

AgriKidsNZ & FMG Junior Young Farmer

Module Host Guidelines

Season 57 – 2025



Introduction

On behalf of New Zealand Young Farmers and the Regional Convenors of the FMG Young Farmer of the Year Contest, thank you for taking the time to spend the day with us to act as a module host. Without the involvement of people in rural farming communities such as yourself, our contest wouldn't exist, so thank you hugely for your support.

AgriKids contestants will be in the age range of 8-13 years competing in teams of three and FMG Junior Young Farmer of the Year contestants will be in the age range of 13-18 years competing in teams of two. NZYF Events team staff will brief all module hosts at the start of the day before contestants arrive to run through the timeline, health and safety, scoring and answer any questions.

Pack-in and Pack-out

- We will be spending Friday setting for the event. Please come to site between 9am and 5pm to set up your gazebo, flags and any module equipment that can stay out overnight. There will be overnight security.
- Please be aware that we will lay your marquee out for you, but will we not set them up for you prior to your arrival. We will be there to help you upon your arrival, along with module equipment set up. We will also provide a table and chairs.
- Our shipping container will be onsite, so if you have equipment travelling around with us, you'll need to collect it from here – please take note of where you get your equipment from as you'll need to return it to the same place
- Pack-out happens at the conclusion of the module rounds, so you'll need to disassemble your module and return any gear to the container – including your marquee (contestants are asked to give a hand with pack up too)
- High-vis is required to be worn during pack-in



Being a Module Host

Please arrive on site in time for the briefing at to set up the remainder of your module. We understand that some modules will require more set up time than others, but this must be managed by the module host. The briefing time will be included in the event specific email.

- Be consistent with each team, so they get the same length of time for your challenge, the same instructions, equipment, etc.
- There is no allocated time for travel between modules. The end of one timeslot signifies the start of another. Please allow time to brief each team on the module and for scoring.
- If there is an equipment failure or a situation arises that is not caused by the contestant, take note of the situation, and discuss the problem with the events team lead. In addition, establish whether the situation adversely affected the contestant and if compensation of marks is appropriate.
- There may be times when a parent or supervisor attempts to assist their team – this is not allowed. Only contestants are allowed within the roped-off module area, so if a parent or supervisor tries to come in, please ask them to leave, or if they offer help from the sidelines, again ask them to stop. We will be enforcing this strictly, so please don't hesitate to ask us to intervene.
- At the end of the day if a contestant asks you for some pointers on what they could do better than you can offer constructive tips but do not disclose how they did. However, in the initial briefing you can inform the contestant of what they will be scored on as such as H&S, quality, etc. We just ask that you do not disclose any specific tasks that could impact their score.

Timeline

Below is an example of the timeline for the module rounds, this example is based on having all 35 teams registered. Please be aware that depending on the number of teams registered, the number of rounds may change and ultimately the start time for the day may change.

Please refer to the event specific email to confirm the start time for each event.

| Time | Rounds/ Tasks |
|---------|----------------------|
| 7:30am | Module Host Briefing |
| 8:15am | Round 1 Begins |
| 9:00am | Round 2 Begins |
| 9:45am | Round 3 Begins |
| 10:30am | BREAK |
| 10:45am | Round 4 Begins |
| 11:30am | Round 5 Begins |
| 12:15pm | Modules Conclude |

If you have any questions, please contact Sophie - sophie.herriott@youngfarmers.co.nz

Safety is Crucial!

Module hosts are authorised to intervene if a contestant is undertaking an activity in an unsafe manner. If a situation arises where a module host has intervened, the module host is to adjust the scores accordingly. If all module hosts could complete this Health and Safety Induction Form ideally prior to you being on site. If you are going to be at more than one Regional Final Event, you only need to complete this form once just select all Regionals you will attend on the form - [Health & Safety Induction Form](#)

This induction can also be found in multiple places on the portal. If you have any questions regarding Health and Safety, please chat to a NZYF staff member immediately. Also, if you see any hazards or incidents, please notify a NZYF staff member.

Scoring

Scoring is one of the most important aspects of both the AgriKidsNZ and FMG Junior Young Farmer of the Year Contests – so please follow the below pointers

- Each module is scored out of **50** points and scoresheets collected end of each round
- Do not discuss points with contestants, supervisors or parents. If anyone wishes to discuss decisions, point allocation, or have any questions, please direct them to a NZYF staff member
- It is important to ensure that your scores are clear, to ensure that when the scorers receive the scoresheets it is easy to read. If a team scores nothing, please at least write 0 on the scoresheet to ensure no confusion.
- You also have the opportunity to nominate a contestant of the day, which is a contestant showing great enthusiasm, teamwork and sportsmanship. You do not have to nominate someone from every team, just those stand out kids you may see throughout the day
- The following page shows an example of both the AgriKidsNZ and FMG Junior Young Farmer of the Year scoresheets.

FMG Junior Young Farmer of the Year Scoresheet:



Round:

Module:

| Team | Comments | Points Awarded out of 50 | Competitor of the Day |
|------|----------|--------------------------|-----------------------|
| | | /50 | |
| | | /50 | |
| | | /50 | |
| | | /50 | |
| | | /50 | |
| | | /50 | |
| | | /50 | |

AgriKidsNZ Scoresheet:



Round _____

Module:

| Team Name | Points Awarded out of 50 | Contestant of the Day Nominations |
|-----------|--------------------------|-----------------------------------|
| | /50 | |
| | /50 | |
| | /50 | |
| | /50 | |
| | /50 | |
| | /50 | |
| | /50 | |



For AgriKids you'll need to ask for their team's name, but for FMG Junior Young Farmer of the Year you'll ask for their personal names. In the 'Module:' section, you'll put the number displayed on the flag outside your module square.

Breaks

Each round of modules is made up of seven teams. So once a round is complete, there will be a 3-minute break to reset the module for the next round of teams. Use this time to grab a quick drink if you need but please be back for the start of the next round. There will be a 15-minute break between 10:15 – 10:30am. Once all the rounds are completed there will be lunch provided.

Thank you again for volunteering your time and expertise to help us at AgriKidsNZ and FMG Junior Young Farmer of the Year Regional Events. We are looking forward to a great day and please reach out if you have any further questions!

Sophie Herriott – sophie.herriott@youngfarmers.co.nz – 0212618021

Amy Middlemiss – amy.middlemiss@youngfarmers.co.nz – 0279528436

