



FMG Junior Young Farmer of the Year & AgriKids

2025 Grand Final

Module Host Guidelines

Welcome

On behalf of the team at New Zealand Young Farmers and organisers of the FMG Young Farmer of the Year, thank you hugely for being an integral part of our contest. We couldn't put on these events without the collaboration and support of the wider rural community, so we thank you for taking the time to help us.

This year we had over 141 teams competing in FMG Junior Young Farmer of the Year and over 213 teams in AgriKids for the Season 57 Regional Finals. From there, we now have our 14 FMG Junior teams and 21 AgriKids teams representing their region and schools from throughout New Zealand in the upcoming Grand Final.

The Grand Final puts these teams to the ultimate test through various tasks and at the end we will have our champions for FMG Junior Young Farmer of the Year and AgriKids Season 57.

Practical Day is a very important part of the contest and has a lot of moving parts. These guidelines outline the module portion of the day and will guide you through your job as a module judge, as well as provide all the information about the day.

In this document, there will be a run through of the day for both FMG Junior Young Farmer of the Year and AgriKids, then an overall run through of the day to go over all other aspects. There may be some double ups on information, but also please be aware that there are some differences to pay attention to which Contest Level you are referring too. If you have any questions, please reach out immediately.



The FMG Junior Young Farmer of the Year Teams will complete a round of modules, a Farmlet and a speech.

Module Outline

Teams will have 7 modules to complete – each kindly hosted and judged by our sponsors and supporters. These **FMG Junior Modules are 15 minutes** long and are inclusive of the time it takes to explain the module to the contestants, have the contestants complete the module, judge their attempt, and re-set it for the next team. It's important that each team is given the exact same set of instructions, the exact same equipment, and the exact same amount of time to complete the task.

A team cannot start earlier than their 15-minute timeslot with you, and it's important that your module is re-set in time for the next team as to not disadvantage them by starting later. There is no allocated travel time between module – the end of one is the immediate start of the next, so be prepared! You cannot hold on to teams once their time for their next module has begun.

During the development of your module, it's important to keep in mind that modules make up part of the practical points, so please make your FMG Junior module as hands-on as possible. Contestants will be tested on their theoretical knowledge in other tasks. This split is to ensure that our Champions have displayed a well-rounded set of skills.

Should there be equipment failure or any issue at any point during the modules, please discuss this with NZYF staff as soon as possible. We will discuss the impact to the team/s and if compensation marks are appropriate.



The AgriKids teams will compete in three groups, completing a round of modules, a Race-Off and an Agri-Quiz.

Module Outline

Teams will have 7 modules to complete – each kindly hosted and judged by our sponsors and supporters. These **AgriKids Modules are 10 minutes** long and are inclusive of the time it takes to explain the module to the contestants, have the contestants complete the module, judge their attempt, and re-set it for the next team. It's important that each team is given the exact same set of instructions, the exact same equipment, and the exact same amount of time to complete the task.

A team cannot start earlier than their 10-minute timeslot with you, and it's important that your module is re-set in time for the next team as to not disadvantage them by starting later. There is no allocated travel time between module – the end of one is the immediate start of the next, so be prepared! We will announce 'One Minute to Go' before one team's time is up so please take this is an opportunity to reset the module, complete your scoring, and to be prepared for the next team.

During the development of your AgriKids module, it's important to keep in mind that modules make up part of the practical points, so please make your module as hands-on as possible to ensure a balance of points. This split is to ensure that our Champions have displayed a well-rounded set of skills.

FMG Junior Young Farmer of the Year Timeline

Contestants Arrive and are Briefed: 7:30am to 8:15am

Module Host Briefing: 7:45am (please don't be late)

Round 1 of Modules: 8:30am to 10:15am

Round 2 of Modules: 10:30am to 12:15pm

Contest Concludes: 12:30pm

This timeline is as of 5th May 2025, someone from NZYF will notify you directly if any changes.

AgriKidsNZ Timeline

Contestants Arrive and are Briefing: 8:00am-8:30am

Module Host Briefing: 8:00am

Round 1 of Modules: 8:50am to 10:00am

Round 2 of Modules: 10:10am to 11:20am

Round 3 of Modules: 11:30am to 12:40pm

Contest Concludes: 12:40pm

This timeline is as of 5th May 2025, someone from NZYF will notify you directly if any changes.

Set Up & Pack Down

As module hosts, you're responsible for setting up your module prior to Practical Day. The Practical Day venue is **Winton Racecourse, 5-59 Racecourse Road, Winton 9783**.

The optional set-up days are:

9am – 4pm Tuesday the 1st of July

9am – 4pm Wednesday the 2nd of July

9am – 2pm Thursday 3rd July

Please don't arrive at the end of these days (e.g. at 4pm or 2pm) as these times are when we will have to head away for other set up or events.

You will need a marquee (at least 3m x 3m) and any equipment needed for your module. NZYF will provide a table and 2 chairs, but please let us know if you require more. Once all teams have completed your module you will need to pack it down. Please make sure to bring anything that came out of the NZYF containers back to be packed away and sent back to Christchurch.

If you would like module equipment to travel from Christchurch to Invercargill in our shipping containers, please have this to the NZYF offices prior to the 18th of June, and inform one of the Events Team members:

FMG Junior Young Farmer of the Year:

- Sophie Herriott sophie.herriott@youngfarmers.co.nz

AgriKidsNZ:

- Amy Middlemiss amy.middlemiss@youngfarmers.co.nz

Events Manager: Nick Kennedy nick.kennedy@youngfarmers.co.nz

Events Coordinator: Olivia Duplan olivia.duplan@youngfarmers.co.nz

Health & Safety

Health and Safety is a huge part of the FMG Junior Young Farmer of the Year and AgriKidsNZ Contest, as well as NZYF as an organisation. Judges are authorised to intervene if a contestant is undertaking an activity in an unsafe manner. If a situation arises where a judge has intervened, the judge is to adjust marks accordingly. Please also let NZYF know. You must also inform NZYF of any incidents – large or small.

All attendees must be inducted to our Health and Safety Form. If you haven't completed the Health and Safety form from Regionals, please do so prior to Practical Day. This induction can be found on the portal.

Please listen if a contestant speaks up about feeling unconfident, uncomfortable, or unsafe when performing a task. It is all our responsibility to keep our contestants safe.

We're all about fairness.

Please treat every team equally – give the exact same information and equipment to every team, don't let any team start early or go overtime, and don't provide any advantage to any team.

You may be approached by contestants, teachers, or other attendees asking questions about your module. Please do not discuss any information about your module until after ALL teams have completed your module. This includes any information about the tasks or scoring. But feel free to go through it and answer any questions at the end of the contest. There is zero tolerance for cheating at the FMG Junior Young Farmer of the Year and AgriKids contest. This includes interfering with other teams, and help/guidance from supporters. If this occurs, please advise NZYF staff immediately.

Scoring

As a module judge, you will mark each team's attempt at your module for a score out of **20** - **Please note this has changed from regionals and from previous years.** These scores will be added to their scores from other modules to make up to their overall grand total, which will be used to determine our Champions. There is also a prize for the team with the highest overall module score.

You may have your own marking schedule, but we ask that you please transfer their final score to the NZYF provided scoresheet. These will be collected from you regularly, so please have them ready to hand over. The scoresheets go to our scorers who input them into a master scoresheet.

Do not award points for any work that is completed after their time is up, and please, under no circumstances discuss your judging decisions with any contestant or member of the public during or after the contest. Scoring is completely confidential. If you wish to discuss your decisions or point allocation or have any questions from any members of the public or contestants, please direct them to someone from the Events Team.

We will provide you with the following scoresheets on the day. **It is one per team.** Please write clearly – it is important for the validity of the contest that there are no discrepancies in scoring.

Contestant of the Year

We like to recognise all round excellence at NZYF, which is why we ask our Module Hosts to put in nominations for our Contestant of the Year award for both FMG Junior Young Farmer of the Year and AgriKids. This award celebrates the contestants who shows an overall positive attitude, uses their manners, supports and encourages their teammate, and displays sportsmanship towards fellow contestants. Please write nominees full name in the space provided on your scoresheets. Describing nominees does not count (e.g. "girl with a pink hair tie").

AgriKidsNZ Module Scoresheet Example

We will print these for you.



| Team Name: | | | |
|---------------------|------------|-----------------|----------------|
| Module: | | | |
| TASK | COMMENTS | POSSIBLE POINTS | POINTS AWARDED |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| Total Points | /20 | | |
| Signature: | | | |

FMG JR Young Farmer of the Year Module Scoresheet Example

We will print these for you



| | | | |
|---------------------|-----------------|----------------------------|---------------------------|
| Team | | | |
| Module | | | |
| TASK | COMMENTS | POSSIBLE POINTS | POINTS AWARDED |
| | | | |
| | | | |
| | | | |
| | | | |
| Total Points | /20 | | |
| Signature: | | | |

Pack Out

Pack out will commence as soon as the contest has ended. Please pack down all your module equipment and bring anything from the NZYF container back to the container.

Lunch will be provided by NZYF after this 😊

If you have any connection or relation to any contestants competing in the FMG Junior Young Farmer of the Year or AgriKids contest, you must notify NZYF immediately.

Again, thank you hugely for coming on board to host a module at Grand Final for FMG Junior Young Farmer of the Year and AgriKids 2025 Season! If you have any questions, please reach out to:

Sophie at sophie.herriott@youngfarmers.co.nz or 0212618021

Amy at amy.middlemiss@youngfarmers.co.nz or 027 952 8436