUNIOR TAG RUGBY

1. ELIGIBILITY.

JUNIOR:- A squad of NINE players all of whom must be 16 years of age or under on the 1st September 2018 and full members of a club affiliated to Suffolk YFC may be nominated, from whom SEVEN players shall be chosen to form the team for each game, with a minimum of seven players per team; **3 GIRLS AND 3 BOYS.**

COMPETITORS WILL BE REQUIRED TO SHOW THEIR PHOTOGRAPHIC MEMBERSHIP CARDS.

2. PROCEDURE.

The object of the game is to score a try by placing the ball with a downward pressure on or behind the opponents' goal-line.

For the sake of safety, the ball carrier must remain on their feet at all times and they are not allowed to score a try by diving over the goal-line. If a player grounds the ball while on their knees, the try should be allowed but, afterwards, all players should be reminded that they should stay on their feet. A player may not be prevented from grounding the ball by any physical contact (including placing a hand between ball and ground).

When a try is scored, the game is restarted by a free pass from the centre of the pitch by the non-scoring team.

League points will be awarded as follows:-

Win	3
Draw	2
No Score Draw	1
Loser	NIL

3. PASSING

The ball can only be passed sideways or backwards through the air, not handed to another player. If the ball is handed to another player or passed or knocked forwards (towards the opponents' goal-line) then a free pass is awarded to the non-offending side, unless advantage occurs to the non-offending side. In order to keep the game flowing, referees should play advantage wherever possible.

4. FREE PASSES

(a) A free pass is used to start the match at the beginning of each half from the centre of the pitch, from the side of the pitch when the ball goes into touch at the point where the ball went out of play and from where the referee makes a mark when an infringement has taken place.

(b) At a free pass, the opposition must be 7m back from the mark. For safety, the receiver must be stationary and within 2m of the passer prior to the pass, but can start moving forward before the ball leaves the hands of the passer, to receive the ball whilst moving forward. At a free pass, the player must start with the ball in both hands and, when instructed by the referee who will call "PLAY", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made. The player taking the free pass must pass the ball when the referee calls "PLAY".

(c) If an infringement takes place or the ball goes into touch over the goal-line or within 7 m of the goal line, then the free pass must be awarded to the non-offending side 7 m from the goal-line. This gives more space for both attacking and defending teams to play in.

5. THE TAG

(a) All players wear a tag belt around their waist with two tags attached to it by Velcro positioned over each hip. Tag belts are to be securely fastened and any excess belt is to be tucked away so that this cannot be pulled by mistake. Tag belts are to be worn outside of shirts and not obscured in any way. Referees are to be watchful for tags being wrapped around the belt preventing them from being pulled off.



(c) A "TAG" is the removal of one of the two tags from the ball carrier's belt. Only the ball carrier can be tagged. The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way. The ball cannot be pulled out of the ball carrier's hands at any time.

(d) If a player does not have two tags on their belt, one on each hip, they will be penalised if they become a ball carrier or if they tag an opponent and a free pass will be awarded to the non-offending side at the place of infringement.

(e) Actions by the ball carrier:

(1) When the ball carrier is tagged, the ball must be passed to a team mate within 3 seconds. This includes stopping time. The ball carrier must attempt to stop as soon as possible; within 3 strides is a reasonable guide for referees, but the ball can be passed in the act of stopping. If the pass takes longer than 3 seconds or the player takes more than 3 strides they must be penalised and a free pass awarded to the non-offending side at the place where the tag occurred.

(2) After the ball has been passed, the player must go to the tagger, retrieve their tag and place it back on their belt before re-joining play. If the player continues to play and influences the game without collecting their tag, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.

(3) Players are however only allowed one step to score a try after being tagged.

(4) If the ball carrier is tagged whilst standing inside the goal area they must ground the ball immediately in order to score. Referees should help this part of the game along by advising the ball carrier "Touch the ball down and I'll award the try", or similar.

(5) If the ball carrier dives to ground to score a try it will be disallowed and a free pass will be awarded to the defending side 7m out from the try-line.

(f) Actions by the tagger:

(1) When a tag is made, the tagger must stop running, hold the tag above their head and shout, "TAG". At this stage the referee must shout, "TAG - PASS".

(2) If the ball carrier stops running within 1m of the tagger, the tagger must move back towards their own goal-line, at least 1 m, to allow room for the ball to be passed. If the tagger fails to retire at least 1 m before rejoining the game, they are to be considered "offside" and a free pass will be awarded to the non-offending side at the place of infringement.

(3) Once the ball has been passed, the tagger must hand back the tag to the player and cannot re-join the match until this has been done. If a tagger continues to play and influences the match with an opponent's tag in their hand, or throws it to the floor, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.

8. OFFSIDE

Offside occurs only at the time of the tag where the offside line is through the centre of the ball except for the tagger for whom it is 1 m further back. When a tag is made, all the other players from the tagger's team must attempt to retire towards their own goal-line until they are behind the ball. If a player, in an offside position, intercepts, prevents or slows down a pass from the tagged player to a teammate, a free pass will be awarded to the non-offending side. A player can, however, run from an onside position to intercept a floated pass before it reaches the intended receiver.

9. OBSTRUCTION

(a) The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way.

(b) Similarly, the ball carrier or a potential tagger must not deliberately make contact with an opponent.

(c) If such contact is made the game must be stopped, the offender spoken to, reminded of the non-contact rules of tag and a free pass awarded to the non-offending side.

(d) If the ball is pulled from the ball carrier's grasp, a free pass is awarded to the ball carrier's side.

10. BALL ON THE GROUND

Players play Tag Rugby on their feet, with the ball in hand. If the ball goes to ground, players can pick it up but they must not dive to the floor to recover the ball.



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Penalty: free pass to non-offending side and the following rules will apply:

- (a) If the ball was lost forward, a free pass is awarded to the non-offending side unless advantage occurs to the non-offending side.
- (b) If the ball carrier falls to the ground with the ball then a free pass will be awarded to the non-offending side.
- (c) If the ball is passed other than forward and goes to ground, play will continue and either side may pick up the ball. If the passed ball rolls into touch a free pass will commence from the touchline to the non-passing side.

11. NO CONTACT

The only contact allowed between the two teams is the removal of a tag from the belt of the ball carrier. Any other type of contact on the ball carrier, such as shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch, etc must be penalised with a free pass and the players concerned reminded of the rules.

12. The umpire shall be the sole arbiter on points of dispute.

13. Each team MUST state their colours and reserve colours on the entry form.

14. A player who is "sent off" shall take no further part in that day's game

15. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors

16. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



JUNIOR SPEAKING

1. ELIGIBILITY - A team shall consist of three members, each of whom must be 16 years of age or under on 1 September 2016 and full members of a Club affiliated to the NFYFC
2. PROCEDURE - The team shall consist of a Chairman, Speaker and Proposer of the Vote of Thanks. Competitors before and after competing may be admitted to the Competition Room.

The procedure will follow that of a normal meeting.

- a) Fifteen minutes before his team is due to compete, the Chairmen will be introduced to the speaker.
- b) The Speaker will provide written notes giving subject chosen and personal background (e.g. school, special interests, YFC membership, Club Offices held, activities within the Club, etc.). These notes to be written on the card provided and handed to the Chief Steward at the beginning of the competition and will be available for the Chairman and Judges.
- c) The Speaker, who will be the guest of another team, will choose his/her own subject. The Speaker will then answer a question put by the Proposer followed by two questions from the Judges.
- d) The Proposer will be seated in the body of the hall. He/she will take up some point in the Speaker's address, comment, agree or disagree and ask one pertinent question on the subject matter of the address. He/she will give the Vote of Thanks to the Speaker after all questions have been dealt with.
- e) No communication, written or verbal between any of the team members, or the audience, will be permitted, and to do so will result in immediate disqualification.

Competitors may take notes FOR REFERENCE onto the platform as long as these notes are written on POSTCARD. However, excessive and obvious use of notes will be penalised. No other reference books or papers may be used by teams while on the platform, except for visual aids intended to add to the understanding of the subject by the audience.

3. TIMING

Chairman (opening)	2 minutes
Speaker	6 minutes
Proposer of Vote of Thanks (question)	no time limit
Proposer of Vote of Thanks (thanks)	1 minute

Penalties: Time deductions are one mark for each half-minute (or part thereof) over the allocated time by any member of the team. The judges may also deduct marks the timings are below half of what is expected.

4. SEATING- Stewards to make sure that competitors are seated as a team and in a designated area, separate from parents and supporters.

5. SCALE OF MARKS

Speaker	Presentation of speech and ability to speak	20	
	Content of speech and knowledge of subject	20	
	Answer to questions	10	50
Chairman		30	
Proposer of Vote of Thanks		20	
TEAM TOTAL			100



JUNIOR READING

1. ELIGIBILITY - A team shall consist of three members, each of whom must be 14 years of age or under on 1 September 2016 and full members of a Club affiliated to the NFYFC.

2. PROCEDURE - the team of three members to read a passage selected and provided by the Judge. Competitors will be required to read in English approximately one side of a page from the chosen book. Teams will be notified three weeks before the day of the competition Final of the book chosen for reading.

- A draw will be made for the order of appearance prior to the competition. All teams will be held in the preparation room until it is their turn to compete.
- Competitors and trainers will not be allowed into the room where the competition is taking place before competing.
- The Chairman needs to introduce and give a brief background about the book.
- Each member of the team (including the Chairman) will be required to read a different passage from the book, but each team will read the same set of passages as the other teams. Members may read through their given passages in the preparation room; books are allowed in the preparation room beforehand; trainers are allowed into the preparation room.

3. TIMING

Chairman (opening) 2 minutes

Penalties: Time deductions are one mark for each half-minute (or part thereof) over the allocated time by any member of the team members reading will not have an allocated time.

4. SCALE OF MARKS

Chairman – Introduction	<u>15</u>
READING OF PASSAGE:	
Diction	10
Clarity	10
Sense & Expression (dramatic meaning)	<u>10</u>
	30
READER 2:	
Diction	10
Clarity	10
Sense & Expression (dramatic meaning)	<u>10</u>
	30
READER 3:	
Diction	10
Clarity	10
Sense & Expression (dramatic meaning)	<u>10</u>
	30
Teamwork	<u>15</u>
Total marks	<u>120</u>



JUNIOR YFC MEMBER OF THE YEAR

1. ELIGIBILITY

- 1.1. The competitor must be 17 years of age or under on 1 September 2016 and a full member of a Club affiliated to the NFYFC.

2. SUBSTITUTION

- 2.1. If the competitor through to the National Final has to withdraw from the competition, then the next highest placed competitor will represent the Area.

3. PROCEDURE

3.1. *PART 1 – SYNOPSIS FORM*

The Competitor is requested to submit a completed synopsis form (attached) to be no more than 2 sides of A4, detailing their YFC activities. It is recommended that this form be used at County and Area level. (Special emphasis should be placed on their involvement at Club level).

- Name, address, YFC Club and County Federation
- Personal Profile (Background) information
- Qualifications or Awards
- Activities within YFC over previous 12 months
- School/career aspirations
- Activities outside YFC

3.2. *PART 2 – PRESENTATION AND FORMAL*

- 3.2.1. The Competitor is requested to prepare a presentation using Microsoft power point software to include the competitors experiences gained at YFC Club, County and including activities outside of YFC.
- 3.2.2. The presentation should be based on experiences gained in the 12 months before the competition final. Competitors are therefore expected to build on the presentations they give at the Area round of the competition held earlier in the year.
- 3.2.3. This presentation is to compliment your CV and the personal statement.
- 3.2.4. Timing – no less than 3 and no more than 10 minutes.
- 3.2.5. The presentation will be made to the judges.
- 3.2.6. On completion of the presentation judges will ask questions on the CV and personal statement, on the competitor's knowledge of YFC and/or current issues or news relating to young people.



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4. SCALE OF MARKS (At the national final)

Synopsis form	30
Presentation to judges (activities inside & outside YFC)	30
Formal Interview	30
Appearance	10
TOTAL MARKS	100

Penalties: Time deductions are one mark for each half-minute (or part thereof) over or under the allocated time of the presentation. The judges may also deduct marks if the timings are below half of what is expected.



SENIOR MEMBER OF THE YEAR

1. ELIGIBILITY

- 1.1. The competitor must be 18 years or over and 26 years or under on 1 September 2018 and a full member of a Club affiliated to the NFYFC.
- 1.2. If the competitor through to the National Final has to withdraw from the competition, then the next highest placed competitor will represent the Area.

2. PROCEDURE

- 2.1. *PART 1: 28 DAYS prior* to the National Final competitors will be required to submit to the Competitions Department at NFYFC a completed synopsis form (attached) to be no more than 2 sides of A4, which will show details of their YFC activities. It is recommended that this form be used at County and Area level. (Special emphasis should be placed on their involvement at Club level).
- 2.2. *PART 2:* Competitors will be interviewed by a panel of Judges, in an informal atmosphere on Saturday 22nd April 2017 at the Annual Convention.
- 2.3. *PART 3:* Competitors will be required to attend the Entertainments finals on Saturday 22nd April 2017 at the Annual Convention during which they will be asked two questions on stage, one previously asked in the interview stage and another based on the competitor's contribution to the YFC movement.
- 2.4. *PART 4:* Announcement of results and Presentation of Awards will be made during the Annual General Meeting on Sunday 23rd April 2017 at the Annual Convention.

3. OBJECTIVES

- 3.1. The objective of the competition is to select a member who has shown that they are involved in all aspects of the YFC Movement. Judges will be looking for:
 - Involvement at Club level for period of membership
 - Overall YFC involvement (i.e. Club, County, Area or National)
 - Specific involvement in activities in the previous 12 months (conservation, competitions, recruitment, programming, charity, sport, club officer)
 - General commitment to YFC - awareness of other members' interests in YFC and objective view of the future of the organisation
 - Knowledge of the YFC movement at Club, County, Area and National levels and to share that knowledge over the 12 month period following the final

4. SCALE OF MARKS – Total 100 marks from Formal Interview and Stage Interview

MEMBER OF THE YEAR SYNOPSIS FORM ON NEXT PAGE



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**YFC MEMBER OF THE YEAR 2018-19
 Synopsis Form**

Name:		
Date of birth:	Age (on day of the competition):	YFC Membership Card No:
Occupation:		
Name of YFC Club:	YFC County Federation:	
Year first joined YFC:		

YFC History – posts held:
YFC Involvement (please record YFC activities you have participated in)
Club
County
Area/Wales
National
Proudest moment in YFC (so far!)
Ambitions in YFC
Ambitions outside YFC
Hobbies and interests outside of YFC
Additional Information



JUST A MINUTE

1. ELIGIBILITY

- 1.1. A team shall consist of FOUR (4) members, who must all be 21 years of age or under on 1 September 2018 and full members of a Club affiliated to the NFYFC.
- 1.1. Competitors are required *in person* to produce on the day of each round of the competition (County/Area/Regional and National) their current and signed Membership Card, with suitable photograph, or a fine of £20 will be imposed for non-production

2. SUBSTITUTION

- 2.1. If more than half the original team are unable to compete at the next round the next highest scoring team will represent area/region.
- 2.2. All substitutes must have been eligible to compete in the County Final.

3. PROCEDURE

The Just A Minute page of the BBC Radio 4 website lists the broadcast times of the current series. Pod casts of previous shows can also be found on that webpage as well as many recordings on YouTube. YFC members are encouraged to listen to the show or recordings of the show as they

- 3.1. The NFYFC (or competition organisers) will appoint a Chairman (Judge), a Score Keeper and a Time Keeper.
 - 3.2. On the day of the area/regional round of the competition, the same Chairman and Score Keeper will be in place for each heat of the competition and the chairman will act as judge.
 - 3.3. NFYFC will send the topics for discussion at the national final. This allows panel members to research topics and prepare factual background and comedic content. Competitors are NOT ALLOWED any notes or reminder cards when 'on stage'
 - 3.4. A panel will consist of four members, each drawn from a different team/county federation.
 - 3.5. The panel will be given one minute to speak on a given subject/topic.
 - 3.6. The panel will speak to a total of 4 topics before the scores are computed and announced by the scorer.
 - 3.7. The four panellists are challenged to speak for one minute on a given subject without "repetition, hesitation, or deviation".
- Repetition - you must try not to repeat yourself. This is only within the given subject. If the subject is lost and you gain it back again you cannot repeat anything you said earlier. You can repeat what someone else has said and you can use any part of the subject as many times as you like. People do slip up on using plurals of a given word again and again however; which is different to the singular word.
"Repetition" means the repetition of any word or phrase, although challenges based upon very common words such as "and" "is" "or" are generally rejected except in extreme cases. Words contained in the given subject are exempt unless repeated many times in quick succession. Skilful players use (sometimes obscure) synonyms in order to avoid repeating themselves. The term "BBC" can be successfully challenged for repetition of "B".
 - Hesitation - can be difficult to judge, however if they say "erm" that should be a hesitation. It can be difficult when people breathe. But there is a difference between a breath and a longer pause. One place competitors slip up is pausing for laughter. That is hesitation.
"Hesitation" is watched very strictly: a momentary pause before resumption of the subject can give rise to a successful challenge, as can tripping over one's words. Even pausing during audience laughter or applause (known as "riding a laugh") is usually not permitted.
 - Deviation – Is fairly simple apart from if it is an incorrect use of the grammar of a word or word within a subject it is a deviation from the given subject.



"Deviation" means deviating from the subject, but has also been interpreted as "deviating from the English language as we know it", "deviation from grammar as we understand it", deviating from the truth, and sometimes even logic, although often leaps into the surreal is allowed.

- 3.8. Each of the competitors shall start a topic first. A draw shall be made to determine which order the panellists speak first on each of the 4 topics (e.g. number 1 to start the first topic 1st; number 2 to start the second topic 1st etc).
- 3.9. The time keeper starts the clock when the first panel member starts to speak. When a challenge is made the clock is stopped. The clock is re-started when the next speaker starts to speak. Time keeper blows a whistle when 60 seconds (one minute) has elapsed.
 - 3.9.1. Panellists should try to challenge the speaker for: Repetition, Hesitation or Deviation
- 3.10. A panellist scores a point for making a correct challenge against whoever is speaking. The chairman (judge) will decide if the challenge is correct or not and will exercise the benefit of the doubt evenly.
- 3.11. The speaker gets a point if the challenge is deemed incorrect and then resumes speaking on the subject/topic.
- 3.12. If a witty interjection amuses the audience, even though it is not a correct challenge, at the chairman's discretion, both the challenger and speaker may gain a point, the speaker then resumes speaking on the subject/topic.
- 3.13. A panellist who makes a correct challenge takes over the subject for the remainder of the minute, or, until he or she is correctly challenged.
- 3.14. The speaker also scores a point if they are the person speaking when the 60 seconds expires.
- 3.15. If the speaker speaks for the whole minute without being interrupted or challenged, he/she gains an extra point. (1 point for speaking when whistle blows and 1 point for speaking for one whole minute without being interrupted or challenged).

It is unusual for a speaker to speak within the three cardinal rules for any substantial length of time, whilst remaining coherent, and also being amusing. Therefore, to speak for the full minute without being challenged is a special achievement.

4. TIMING

- 4.1. Each panel will speak for one minute for each of the 4 topics.

5. SUMMARY OF MARKS

- 5.1. A panellist scores a point for making a correct challenge against whoever is speaking.
- 5.2. The speaker gets a point if the challenge is deemed incorrect.
- 5.3. If a witty interjection amuses the audience, even though it is not a correct challenge, both the challenger and speaker may gain a point, at the chairman's discretion.
- 5.4. A panellist also scores a point if they are the person speaking when the 60 seconds expires. An extra point is awarded when a panellist speaks for the entire minute without being challenged.
- 5.5. A scorer will keep scores as the rounds of the competition commence, and the winner will be team with the highest score.
- 5.6. In the event of a tied score after each team has competed, the two tied teams will make two panels (2 members from team A and two from team B and vice versa). Each panel will be given one topic and a draw shall take place to determine who speaks first. The team gaining the highest scores after each panel has discussed their topic for one minute, will be the deemed the winner. Panelists may only make challenges to competitors not from their team.

6. PENALTIES

- 6.1. The use of foul language will be penalised with a deduction of marks.



SENIOR BRAINSTRUST

3. ELIGIBILITY

3.1. A team shall consist of 4 members, each of whom must be 26 years of age or under on 1 September 2018 and full members of a Club affiliated to the NFYFC.

5. PROCEDURE

5.1. The team shall consist of a Chairman and a panel of three members. Draw for order of appearance will be made prior to the day. All competitors must be present 20 minutes before going onto the platform; the Chairman will be given a choice of sealed envelopes. One will be chosen which will contain six question topics, three of a general knowledge and three on rural affairs, from which he/she will select three for discussion by the team. One question must be selected from each section plus one other. The Chairman will have no prior communication with the team about the questions he/she has selected to be discussed. No written communication on the topics to be discussed may be given to the Panel or any use of a mobile phone at any time. The penalty will be automatic disqualification.

5.2. The Chairman will be responsible for introducing the panel to the audience, putting each question to the panel, summarising their answers, concluding the meeting, timing, control of the panel and coverage of each question.

5.3. The competition should be treated as a formal meeting.

5.4. Competitors may make their own notes FOR REFERENCE on the platform, but excessive and obvious use of notes will be penalised. No other reference books or papers may be used while on the platform.

6. TIMING

6.1. Twenty (20) minutes will be allowed each team from the commencement of the Chairman's introduction and the teams will be expected to keep to the timing stated.

6.2. Time penalties: Time deductions are one mark for each half-minute (or part thereof) over the allotted time.

7. SCALE OF MARKS

Chairman	Opening introduction & handling questions	10	
	Handling of panel including timing	15	
	Summing-up of discussions	10	
	Closure of Meeting	5	
	Ability and style	10	
		50	
Panel	Quality, relevance & range of discussion	20	
	Each question: Co-operation and team work	15	
		35 x 3	105
Panel	General deportment and style	15	
	Overall Audibility	10	
	Overall impression of team	20	
		45	
		TOTAL	200

7.1. The judges will have before them a duplicate copy of the question topics from which the selection was made for the team that is competing.



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TEN PIN BOWLING COMPETITION

1. ELIGIABILTY

Each Club may enter one team of SIX members (two male and two female), two of whom must 30 years of age or be under and two of whom must be under 21 years of age, on the 1st September 2018 in the year of the competition and full members of a Suffolk YFC affiliated clubs.

COMPETITORS WILL BE REQUIRED TO SHOW THEIR PHOTOGRAPHIC MEMBERSHIP CARDS.

NB Clubs may enter a second team or an Associate team (again including two male and two female members. There is no age limit. These teams will be accepted on a first come first served basis.

“Of Age” teams will be guaranteed a lane if they book on time, otherwise they will relinquish their place to an Associate member team.

2. Each team is asked to complete one full round of bowling to the rules as laid down by the Ten Bin Bowling Authorities at the centre.
3. Each team score is computerised. The combined score of each team will be added together and the final score will determine the places of the teams. In the event of a tie, the team with the most strikes scored will be declared the winner. Should the teams have equal strikes then a rematch will be played to decide the winner.
4. Individual awards are available for the highest scoring male and female.
5. The Adjudicators decision is final.
6. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
7. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



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SUFFOLK YFC PUB QUIZ

1. ELIGIBILITY.

Teams to consist of four members, two male and two female under the age of 30 years on the 1st January 2018 in the year of the County final and members of a Club affiliated to Suffolk YFC.

N.B. Clubs may enter up to five teams. Please note that although Junior competitors will answer different set of questions, they will be judged separately to the senior competitors.

2. COMPETITORS WILL BE REQUIRED TO SHOW THEIR PHOTOGRAPHIC MEMBERSHIP CARDS.

3. Each club shall provide a scorer who will be asked to score for another team in rotation.

4. Teams will be seated in full view of the Question Master.

5. There will be ten rounds of ten questions per round. Each question will be worth TWO marks. Part marks can be awarded at the discretion of the scorers.

SCORE: Maximum possible for each team: 10 rounds x 10 questions x 2 marks = 200

6. For each round, each team will be issued with a sheet of paper by the SCORERS, to write down their answers

7. At the end of each round, the answers will be collected by the SCORERS.

8. Obvious cheating will be penalised at the discretion of the Question Master (Interpellator). His/Her decision is final.

9. The Judges decision is final.

10. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.

11. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



SENIOR & JUNIOR CLAY PIGEON SHOOT COMPETITION

1. ELIGIBILITY

- 1.1. 26 & Under Category: Competitors to be 26 years of age or under on 1 September 2018 and a full member of a Club affiliated to the NFYFC.
- 1.2. 17 & Under Category: Competitors to be aged between 14 years and over and 17 years of age and under on 1 September 2018 (this age range must be adhered to), and full members of a Club affiliated to NFYFC. This means competitors have attained their 14th birthday on 1st September 2018 competition and may be 18 on the day of the national final.

2. SUBSTITUTION

- 2.1. If the competitor through to the National Final has to withdraw from the competition, then the next highest placed competitor will represent the County.

3. PROCEDURE

- 3.1. The Competitor is required to hit a moving target in the form of a clay pigeon from traps positioned in different places to encourage a range of speed, distance, height and positioning of the clays
 - 3.2. Competitors are to ensure the safety of their gun at all times and a valid shotgun licence must be available on demand.
 - 3.3. One licence holder MUST supervise one gun only. Competitors without their own licence are still able to compete but must be supervised by one non competing licence holder.
 - 3.4. Travelling with a shotgun – If you are in a vehicle and need to stop and leave it with guns in for any reason you must ensure nothing indicates guns are in it. Park where the vehicle can be seen and reverse up to a wall making access to the boot difficult. The vehicle should be locked and alarmed. You might also use security cables, vehicle mounted gun safes and other precautions such as removing parts as an additional security measure.
 - 3.5. Firearms Legislation must be adhered to at all times. Competitors are responsible for the safety and insurance of their gun.
 - 3.6. Suitable ear and eye protection must be worn throughout the competition by both competitors and spectators
 - 3.7. One entry per shooter.
 - 3.8. Maximum 12 bore to be used with a minimum barrel length of 26"
 - 3.9. Maximum load of 28gram/ 1oz.
 - 3.10. If targets have been unseen, competitors will have the option to view targets as a single or pairs (once only).
 - 3.11. Coaching is strictly forbidden.
 - 3.12. No live quarry to be shot or shot at.
 - 3.13. Competitors must not touch any traps or equipment belonging to the shooting ground.
 - 3.14. No loading of ammunition outside the cages. When moving between cages, all guns must be empty and carried broken or in a gun slip. Any ammunition found in the gun outside the cages leads to automatic disqualification.
4. GUN SAFETY must be adhered to AT ALL TIMES. Any unsafe behaviour, unsafe gun use or causing upset to other competitors will result in immediate disqualification.

The scorer's decision is final. Any complaints should be registered immediately.

A Clay Pigeon is deemed "killed" when a visible piece of clay is broken off.

5. SCALE OF MARKS

- 5.1. Points accrued for targets shot
- 5.2. In the event of a tie a shoot off will determine the overall winner

6. NOTES

- Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
- Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



SUFFOLK YFC YOUNG STOCKJUDGE OF THE YEAR

1. ELIGIBILITY

- 1.1. The Competitor must be 18 years of age or under on 1 September 2018 and full members of a Club affiliated to the NFYFC.

2. SUBSTITUTION

- 2.1. If the competitor through to the National Final has to withdraw from the competition, then the next highest placed competitor from the Area Round will be invited, by the Area Committee, to represent the Area. NFYFC must be notified at the earliest opportunity of the substitution.

3. PROCEDURE

NOTE: All competitors and competition organisers to note on-farm/action market bio-security controls and advise participants and stewards ahead of the event. For example suitable footwear for footbaths.

3.1. AREA EVENT

- 3.1.1. Competitors will be required to judge four rings of stock (4 Dairy Cows, 4 Butchers Cattle, 4 Commercial Breeding Ewes, and 4 Butchers Pigs) and each member will give reasons on all four rings of stock.

3.1.1.1. If pigs are unavailable for use they will be substituted by 4 Butchers Lambs.

- 3.1.2. Animals in each ring will be designated A, B, X, Y.

- 3.1.3. Competitors will be required to complete a simple multi-choice Animal Health and Husbandry Questionnaire. NFYFC to provide questionnaires for Area Finals.

4. TIMING – AREA ROUNDS AND FINAL

- 4.1. Competitors will be allowed 10 minutes to judge each ring of stock and at least 5 minutes for preparing reasons.
- 4.2. Competitors will be allowed up to 2 minutes for stating their reasons on each ring of stock to the Judge. Competitors exceeding this time limit will incur penalties at the rate of 2 marks for each 15 seconds or part thereof. The marks to be deducted from their total score.
- 4.3. Competitors will be allowed a maximum of 30 minutes to complete both the Animal Health and Husbandry questionnaire and meat identification task.

5. SCALE OF MARKS

AREA ROUNDS

Stockjudging:	Placing on 4 rings (4 x 50)	200
	Reasons on 4 rings (4 x 50)	200
Questionnaire		100
Total marks per competitor		500

6. NOTES

- 6.1. NFYFC will provide all judging cards for the Area Rounds and Final.
- 6.2. During the competition, competitors may not have with them any papers or literature other than the placing cards and the questionnaire provided.
- 6.3. When stating reasons, competitors may use only the NOTES SECTION on the official cards provided. These notes are intended for reference only and the competitors who read their notes verbatim to the Judges will be penalised.
- 6.4. During the period of the competition, competitors must not communicate directly or indirectly with any person other than Judges and Stewards under penalty of disqualification.



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- 6.5. Competitors must provide themselves with white coats, which must be worn during the period of the competition and at the Presentation of Awards.
- 6.6. The decision of those umpiring shall be final.
- 6.7. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
- 6.8. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.



STOCKMAN OF THE YEAR COMPETITION

1. ELIGIBILITY

1.1. The Competitor must be 26 years of age or under on 1 September 2018 and full members of a Club affiliated to the NFYFC.

2. SUBSTITUTION

2.1. If the competitor through to the National Final has to withdraw from the competition, then the next highest placed competitor from the Area Round will be invited, by the Area Committee, to represent the Area. NFYFC must be notified at the earliest opportunity of the substitution.

3. PROCEDURE

NOTE: All competitors and competition organisers to note on-farm/action market bio-security controls and advise participants and stewards ahead of the event. For example suitable footwear for footbaths.

3.1. AREA FINAL

3.1.1. Competitors will be required to judge four rings of stock (4 Dairy Cows, 4 Butchers Cattle, 4 Breeding Ewes, and 4 Butchers Pigs - *subject to availability*) and each member will give reasons on all four rings of stock.

3.1.1.1. If pigs are unavailable for use they can be substituted by 4 Butchers Lambs.

3.1.2. Animals in each ring will be designated A, B, X, Y.

3.1.3. Competitors will be required to complete Animal Health and Husbandry tasks, which will be provided by NFYFC.

3.2. SCALE OF MARKS FOR AREA FINAL

Stockjudging:	Placing 4 rings x 50	200
	Reasons 4 rings x 50	200
Animal Health & Husbandry Questionnaire		100
Total per competitor		<u>500</u>

4. NFYFC FINAL

4.1. Competitors will be required to complete a Written Project on Stock Management including Animal Health and Production Records. The Project to be submitted to NFYFC two weeks prior to the date of the Final. If a competitor has competed in the NFYFC final in a previous year, they are not to submit their previous project.

4.2. Competitors will be interviewed on the content of their project.

4.3. Competitors will be questioned by a Veterinary Surgeon on animal health and husbandry and will be required to demonstrate practical tasks as directed by the Veterinary Surgeon.

4.4. Competitors will be required to:

4.4.1. Place and give reasons on six beef animals judged as butchers animals

4.4.2. Place and give reasons on six breeding ewes judged for breeding potential



- 4.4.3. Place and give reasons on six butchers pigs judged for slaughter (should access to pigs be limited then it may be necessary to substitute with butchers lambs)
- 4.4.4. Place and give reasons on six dairy animals as productive animal
- 4.4.5. Animals in each ring will be designated A, B, C, X, Y, Z. All rings will operate simultaneously
- 4.4.6. Competitors will be allowed 15 minutes to observe each ring of stock and at least 5 minutes to prepare reasons.
- 4.4.7. Competitors will be allowed up to 3 minutes for stating their reasons on each ring of stock to the Judge. Competitors who exceed this time limit will incur penalties at the rate of two marks for each fifteen seconds or part thereof. The marks to be deducted from their total score.
- 4.4.8. The interviews on the written project and animal health will each be of approximately 20 minutes duration.

4.5. SCALE OF MARKS FOR NFYFC FINAL EVENT

Placing of Stock	4 rings x 48	192
Accuracy and Reason	4 rings x 32	128
Comparison and Style	4 rings x 20	80
Written Project		100
Interview		100
Animal Health & Husbandry		100
TOTAL		<u>700</u>

5. TIMINGS:

- 5.1. Competitors will be allowed 10 minutes to judge each ring of stock and at least 5 minutes for preparing reasons.
- 5.2. Competitors will be allowed up to 2 minutes for stating their reasons on each ring of stock to the judge. Competitors who exceed this time limit will incur penalties at the rate of two marks for each fifteen seconds or part thereof. The marks to be deducted from their total score.
- 5.3. Competitors will be allowed a maximum of 30 minutes to complete the Animal Health and Husbandry Questionnaire.

6. NOTES

- 6.1. NFYFC will provide all judging cards for the Area Rounds and Final.
- 6.2. During the competition, competitors may not have with them any papers or literature other than the Placing Cards and questionnaires provided.
- 6.3. NFYFC reserve the right to amend the Rules relating to the stock to be used for the National Final if circumstances dictate.
- 6.4. When stating placings, Competitors may use only the NOTES SECTION on the official cards provided. These notes are intended for reference only and the competitors who read their notes verbatim to the Judges will be penalised.
- 6.5. Suffolk YFC cannot accept responsibility for expenses incurred by Competitors.
- 6.6. Suffolk YFC reserves the right to amend or cancel any of the foregoing rules, should circumstances deem this necessary.