LIVESTOCK SKILL-A-THON

Contact: Dawn Sanchez(DawnS@uwyo.edu) or Bryce McKenzie(bmckenz7@uwyo.edu)

Objectives

- To educate and encourage youth in the areas of Science, Engineering and Technology, enhancing their understanding and abilities as it relates to Livestock and the Livestock Industry.
- To provide youth with the opportunity to blend knowledge and skills acquired in livestock judging, demonstrations, care and exhibition of animals into one activity.
- To provide youth with an opportunity to learn about the importance of livestock and their products to the environment and economy.
- To encourage youth to continue expanding their knowledge and participation.
- To recognize youth for their total involvement in and comprehension of the livestock industry.
- To encourage youth to work as a team and learn the value and appreciation of teamwork.
- To instill ethical values, good sportsmanship, and product evaluation skills.

Eligibility

- All Wyoming 4-H members are eligible to compete in the appropriate age division (Junior (8-13 years old or Senior 14 & older). Eligibility will be confirmed using ZSuites.
- Only team entries will be accepted and may consist of a minimum of three (3) and maximum of five (5) members per team. There is no limit to the number of teams entered in each age division from each county.

Rules

- Youth may enter the contest with blank paper, clipboards, a timer and writing utensils.
- Teams will have two (2) hours to complete the entire contest. This includes the group process and technology components.
- Spectators are welcome to enter and view the contest from the perimeter but will not be able to interact with the contestants during the event.
- Youth are <u>encouraged</u> to work together and interact throughout the event with those on the same team. Discussion between separate teams will not be allowed.
- Team scores from each class will be added together for total accumulated points. Awards will be given to the top three teams in each age division.

Livestock Skill-A-Thon

Contest Classes ~ Junior Divisions

All materials for the contest will be taken from the Livestock Discovery CD from the University of Kentucky, Ohio State University lab kits, or the State 4-H website.

<u>Cattle:</u> (15 points) Breeds identification; wholesale parts, external parts.

Sheep: (15 points) Breeds identification; wholesale parts, external parts.

Swine: (15 points) Breeds identification; wholesale parts, external parts.

Goat: (15 points) Breeds identification; wholesale parts, external parts.

Quality Assurance: (10 points) Reading a medicine label; calculating withdrawal times; Complete a Treatment record; Given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity.

<u>Feed Identification</u>: (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more.

Evaluation: (5 points) Youth will be given either classes to place of beef, sheep, swine, or goats; or given questions to answer about a set of animals.

Equipment Identification: (10 points) Youth will be given either pictures or real pieces of equipment to identify.

Practicum: (20 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem, or answer questions. The practicum may require each team member to complete a part of the practicum. Props or live animals may be included in this hands-on portion of the contest. The junior practicum will be posted on the State 4-H website by April 15. (See pages 4-5 for topics.)

Juniors total points possible: 115 points

Livestock Skill-A-Thon

Contest Classes ~ Senior Division

The Wyoming State 4-H Website provides a list of various sources that will aid in preparing for the senior livestock skill-a-thon contest. However, the contest is not limited to the information provided in these resources.

<u>Cattle:</u> (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Sheep: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Swine: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

Goat: (20 points) Breeds identification; external parts, wholesale parts, reproduction/health

<u>Meat Science</u>: (10 points) Rank classes of meat cuts, identify cuts for wholesale and retail names, solve scenarios, answer questions and/or grade meat cuts/carcasses. (See page 6 for list of identifications.)

Wool: (5 points) Youth will be given either classes of four fleeces to place; or given scenarios or questions to answer about fleeces.

<u>Quality Assurance:</u> (10 points) Reading a medicine label; calculating withdrawal times; Complete a Treatment record; Given a scenario, make responsible management decisions regarding Quality Assurance; Quality Assurance hands-on activity.

Feeds and feeding: (10 points) Youth will be given a group of feeds to identify. These can include feed additives, minerals, vitamins, forages, grains and more. Solve scenarios or answer questions related to feeding options.

Evaluation: (5 points) Youth will be given either classes to place of beef, sheep, swine, or goats; or given scenarios or questions to answer about a set of animals.

Equipment Identification: (10 points) Youth will be given either pictures or real pieces of equipment to identify; or given scenarios or questions to answer about equipment.

<u>Technology:</u> (10 points) Contestants will use the NCBA Red Book Excel program to answer questions related to herd management. A computer with the program will be provided for the contest. This section can be completed any time during the contest; however, teams will have a maximum of 20 minutes to complete this section.

Practicum: (30 points) Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem, or answer questions. The practicum may require each team member to complete a part of the practicum. Props or live animals may be included in this hands-on portion of the contest. The senior will be given three of the practicum topics and one of the three will be included in the state contest. These three topics will be posted on the State 4-H website by April 15. (See pages 4-5 for topics.)

Senior total points possible: 170 points

Livestock Skill-A-Thon PRACTICUM Information

Each team will be given 20 minutes to complete this process. All teams will be presented with the same practicum within age divisions. As a group they will be asked to complete a task, solve a problem, or answer questions. The practicum may require each team member to complete a part of the practicum. Props or live animals may be included in this hands-on portion of the contest. Topic areas will be taken from the following list:

JUNIOR OR SENIORS

- \sim demonstrate how to read an animal health product label, calculate dosage rates and withdrawal times, complete a treatment record, be familiar with administration routes and vaccination sites, fill a syringe, and define vaccination terms.
- ~demonstrate how to bandage or unbandage a wound.
- ~ properly approach, halter/or and restrain a sheep or goat. Could be live animals or props.
- ~ understand biosecurity for various species to maintain herd health on the facility.
- \sim evaluate a breeding animal scenario and make animal selection decisions based upon performance data to rank breeding animals for use within the scenario and/or with live animals.
- ~ determine age of animal.
- ~ know the difference between identification methods and demonstrate proper tagging, notching or tattooing procedures. Be able to read and answers questions on RIFD tags and/or scrapie tags.
- \sim be able to read a feed label, compare labels, determine ingredients, species acceptability and make feed recommendations.
- ~ figure any of the calculations outlined in the table below.

SENIOR ONLY

- ~ administer an implant.
- ~ properly trim a hoof and doctor ailments such as foot root.
- ~ demonstrate knowledge of semen handling.
- \sim demonstrate all or segments of an AI procedures on any species.
- ~ complete a pregnancy examination/check.
- ~ label the parts of the reproduction tract and explain the role of each part.
- ~ label parts of the animal's digestive system and know what the function of each part is.
- ~ evaluate feed rations and rank feed ration to meet a specific livestock production scenario.
- ~ evaluate different animal housing situations or scenarios.
- ~evaluate photos of carcasses and price carcasses using a grid.

Livestock Skill-A-Thon PRACTICUM Information Continued

For the practicum youth may be asked to figure any of the calculations outlined in the table below.

Junior Contestants

Rate of gain
Average daily gain
Feed per pound of gain
Feed cost
Feed cost per pound of gain
Weight per day of age

Senior Contestants

Rate of gain Average daily gain Feed per pound of gain Feed cost Feed cost per pound of gain Weight per day of age Shrink Carcass breakeven cost Carcass profit margin per pound Performance ratio Feeding margin Feeding margin per pound Break even cost per pound Percent shrink Break even cost Dressing percentage Dressing loss

Livestock Skill-A-Thon

Meat Identification List ~ Seniors

Items in the meat identification portion will be taken from the following list:

	Wholesale Cut	Retail Cut
Beef		
	Loin	T-Bone Steak
		Round Bone Sirloin Steak
	Round	Round Steak
		Eye Steak
	Chuck	Blade Roast
		Arm Roast
	Plate	Short Ribs
	Flank	Flank Steak
	Shank	Cross Cuts
	Rib	Ribeye Steak
Pork		
	Loin	Blade Chop
		Top Loin Chop
		Center Loin Roast
		Rib Chop
		Sirloin Chop
		Canadian Style Bacon SM^
	Shoulder	Arm Picnic Roast
		Arm Steak
	Ham	Rump Portion SM [^]
		Center Slice SM [^]
Lamb		
	Rack (Rib)	Rib Roast
		Rib Chop
	Leg	Sirloin Chop
		French Style Roast
		American Style Roast
	Loin	Loin Chop
	Shoulder	Blade Chop
		Square Cut
	Variety Meat	Kidney
	Shank	Shank