

# **RULES & GUIDELINES**

## **ANIMAL WELFARE INTERCOLLEGIATE JUDGING & ASSESSMENT CONTEST**



**November 2017**

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## I. GENERAL INFORMATION

**Date:** November 18-19, 2017

**Location:** Iowa State University, Ames, Iowa

**Divisions Offered:** Undergraduate, Graduate, and Veterinary Students

**Species to be evaluated for November 2017:**

- Farmed Fish
- Meat Rabbits
- Racing Greyhounds
- On-site Assessment: Finisher Pigs on Small Commercial Teaching Farm

**Educational Seminar:** During the morning of the first day, an educational seminar will be conducted with invited presentations from the Panel of Judges and/or other animal welfare science experts.

**Registration Deadline:** Entries are due October 9, 2017

Entry forms are available at <http://www.awjac.org/enter>.

**Coaches' meeting:** A coaches' meeting will be scheduled during the contest weekend (November 18-19, 2017); most likely in the early afternoon the on November 19, 2017.

## II. CONTACTS

**Coordinating Committee Chair:**

Dr. Cia Johnson, [cjohnson@avma.org](mailto:cjohnson@avma.org), 847/285-6696

**Coordinating Committee:** Dr. Emily Patterson-Kane, AVMA; Ms. Lindsey McKinney, AVMA; Dr. Janice Siegford, Michigan State University; Dr. Anna Johnson, Iowa State University

### III. ELIGIBILITY OF CONTESTANTS

1. **DIVISION I:** Undergraduates enrolled in an accredited institution offering a curriculum in animal sciences, zoology or other animal-focused studies. Community College and Junior College students are eligible for participation in this division. Contest organizers encourage schools to provide opportunities for new students to compete.  
**DIVISION II:** Veterinary students enrolled in an AVMA Council on Education-accredited institution. Veterinary students may return to participate in subsequent contests.  
**DIVISION III:** Graduate students enrolled in an accredited institution offering advanced degrees in animal sciences, zoology or other animal-focused studies. Graduate students may return to participate in subsequent contests.
2. Each undergraduate or veterinary student contestant must be currently enrolled full-time in the institution he or she represents. Graduate student contestants are not required to maintain full-time status, but must be currently enrolled as a graduate student at their institution.
3. Each collegiate coach and/or the contestants' institution will be responsible for verifying the eligibility of the students representing their institution.
4. Up to 15 contestants may be entered per institution. Contestants may compete as a team or as individuals. Team members will be identified by the coach and/or team captain prior to the start of the contest.
5. Teams consist of 3 to 5 members. The 3 highest individual scores count toward the team score. Institutions may enter up to 2 teams in each Division, but the total number of contestants per institution shall not surpass 15. Team members must all be enrolled at the same institution.
6. Questions regarding eligibility will be directed to the Advisory Board and decided on a case-by-case basis. The decisions of the Advisory Board are final.

### IV. CONTESTANT AND COACH CONDUCT

No member of any team, or their coach, will be allowed to view the scenarios or conduct a team practice session at the facility used for live assessments prior to the contest. If a university facility is used for the live assessment class, the coach of that institution's team must not use that facility as part of team practice sessions, as this may provide an unfair advantage for that team.

There will be no conferring/communicating between contestants, or with any other individual, except during the team assessment class or as directed by the Division Coordinators or their representatives. Any violation of this rule may be punished by expulsion of the offender from the contest.

While the contest is in progress, the use of cell phones, pagers, and personal digital assistants by contestants is prohibited. No text messaging or emailing is allowed during the contest.

Division Coordinators will provide note cards, tape measures and other tools for assessment when necessary.

Prior to participating in the live assessment, participants must practice good biosecurity measures and be aware of the local protocols. Biosecurity protocols will be provided by the host institution in advance of the contest.

Team members will not wear any pins, badges, lettering or any article of clothing that will reveal their identity or will identify the university they represent. An exception is the wearing of jackets for warmth or protection from inclement weather conditions – that may have identification – during live/on-site assessments.

## **IX. CONTEST**

### **Classes:**

The contest will consist of 3 or 4 virtual scenario classes and 1 live or on-site assessment class. The Coordinating Committee will announce the species or general subject matter of the scenarios and the live/on-site assessment class at least 60 days prior to the contest.

Virtual scenarios are judged by individual team members. Each scenario is presented as a PowerPoint slide show (or similar format), using scientific and management data, videos, and photographs in 2 or more comparable situations.

The live/on-site assessment is judged by both teams and participants who are competing as individuals only. Teams and those competing as individuals will analyze the information presented or observed *in situ* and evaluate the management in terms of the welfare of the animals.

Teams will act as a single entity in judging the live/on-site assessment.

Contestants judging as individuals for the live/on-site assessment will view the assessment and answer a set of questions regarding the assessment. The judges will provide questions for the individuals participating in the live/on-site assessment. Questions may be posed to individuals orally or in written format. Contestants competing as individuals will not be permitted to confer with members of the team(s) from their institution, or any other individual, regarding the assessment.

On-site assessments will be conducted with staggered starts in an attempt to provide equivalent amount of time for each individual/team to prepare their oral presentation.

### **Time Allowed:**

Contestants will be allowed 20 minutes to place each scenario class. There will be a 5-minute time warning.

Contestants will be allowed a minimum of 20 minutes for each scenario class to prepare their oral reasons.

Contestants will be allowed 20 minutes to view the team assessment. More or less time may be provided for live/on-site team assessments. The amount of time allowed will be determined by the Coordinating Committee. Teams will be informed of the amount of time allowed prior to beginning the team assessment however this will be subject to change depending on weather, traffic, or other unforeseen circumstances. Conferring among team members is allowed during the team assessment class. Contestants are not permitted to ask questions of the group leaders, but may ask questions of the Coordinating Committee or designated assistants.

Ideally teams will be given a minimum of 45 minutes (subject to change depending on conditions) to prepare their team assessment reasons.

### **Assessment Presentation:**

Contestants will give oral assessment presentations for no longer than 3 minutes on each of the virtual scenario classes.

Judges may question ask the contestants a single question following their presentation. Questions from the judges may be eliminated from the contest if the number of participants is too large to finish the contest in a timely fashion.

**Total time for assessment presentation and questions will not exceed 4 minutes.**

**Penalties for going over time will be as follows:**

- 3:00 – 3:10 (i.e., up to 10 sec over) 2 pts deducted
- 3:11 – 3:20 (i.e., 11 to 20 sec over) 4 pts deducted
- 3:21 – 3:30 (i.e., 21 to 30 sec over) 6 pts deducted

**Presentations will be stopped at 3:30 (i.e., 30 sec over the allowed time). A visible time clock will be provided in each presentation room and participants are responsible for managing their oral presentation times.**

Team assessment presentations will be a maximum of 10 minutes.

Presentations shorter than 8 min will lose points at the discretion of the judges.

**Presentations will be stopped at 10 minutes. A visible time clock will be provided in each presentation room and participants are responsible for managing their presentation times.**

The Panel of Judges may question the team for **2 minutes** following the assessment presentation.

**Total time for presentations and questions will not exceed 12 minutes.**

Contestants judging as individuals will present their live/on-site findings to a judge(s)

**This segment may be conducted in a written format**, depending on the number of entries and time constraints.

Individual presentations will not exceed 5 minutes. The judge may question the contestant for 1 minute.

All presentations should be given while standing unless a disability prevents this.

### **Materials:**

The Coordinating Committee will supply placing cards and any other necessary materials for conducting the contest. Contestants will be permitted to take notes and use printed or digital reference materials (other than Internet access) while preparing their assessments. The use of notes (a 3" x 5" card) is permitted while presenting to judges; however, excessive use is discouraged.

## **X. DETERMINATION OF RATINGS**

**Individual scores:** Based on a total possible score of 150 points:

50 points for placing of each assessment.

75 points for each presentation.

25 points/class for the response to the judge's question (if time allows).

**Team assessment scores:** Based on a total possible score of 175 points:

125 points for the team assessment.

50 points for the response(s) to the judge's questions.

Team assessment winners: The team having the top score in the team assessment category will be recognized.

Overall individual contest winners: The top 5 total scores in each division will be recognized. Overall individual scores will be determined by adding the scores from all virtual assessments. The live/onsite assessment scores will NOT count toward these awards.

Overall team contest winners: The top 5 scoring teams in each division will be recognized. Team scores are determined by adding the team's top 3 individual scores with the team assessment score.

**Sponsored travelling trophies are conveyed to the first-place overall team contest winners in each of the Undergraduate, Graduate, and Veterinary Student Divisions.**

### **Tie Breakers:**

In case of a tie for individual scores, ties will be broken in the following manner:

1. Virtual scenario presentations (first tie-breaker) <highest score will win>
2. Total placing score of all virtual scenarios (second tie-breaker)
3. "Flip of the coin" (third tie-breaker)
4. Awards will not be duplicated.

In case of a tie in the team assessment category, ties will be broken in the following manner:

1. Assessment presentation score (first tie-breaker)
2. Total placing score of all virtual scenarios (second tie-breaker)
3. "Flip of the coin" (third tie-breaker)
4. Awards will not be duplicated.

In the case of a tie in the overall score for teams, ties will be broken in the following manner:

1. Score in the team assessment scenario (first tie breaker) <highest score will win>
2. Total scenario presentation score for the team (top 3 individual scores of each team) (second tie-breaker)
3. "Flip of the coin" (third tie breaker)
4. Awards will not be duplicated

### **Appeal Process:**

Calculation errors in scores may be appealed by submitting a request to the Coordinating Committee Chair within 1 week of the contest. The Coordinating Committee Chair will rectify errors and awards will be redistributed as needed. Scoring decisions by the judges are final.

### **Awards:**

Individual and team awards will be arranged for by the coordinating committee, including placards for the traveling trophies. Transport of the travelling trophies to/from the competition is the responsibility of the current winning team. Protective transport cases are provided for each of the three travelling trophies.