



New 4-H Wool Judging Rules

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☉ Teams may consist of four members, with the scores of the three high members making the team score. The low scoring member of each team will automatically become the alternate. In the event of a team score tie, the score of the alternate will determine the team placing.




Rule Changes

- 4 points will be awarded for each correct wool grade
- A 2 point partial credit will be awarded for 1 grade off
- Length is worth 2 points, no partial credit if missed.
- 5 grades

(Note that there is blood grade and spin count)
(Note there is no French for 3/8 and coarser)

Blood	Wool Grades		Staple Length		
	Spin Count	Average Diameter (Microns)	Staple	French Combing	Clothing
Fine	64s, 70s, 80s	22.04 and finer	>3.00"	3.00"-3.00"	<2.00"
Half	60s and 62s	22.05-24.34	>3.25"	3.25"-3.25"	<2.25"
3/8	56s and 58s	24.95-27.84	>3.50"		<3.50"
1/4	54s and 50s	27.35-30.99	>4.00"		<4.00"
Low 1/4	48s and lower	31.00 and coarser	>4.00"		<4.00"



Yield Rule Changes

- Calling the actual Percentage Yield

Clean Fleece Yield (%)	Wool Grade Categories				
	Fine	Half	3/8	1/4	Low 1/4
Average (%)	50	55	60	65	65
Normal Range (%)	40-60	45-65	50-70	55-75	55-75



Invitational & District

- District Contests will consist of a 20 fleece rail for a total score of 200 points. There will be 2 classes at District contests worth 200 points. For a total possible score of 400 points individually or a total possible score of 1200 points as a team.



State & National

- Contests will consist of a 30 fleece rail for a total score of 300 points. There will be 4 classes at the State and National levels for a score worth 400 points. For a total possible score of 700 points individually or a total possible score of 2100 points as a team.



Time and Rotaion

- ⦿ Rotations for a 20 fleece rail will consist of two, 15 minute rotations. Contestants will have 15 minutes to complete each class.
- ⦿ For the State and National Level the 30 fleece rail will split into two, 15 fleece rails. Each half will receive two, 15 minute rotations for a total time of one hour on the rail. If contestants start on the rail they will complete both halves of the rail before starting on classes. The classes will be broken into four, 15 minute rotations for a total time of one hour on classes.



Preparing for a Contest

- ⦿ Finding wool is not easy!
- ⦿ Skirt and tie fleeces
- ⦿ There is logic behind building a contest
- ⦿ Officiating



Preparing for a contest

- ⦿ Setting Officials:
- ⦿ Classes:
 - Make challenging but have logic as well
 - Look for differences between tight pairs
 - Try to find fleeces that fit the boxes for reasons
- ⦿ Rail:
 - There is no set number for certain grades to be on the rail
 - Run staples on OFDA 2,000 to double check calls
 - If fleece doesn't represent the character of what the machine calls the fleece than it gets thrown out