



AGRICULTURAL SHOWS
AUSTRALIA

**AGRICULTURAL SHOWS
AUSTRALIA HANDBOOK**

Computer Scoring Program

and

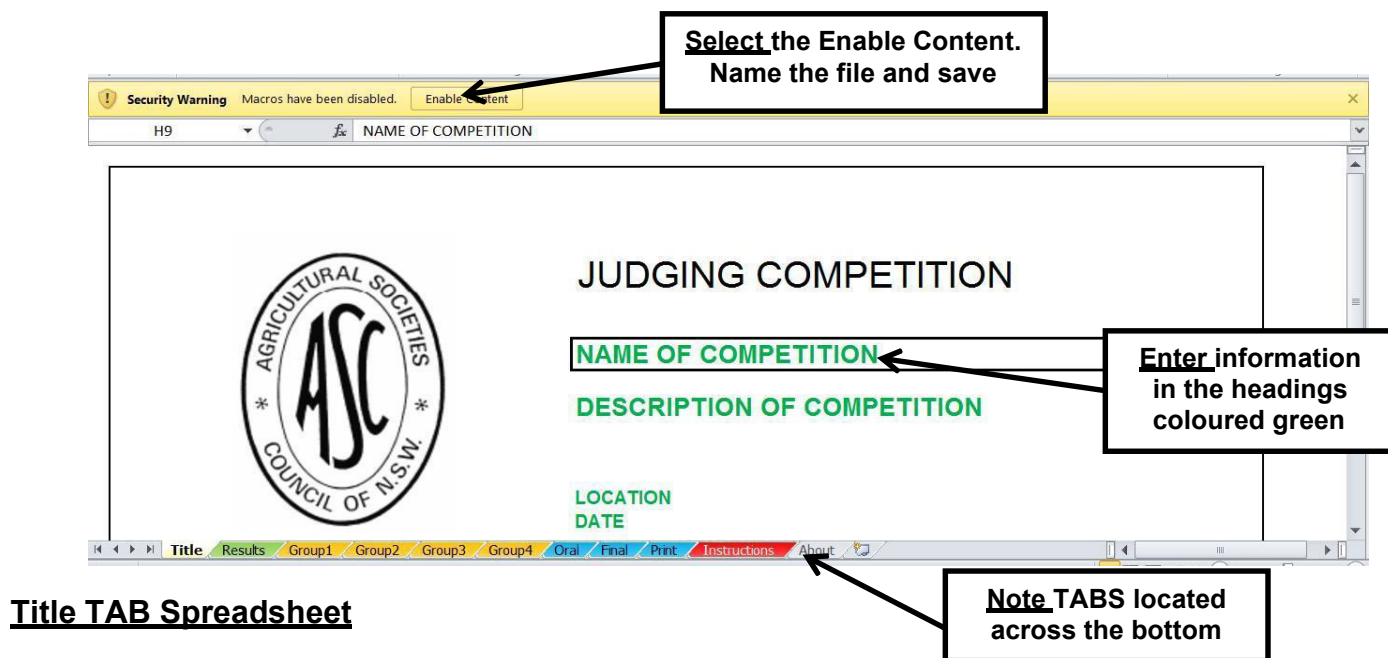
Hormel Slide Calculations

How to use the Computer Scoring Program

The Computer Scoring Program is relatively easy to use. The Program adds up the scores of the Competitors and provides the Data Reader Steward with the order of placings for the Championship. A Results Page can be printed and distributed to Competitors.

INSTRUCTIONS FOR USE OF THE PROGRAM:

1. Data can only be **entered** into selected spreadsheets and cells. All other cells are locked. It does not matter what order the data is entered into any of the spreadsheets. Calculations may not show until all relevant scores are entered.
2. A number of cells are automatically filled in through their connections with other TABS and therefore cannot be changed.
3. When the Program is first opened there will be a Security Warning. Select *Enable Content*. The FILE TYPE is an 'Excel Macro-Enabled Workbook'. To continue saving as a macro-free workbook, **click YES**. The File will need to be **named** and **saved** to a selected destination. Save the File on a regular basis.
4. TABS located across the bottom of the Program allow data to be entered. An Instruction TAB is also included.



5. Title TAB:

Under the **headings coloured green** enter the name of the Championship/ Competition, location (Agricultural Show) and date of Championship/ Competition.

6. Results TAB:

At the top right of the spreadsheet enter the number of '**Groups**' being judged, e.g. if there are three (3) Classes of cattle being judged then write in three (3). If there are two (2) Classes of merino fleece being judged then write in two (2).

The screenshot shows the 'Results' tab in a spreadsheet. At the top right, there is a box labeled 'Enter the number of Groups being judged' with an arrow pointing to the 'GROUPS' header. Below this, there are two more boxes: 'Enter the Competitor names' with an arrow pointing to the 'Name' column, and 'Note the Entrant No. corresponding with the Competitor's name' with an arrow pointing to the 'Entrant No.' column. The spreadsheet has columns for 'NAME OF COMPETITION', 'Entrant No.', 'Name', 'Visual Score', 'Handling Score', 'Oral Score', 'Total Score', 'Rank', and 'Place'. The 'Entrant No.' column is numbered 1 through 17. The 'Name' column is currently blank. The 'Visual Score', 'Handling Score', 'Oral Score', and 'Total Score' columns are also blank. The 'Rank' and 'Place' columns are blank. The spreadsheet has a tab bar at the bottom with tabs for 'Title', 'Results', 'Group1', 'Group2', 'Group3', 'Group4', 'Oral', 'Final', 'Print', 'Instructions', and 'About'.

Results TAB Spreadsheet

In the '**Name**' column enter each Competitor's name. The '**Entrant No**' is the Competitor's identification number for the particular Championship being judged.

Where a Competitor does not turn up for the Championship then either delete the Competitor's name that may have been entered or leave the '**Name**' column blank.

Group One (1) TAB:

At the top of the spreadsheet under **Group One (1)** enter the name of the Group being judged, e.g., Angus, Jersey, Merino, Poll Dorset, etc.

The screenshot shows the 'Group One (1)' tab in a spreadsheet. At the top, there is a box labeled 'Enter the name of the Group being judged' with an arrow pointing to the 'Group 1:' header. Below this, there are two more boxes: 'Enter the Judge's Placings' with an arrow pointing to the 'Judge's Placings' column, and 'Enter the Judge's Cuts' with an arrow pointing to the 'Judge's Cuts' column. The spreadsheet has columns for 'Entrant No.', 'Placings', and 'Score'. The 'Entrant No.' column is numbered 1 through 17. The 'Placings' and 'Score' columns are blank. The 'Judge's Placings' and 'Judge's Cuts' columns are also blank. The spreadsheet has a tab bar at the bottom with tabs for 'Title', 'Results', 'Group1', 'Group2', 'Group3', 'Group4', 'Oral', 'Final', 'Print', 'Instructions', and 'About'.

Group One (1) TAB Spreadsheet

'Judge's Placings' is where the Championship Judge's placings are entered, e.g. three, one, two, four (3 1 2 4) or two, four, one, three (2 4 1 3) or one, three, two, four (1 3 2 4), etc.

'Judge's Cuts' is where the Championship Judge's cuts are entered. The total of the three (3) numbers of the cuts/ gaps should not be more than twelve (12) or less than three (3) with the largest cut not exceeding five (5). A Warning will appear if these conditions are not met. The Championship judge must adjust the cuts to meet these conditions.

Note that the **'Entrant No'** will appear automatically once a Competitor's name has been entered next to a number on the **'Results' TAB** spreadsheet, e.g. if Fred Smith's name has been entered in the **'Results' TAB** spreadsheet as the third (3rd) Competitor, then a three (3) will appear under the **'Entrant No'**.

Once each Competitor has completed their placings and have handed in their placings, enter their information in order under **'Placings'** e.g. three, one, two, four (3 1 2 4) or two, four, one, three (2 4 1 3) or one, three, two, four (1 3 2 4), etc.

Note that the score will automatically be calculated and can be seen under **'Score'**.

7. *Group Two (2) TAB:*

The process for Group Two (2) spreadsheet is the same as for **'Group One (1) TAB'**.

8. *Group Three (3) TAB:*

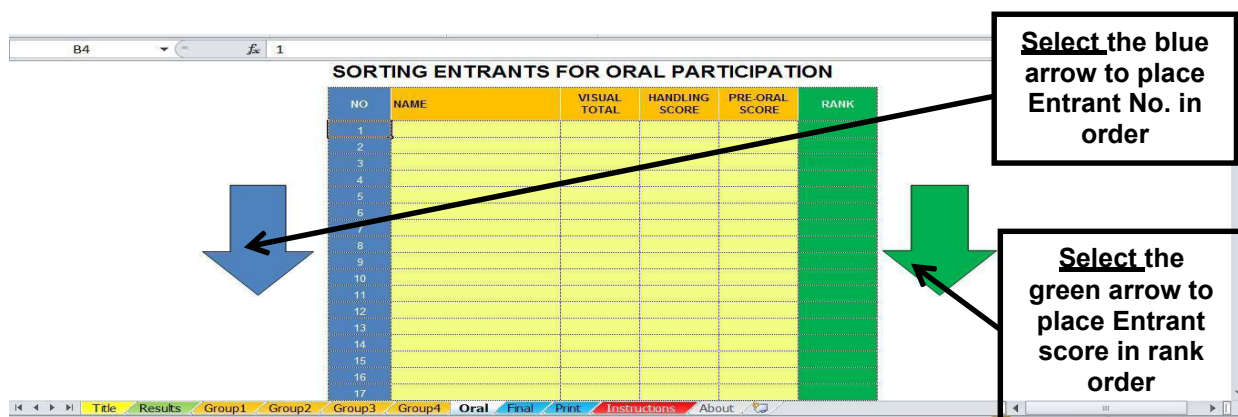
The process for Group Three (3) spreadsheet is the same as for **'Group One (1) TAB'**.

9. *Group Four (4) TAB:*

If a Group Four (4) is required, then the process for Group Four (4) spreadsheet is the same as for **'Group One (1) TAB'**.

10. *Oral TAB:*

This spreadsheet lists all of the Competitors and their scores to date. For the Oral part and depending on what order the Championship Judge chooses, the Competitors can be asked to speak in order of their score.



Oral TAB Spreadsheet

The blue arrow on the left puts the Competitors in order of their 'Entrant No'.

The green arrow on the right puts the Competitors in order of their 'Score', in Rank Order from highest to lowest score.

When the Championship Judge has listed each Competitor's Handling Score then the scores can be entered on the 'Results' **TAB** spreadsheet.

Note:

In the Championships where there are no Handling scores, e.g. Beef Cattle Young Judges Championship and Dairy Cattle Young Judges Championship, a Zero (0) should be entered against each Competitor. Handling scores only apply to Meat Breeds Sheep Young Judges Championship, Merino Fleece Young Judges Championship, Merino Sheep Young Judges Championship and Poultry Young Judges Championship.

11. Scoring Oral And Handling Scores:

Once the Championship judge has given the Competitor their Oral and Handling scores (where applicable), then enter these scores in the 'Results' **TAB** spreadsheet.

Note that these scores then carry through to the remaining TABS.

NAME OF COMPETITION		GROUPS					
Entrant No	Name	Visual Score	Handling Score	Oral Score	Total Score	Rank	Place
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							

Results TAB Spreadsheet

This spreadsheet contains all of the scores that allow the Competitors to be sorted into '**Entrant No**' order or '**Placing**' order.

NO	NAME	VISUAL TOTAL	HANDLING SCORE	ORAL SCORE	TOTAL SCORE	RANK
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						

Final TAB Spreadsheet

If there are any ties then go to the '**Final**' TAB spreadsheet and click the green arrow. This will list the Competitors in Rank Order. Use this information, the Championship Rules, Regulations and Procedure to determine the '**Placings**' if ties are not permitted. There will be a need to go to the '**Final**' TAB spreadsheet and enter the placings in the '**Placings**' column.

13. Print TAB:

This spreadsheet has all of the information that has been provided in the previous TABS.

To get the '**Place**' column completed, there is a need to go back to the '**Results' TAB** spreadsheet and enter the top three placings under '**Place**'. This is easily known via the '**Rank**' column which is located to the left.

The entered information will then automatically transfer through to the '**Print' TAB** spreadsheet.

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Print TAB Spreadsheet

Where print facilities are available, print off the '**Print' TAB** spreadsheet and distribute the Championship results to Competitors.

A copy of the Championship final results should be retained for the Agricultural Shows Australia Secretariat.

14. Save file:

DON'T FORGET TO SAVE THE FILE.

How to use the Hormel Computing Slide

The Hormel Computing Slide (Slide) (Figure 1) is to be used at each ASA National Championship Final together with the Computer Scoring Program. Refer to this Championship Handbook to confirm the procedure for running the particular National Championship.

The Slide is a sleeve with a series of cards, two (2) Clear Plastic Cards or Placing Cards (Figure 2) and seven (7) White Cards or Basic Cards (Figure 3) that slide into the sleeve and the result provides the Data Reader and Data Entry Stewards with the Competitor's placing score for the particular Championship. The 'calculator' works like a slide rule to match up Competitor's placings and the Championship Judge's cuts to obtain those placing scores.

By showing the degree of penalty as related to the degree of difference or ranking between Exhibit placings by the Championship judge, the Competitor is scored accordingly.



Figure 1:
Hormel Computing Slide with Clear Plastic and White Cards showing

Figure 2:
Clear Plastic

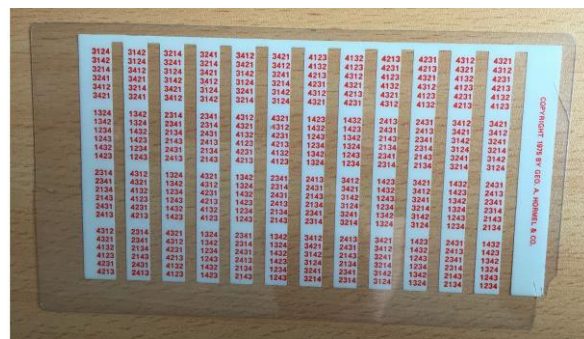
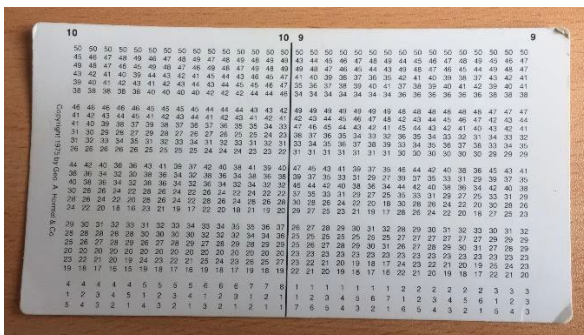


Figure 3:
White Card



The scoring is based on twenty (24) possible combinations for each Class of either four (4) animals (i.e. alpaca, beef cattle, dairy cattle, meat sheep or Merino sheep); four (4) fleeces (i.e. Alpaca or Merino); four (4) birds (i.e. poultry), or whatever other is being judged (Exhibits). A top score is based on fifty (50) points with deductions coming from the Competitor's variation in their placings compared to that of the Championship Judge.

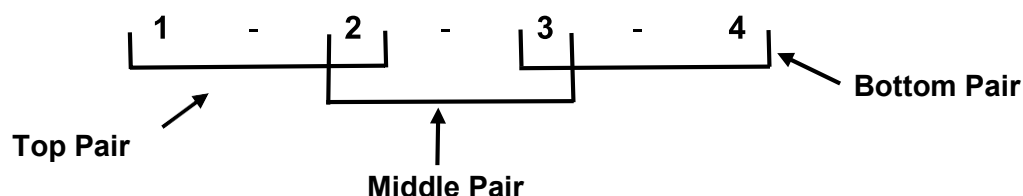
CALCULATING PENALTIES

Once the Championship Judge has placed a Class of Exhibits in an order of placing, he/ she then assigns a numerical score (total of three (3) penalties) indicating the differences between the pairs in the Class.

Example of Placings/ Penalties/ Cuts:

Championship Judge's placing 3 - 1 - 2 - 4 (three, one, two, four)
 Penalties/ cuts between Exhibits: 4 - 1 - 5 (four, one, five)
 Total of penalties/ cuts: – **10** (ten)

A Class of four (4) Exhibits has three (3) pairs, a **top pair** (first (1st) and second (2nd)) placing; a **middle pair** (second (2nd) and third (3rd)) placing; and a **bottom pair** (third (3rd) and forth (4th)) placing.



A **Low numerical cut** (one (1) to two (2) points) indicates a higher degree of difficulty between the pairs; a **Moderate numerical cut** (three (3) to four (4) points) indicates a moderately degree of difficulty between the pairs; a **High numerical cut** (five (5) or higher) represent a relatively easy decision making between a pair of Exhibits.

Example of Penalties

1 point	The pair of Exhibits are very similar. They could easily be switched in order of placing.
2 points	The pair of Exhibits are very similar but one has a slight advantage. A switch in order of placing could be quite logical.
3 points	The pair of Exhibits are similar, but there is a clear advantage to one pair over the other.
4 points	The pair of Exhibits are not of similar quality with one of the pair's showing a definite advantage over the other. This should be an obvious placing.
5 points	One of the Exhibit pair is clearly better than the other. This should be an obvious placing.
6 points	The Exhibit pairs are not even comparable.

7 points	One of the pair's is a superior Exhibit compared to the other being an inferior Exhibit.
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As each Class has three cuts, the total of the three (3) penalties must not be less than three (3) points and not more than twelve (12) points. With the largest cut to not exceed five (5). Exceeding any of these limits could result in a negative placing score being calculated.

Scoring one Class of four (4) Exhibits involves making six (6) decisions. The process must include comparing the first Exhibit one (1) to second Exhibit two (2); then Exhibit one (1) to Exhibit three (3); Exhibit one (1) to Exhibit four (4); Exhibit two (2) to Exhibit three (3), and so on in this manner.

Example One ('Simple placing'):

This example reflects a pair switch (the middle pair in this case) and is relatively straight forward. The Competitor's placing does not differ greatly from the Champion Judge's placing.

Championship Judge's placing: 4 - 3 - 1 - 2 (four, three, one, two).

Penalties/ cuts between Exhibits: 3 - 2 - 5 (three, two, five).

Competitor's placing: 3 - 4 - 2 - 1 (three, four, two, one).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalties or Cuts
1	1st	4 ahead of 3	3 ahead of 4	No	1	3*
2	1st	4 ahead of 1	4 ahead of 1	Yes	0	0
3	1st	4 ahead of 2	4 ahead of 2	Yes	0	0
4	2nd	3 ahead of 1	3 ahead of 1	Yes	0	0
5	2nd	3 ahead of 2	3 ahead of 2	Yes	0	0
6	3rd	1 ahead of 2	2 ahead of 1	No	1	5**
			Sum of Penalties			8
			Competitor's Score (50 minus 8)			42

Decision Number 1*:

*The Competitor placed three (3) ahead of four (4) and therefore the placing does not match those of the Championship Judge who placed four (4) ahead of three (3). As a result (being within the 1st pair; a cut of three (3); and four (4) should have been placed ahead of three (3)), there is a three (3) points penalty.

Decision Number 2:

The Competitor placed four (4) ahead of one (1) and therefore the placing matches those of the Championship Judge who placed four (4) ahead of one (1). As a result, there is no penalty.

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Decision Number 3:

The Competitor placed four (4) ahead of two (2) and therefore the placing matches those of the Championship Judge who placed four (4) ahead of two (2). As a result, there is no penalty.

Decision Number 4:

The Competitor placed three (3) ahead of one (1) and therefore the placing matches those of the Championship Judge who placed three (3) ahead of one (1). As a result, there is no penalty.

Decision Number 5:

The Competitor placed three (3) ahead of two (2) and therefore the placing matches those of the Championship Judge who placed three (3) ahead of two (2). As a result, there is no penalty.

Decision Number 6:**

**The Competitor placed two (2) ahead of one (1) and therefore the placing does not match those of the Championship Judge who placed one (1) ahead of two (2). As a result (being within the 3rd pair; a cut of five (5); and one (1) should have been placed ahead of two (2)), there is a five (5) points penalty.

Example Two ('Simple Bust'):

This example reflects where the Competitor's placing has put the first or last Exhibit in the Class correctly, but rearranged the other three Exhibits relative to the Championship Judge's placing.

Championship Judge's placing: 1 - 2 - 3 - 4 (one, two, three, four).

Penalties/ cuts between Exhibits: 4 - 2 - 3 (four, two, three).

Competitor's placings: 1 - 4 - 3 - 2 (one, four, three, two).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalties or Cuts
1	1st	1 ahead of 2	1 ahead of 2	Yes	0	0
2	1st	1 ahead of 3	1 ahead of 3	Yes	0	0
3	1st	1 ahead of 4	1 ahead of 4	Yes	0	0
4	2nd	2 ahead of 3	3 ahead of 2	No	1	2*
5	2nd	2 ahead of 4	4 ahead of 2	No	1	5**
6	3rd	3 ahead of 4	4 ahead of 3	No	1	3***
			Sum of Penalties			10
			Competitor's Score (50 minus 10)			40

Decision Number 1:

The Competitor placed one (1) ahead of two (2) and therefore the placing matched those of the Championship judge's placing of two (2) ahead of one (1). As a result, there is no penalty.

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Decision Number 2:

The Competitor placed one (1) ahead of three (3) and therefore the placing matched those of the Championship Judge's placing of one (1) ahead of three (3). As a result, there is no penalty.

Decision Number 3:

The Competitor placed one (1) ahead of four (4) and therefore the placing matched those of the Championship Judge's placing of one (1) ahead of four (4). As a result, there is no penalty.

Decision Number 4*:

*The Competitor placed three (3) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of three (3). As a result (being within the 2nd pair; a cut of two (2); and two (2) should have been placed ahead of three (3)), there is a two (2) points penalty.

Decision Number 5:**

**The Competitor placed four (4) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of four (4). As a result (being within the 3rd pair; a penalty of five (5); and two (2) should have been placed ahead of four (4)), there is a five (5) points penalty.

Decision Number 6*:**

***The Competitor placed four (4) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of four (4). As a result (being within the 3rd pair; a cut of three (3); and three (3) should have been placed ahead of four (4)), there is a three (3) points penalty.

Example Three (Major Bust):

This example reflects where the Competitor's placing does not substantially match those of the Championship Judge's placing.

Championship Judge's placing: 2 - 3 - 1 - 4 (two, three, one, four).

Penalties/ cuts between Exhibits: 4 - 2 - 3 (four, two, three).

Competitor's placing: 4 - 1 - 3 - 2 (four, one, three, two).

Decision Number	Pair Group	Championship Judge's Placing	Competitor's Placing	Same as Championship Judge's Placing	Number of Pairs affected by different placings	Penalty or Cut
1	1st	2 ahead of 3	3 ahead of 2	No	1	4*
2	1st	2 ahead of 1	1 ahead of 2	No	2	6 (4 + 2)**
3	2nd	3 ahead of 1	1 ahead of 3	No	1	2***
4	2nd	2 ahead of 4	4 ahead of 2	No	3	9 (4 + 2 + 3)****
5	2nd	3 ahead of 4	4 ahead of 3	No	2	5 (2 + 3)*****
6	3rd	1 ahead of 4	4 ahead of 1	No	1	3*****
			Sum of Penalties			29
			Competitor's Score (50 minus 29)			21

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Decision Number 1*:

*The Competitor placed three (3) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of three (3). As a result (being within the 1st pair; a cut of four (4); and two (2) should have been placed ahead of three (3)), there is a four (4) points penalty.

Decision Number 2:**

**The Competitor placed one (1) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of one (1). As a result (being within the 1st and 2nd pair; a cut of four (4) and two (2); and two (2) should have been placed ahead of one (1)), there is a six (6) points penalty (four (4) and two (2) penalty points).

Decision Number 3*:**

***The Competitor placed one (1) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of one (1). As a result (being within the 2nd pair; a cut of two (2); and three (3) should have been placed ahead of one (1)), there is a two (2) points penalty.

Decision Number 4**:**

****The Competitor placed four (4) ahead of two (2) and therefore the placing does not match those of the Championship Judge's placing of two (2) ahead of four (4). As a result (being within the 1st, 2nd, and 3rd pair; a cut of four (4), two (2) and three (3); and two (2) should have been placed ahead of four (4)), there is a nine (9) points penalty (four (4), two (2) and three (3) penalty points).

Decision Number 5***:**

*****The Competitor placed four (4) ahead of three (3) and therefore the placing does not match those of the Championship Judge's placing of three (3) ahead of four (4). As a result (being within the 2nd and 3rd pair; a cut of two (2) and three (3); and three (3) should have been placed ahead of four (4)), there is a five (5) points penalty (two (2) and three (3) penalty points).

Decision Number 6***:**

*****The Competitor placed four (4) ahead of one (1) and therefore the placing does not match those of the Championship Judge's placing of one (1) ahead of four (4). As a result (being within the 3rd pair; a cut of three (3); and one (1) should have been placed ahead of four (4)), there is a three (3) points penalty.

INSTRUCTIONS FOR USING THE SLIDE

- ☐ Competitors are required to place two (2) or three (3) Classes of four (4) Exhibits depending on the particular Championship with one (1) Class being judged at a time.
- ☐ Exhibits to be available per Class:
 - four (4) animals (i.e. alpaca, beef cattle, dairy cattle, meat sheep, Merino sheep); or
 - four (4) fleeces (i.e. Alpaca and Merino); or
 - four (4) birds (i.e. poultry); or
 - whatever other Exhibits being judged.

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- Exhibits to be identified by numbers only (not A B C D) per Class:
 - animals by 'breastplates' numbered one, two, three, four (1, 2, 3, 4).
 - fleeces by numbers one, two, three, four (1, 2, 3, 4).
 - birds by pens numbered one two, three, four (1, 2, 3, 4).
- By using numbers, they can be put into twenty four (24) possible placings. Using A, B, C, D can be converted but with a large number of Competitors, it takes a lot of time and leaves room for error.
- Exhibits should be judged left to right. The left Exhibit being number one (1) in the Class and the far right being number four (4) in the Class.
- In the case of a dead heat the Competitor with the highest total points for Visual judging will be declared the winner, or if there is still a dead heat the Championship Judge will have the final say. All tie-break details are to be confirmed by the Judge's Steward.

SETTING THE HORMEL SLIDE

Example of Placings/ Penalties/ Cuts:

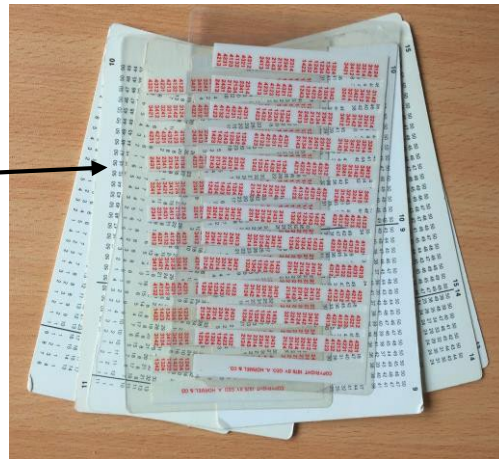
Championship Judge's placings: 3 – 1 – 2 – 4 (three, one, two, four)

Penalties/ cuts between Exhibits: 4 – 1 – 5 (four, one, five)

Total of penalties/ cuts: – **10** (ten)

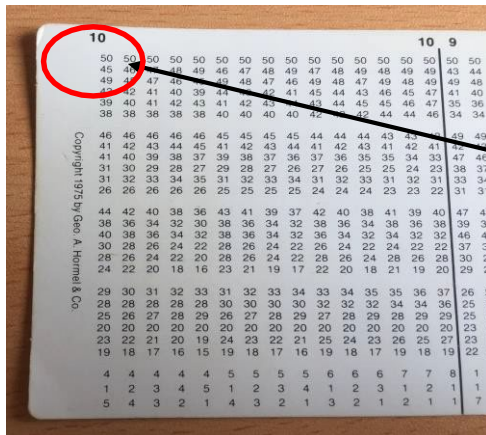
Step 1:

Take all Cards from the Slide.



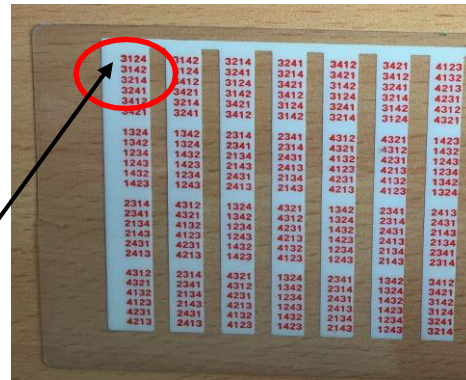
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Step 2:

Find the White Card that has the number ten (10) at the top of the Card. Place this Card on top of the remaining Cards.



Step 3:

Find the Clear Plastic Card with the red numbers, and then find the numbers three, one, two and four (3, 1, 2, 4) at the top of the Card.



Step 4:

Place the Clear Plastic Card on top of the White Card being used and place the other Clear Plastic Card at the back of the other White Cards.

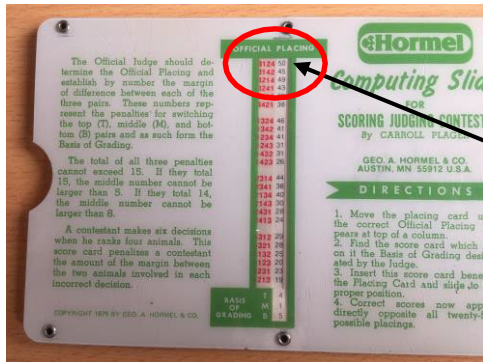
Step 5:

Gently put all Cards back into the Slide as this keeps them tight.



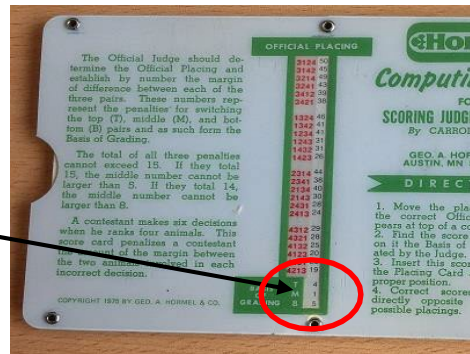
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Step 6: Now push the Clear Plastic Card along until the Numbers three, one, two and four (3, 1, 2, 4) appear at the top on the left side of the viewing space in the centre of the Slide.

Step 7: Move the White Card along until the Numbers four, one and five (4, 1, 5) appear at the bottom of the viewing area on the Slide.



Step 8: After making sure that the placings and cut are lined up correctly it is suggested to place one (1) or two (2) fold back clips on the Slide to ensure that the cards do not move.

Step 9: Let the Data Reader Steward check to make sure that the placings and cut are lined up correctly as set by the Data Entry Steward.



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Step 10:

Correct scores will now appear directly opposite all twenty four (24) possible placings as the Competitors have placed them.

Step 11:

A copy of the Championship final results be retained for the ASA Secretariat.

An Oral is then conducted, which means that the selected Competitor must tell the Championship Judge and spectators why they have placed the animal in a particular order.