

SCORING FOR SC 4-H/FFA MEAT GOAT PROJECT OVERALL CALCULATIONS FOR PROJECT AWARDS

SHOWMANSHIP

40 POINTS

Scoring would be determined by the showmanship point system already in place. At each show (All scheduled shows and the final show), participants would receive points based on their placing in showmanship. (1st – 5 points, 2nd – 4 points, 3rd – 3 points, 4th – 2 points, 5th and on – 1 point) The top scoring showman will receive the full 40 points. Each placing below will receive a point less with a minimum score of 10 points. Only the top 12 show placings will be counted in the final scoring.

WETHER GOAT RECORD BOOK

30 POINTS

Scoring to be determined by a team of judges selected by Clemson Extension 4-H agent liaison. Points will be determined for each section of the record book and awarded by the judges based on quality and completeness of work. An average score will be calculated for each record book based on the scores from each judge on the panel.

WEIGHT GAIN

20 POINTS

Scoring will be determined based on the percentage of pounds gained by each goat during the project. The top gaining goat will receive the full 10 points. Each goat after that will receive one-fourth of a point (.25) less. Weight gain will be based on beginning weight and the last recorded weight, even if the goat dies.

Formula (ending weight minus start weight multiply by 100 and then divided by start weight).

Example: $80-45=35 \times 100=3500/45=77.78\%$

ON-FOOT QUALITY SCORE

10 POINTS

Scoring will be determined by the average placing of the wether goat in market classes at each show. The “place” of the wether will be added together and divided by the number of shows that wether competed in. An average of 1 will earn 10 points, 2 will earn 9 points, etc. If calculations result in a decimal, they will be rounded to the nearest whole number using the tenths place.

Example: $1^{st} + 3^{rd} + 2^{nd} + 3^{rd} + 2^{nd} = 11$ $11 / 5$ shows = Average finish of 2.2, which would round to 2.

This participant would receive 9 points for on-foot quality