

CALCASIEU 4-H

RABBIT SHOWMANSHIP STUDY GUIDE

NEW STUDY GUIDE MATERIALS!!

The Showmanship contest will consist of 4 parts.
A Written Exam, Parts I.D., Breed I.D., and a Skills Test.

Written Test

Test questions will come from the 4-H rabbit project books and this guide. The will be true/false. Multiple choice, or matching.

Parts ID

Exhibitors will be asked to identify parts of a rabbit from the handout "Parts of a Rabbit". There are 22 parts to identify and the test will ask exhibitors to identify 10 of these parts.

Breed ID

Exhibitors will be required to identify 10 breeds of rabbits from the most popular breeds of rabbits from the ARBA Standard of Perfection Book. To find color pictures of breeds of rabbits you can go to there web site <http://www.arba.net/photo.htm>

Skills Test

The skills test will come directly from the showmanship skills handout. Exhibitors will have to use there own rabbit and present it to the judge as they ask. The exhibitors will be scored as stated on the score card.

Rabbit Terms

ELIMINATION - One or more defects of a rabbit assumed to be curable and temporary in nature. Examples are: ear canker, slobbers, pot belly, sore hocks, showing infection, vent disease, mange, mites, fleas, illegible tattoo, tattoo not in left ear, overweight or underweight.

DISQUALIFICATION - One or more defects, deformities or blemishes which render a rabbit unfit for competition. Examples are: colds, tumors, ruptures, hernia, torn or lop ears, blindness, off color eyes, unmatched eyes, missing tooth, buck or wolf teeth; crooked legs; screw, bob or broken tail; missing or unmatched toenails.

COMMERCIAL BREEDS - A breed of rabbit bred for meat type. Examples are: California, New Zeland and Satins

FANCY BREEDS - A breed of rabbit bred for fur, wool, and markings on ears. Examples are: Angoras, Dutch, Dwarf, Lops.

Small Animals and Veterinary Science

Parts of a Rabbit

The names of the different parts of a rabbit are listed below. Place the number of the correct part on the blank next to the line that points to that part of the rabbit. Point to the part on your body that most closely resembles the rabbit parts.

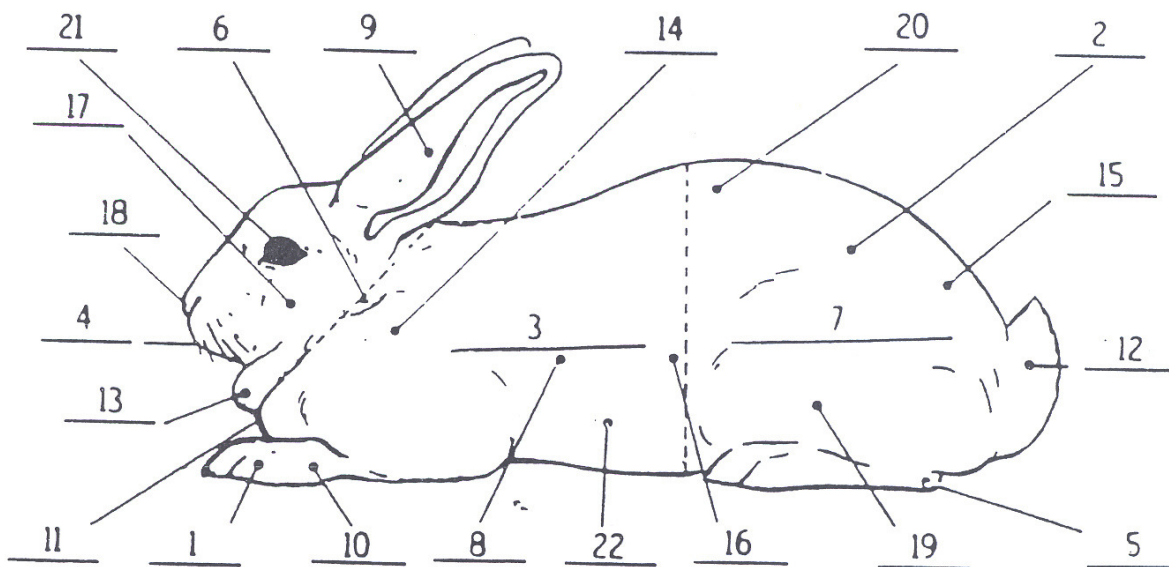
Identification—Key

In this activity you will:

- become familiar with the external body parts of a rabbit.

Word List

- | | | | | | |
|----------------|----------------|-----------|--------------|-----------|-----------|
| 1. toes | 5. hock | 9. ear | 13. dewlap | 17. cheek | 20. loin |
| 2. hip | 6. neck | 10. foot | 14. shoulder | 18. nose | 21. eye |
| 3. forequarter | 7. hindquarter | 11. chest | 15. rump | 19. leg | 22. belly |
| 4. mouth | 8. rib | 12. tail | 16. flank | | |



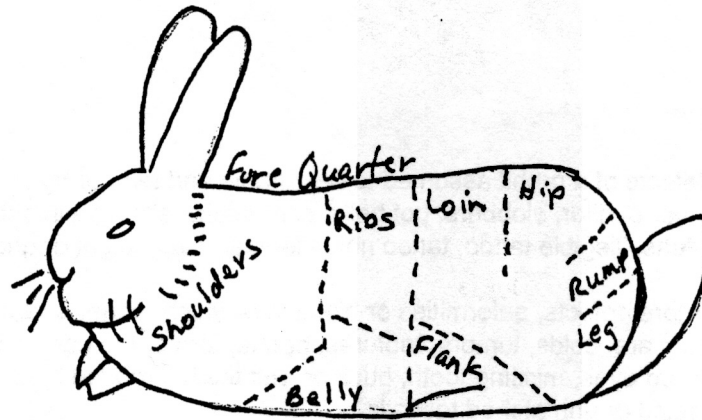
Source: ARBA Standard of Perfection, 1991-1995.

Developed by: Lucinda Miller, Extension Agent, 4-H Youth Development, Pike County and Team Leader, Ohio 4-H Small Animal Leadership Team

STANDARD GUIDE FOR JUDGING MEAT CLASSES

There are three factors, in the order of their importance in judging meat pens, are as follows:

- (1) MEAT TYPE (2) CONDITION (3) UNIFORMITY



MEAT TYPE

A good meat pen combines the best meat type; type therefore, is the most important factor in judging these pens. The best meat type is found in those fryers that are compact, short, body well filled, rounded, solid flesh, smooth and well filled hips. (Protruding hip bones, or prominent “razor backs” are serious faults.)

- 1st - Hindquarter
- 2nd - Loin
- 3rd - Forequarter

CONDITION

All fryers in a pen must be in prime condition. This reflects the care and management practices of the breeder. The fryers must be in firm and solid; they must not show any signs of flabbiness, softness, looseness, or pottiness. The pelt must be tight over the body, the animals must be clean and show no sign of neglect or disease.

UNIFORMITY

This denotes the ability of the breeder to pick three fryers for each pen. Uniformity must be present in weight, size, appearance, condition and meat type, and should be as similar in all respects as possible. This Uniformity applies also to the fur. The quality of the fur should only be determining factor in of an absolute tie.

QUALIFICATIONS

Meat Pens will consist of three (3) rabbits - all the same breed and variety. Eliminated if more than one breed or variety is in the same pen. Weight limit not over 5 pounds for each rabbit. Age limit not over 69 days old (breed Doe 100 days before show date for proper age meat pen).

- If any one rabbit in the pen weighs more than the maximum weight, the entire pen is eliminate.
- If any one rabbit in the pen is disqualified, the whole pen becomes disqualified.

POINTS

Meat Type	40 points
Condition of flesh	25 points
Uniformity in body and weight . .	20 points
Fur	15 points
TOTAL	100 points

Step	The Showman Will	The Judge Will Cut for:
I. Showing your rabbit to the judge. (70 pts.)	<p>A proper way to carry a rabbit is to grasp the fold of the skin over the shoulder with the right hand (include the ears), and support the rabbit's weight by placing the left hand under the rump.</p> <p>The left hand supports the weight of the rabbit while the right hand controls the rabbit. You may keep a firm grip with a right hand since a rabbit dropped from this position can easily break its back. You may want to remove your hand if you feel that you have control.</p> <p>If the judge asks you to move to a different spot on the table, always pick up the rabbit for carrying before moving to the new location.</p> <p>When you arrive at the exhibit table, place the rabbit on the table immediately and pose it. It never hurts to wear a smile. Remember to watch the judge. The animal will be placed with the head facing the judge. Turn the animal to the left to begin the next movement.</p>	<p>The judge may cut points for the following:</p> <p>Lost control of animal; no control of head; no support on body. Unruly animal.</p>
1. Show the ears and ear number	Open ears so that the judge can see deep into the ear—left and then right ear. Pick the rabbit up from the table and move it to the other direction.	Lost control of ears; failure to pick animal up and move to other side
2. Show the eyes	Check each eye for signs of blindness or abnormalities, such as cloudiness or spots in iris. You may either pick the animal up and put under your arm to check eyes, or you may turn the animal from one side to the other.	Failure to check eyes.
3. Show the nose	Check the nose for signs of sniffles.	Failure to check nose.
4. Show the teeth	Pick the rabbit up, placing the weight of the rabbit under left. Place the thumb and index finger on each side of the split upper lip and push back lips to show teeth.	Difficulty turning rabbit, rabbit in uncomfortable position. (Check teeth by reaching in front of mouth)
5. Show the front legs	With rabbit facing the judge, grasp ears and fur over back, and lift so that rabbit's hind feet are on the table. Pull each front leg forward to see if legs are straight, crooked or bowed.	Failure to check both front legs for straightness or control problems.

Step	The Showman Will	The Judge Will Cut for:
6.	Show the toe nails on front feet.	Failure to show toe nails; failure to show
7.	Check the rear legs	Failure to check both hind legs for straightness
8.	Check the hocks	Failure to – Both hocks.
9.	Check the sex	Failure to check sex: control problems.
10.	Check the tail	Leaving rabbit sitting on tail
11.	Check the body for ruptures and abscesses and blemishes	Failure to check rabbit thoroughly.
12.	Fur Quality, Cleanliness and Quality	Cut for unclean, stained, or animals in excessive molt, Seniors which have long nails, animals in poor condition or with diseases.
13.	Pose the rabbit Show front, rear, or side in order requested by the judge so that the over all balance can be seen by the judge. Feel shoulders, rib area, loin, rump, etc. If	Pose the rabbit on the table. This is the most important part of showing a rabbit. Always have the rabbit showing to advantage—front view, rear view, side view. It is the most natural to show a side view with the rabbit facing to your left, but you may be requested to also show it to the right side. The animal should be picked up from the table using your hand to grasp the fold of skin over the shoulders with the ears, and supporting the animal’s weight on your left hand, Take one step back after you are finished.

asked to do so. Show markings. If asked to do so.

Step	The showman Will	The Judge will Cut for:	
14.	<p>Pose the rabbit Show front, rear, in order requested by the judge so that the over all balance can be seen by the judge. Feel shoulders, rib area, loin, rump, etc. If asked to do so. Show markings if asked to do so.</p>	<p>Pose the rabbit on the table. This is the most important part of showing a rabbit. Always have the rabbit showing to advantage—front view, rear view, side view. It is the most natural to show a side view with the rabbit facing to your left, but you may be requested to also show it to the right side. The animal should be picked up from the table using your hand to grasp the fold of skin over the shoulders with the ears, and supporting the animal's weight on your left hand. Take one step back after you are finished.</p>	
II.	<p>Appearance, actions and knowledge of showmanship. (30 pts.)</p>		
1.	<p>Appearance (10 pts.)</p>	<p>Unclean apparel, no shoes, chewing gum at table, long hair when falling on rabbit long neck tie that interferes, unsafe clothing, leaning on table.</p>	
2.	<p>Actions (10 pts.)</p>	<p>Unnecessary pauses or slowness, repetition of movements, routine not in order, rough handling, awkward movements, failure to follow instructions, no eye contact.</p>	
1.	<p>Knowledge (10 pts.)</p>	<p>Failure to answer questions.</p>	

RABBIT SHOWMANSHIP SCORE CARD

Score _____

Contestant Number _____

Age _____

1. Show the rabbit (70 pts.)

1. Lift the rabbit -----
2. Show the ears -----
3. Show the teeth -----
4. Show the eyes -----
5. Show the nose -----
6. Show the front legs -----
7. Show the front nails -----
8. Check the body for ruptures or abscesses -----
9. Check the rear legs -----
10. Check the hocks -----
11. Check the sex -----
12. Check the tail -----
13. Check the fur -----
14. Pose the rabbit (move different directions
If asked) -----

II Appearance, actions and knowledge of showmanship -----

1. Appearance (10 points) -----
2. Actions (10 points) -----
3. Knowledge (10 points) -----

TOTAL SCORE -----