



# **FMG Young Farmer of the Year Module**

## **Host Guidelines**

Season 58

# THANK YOU!

On behalf of NZ Young Farmers and the committees of the FMG Young Farmer of the Year, thank you for lending us your time and expertise to be a module judge at the upcoming Regional Final Contest. The Contest is a testament to NZ's rural communities and this document outlines how to develop and judge a module for the Contest.

## CONTESTANTS

The FMG Young Farmer of the Year contest is open to all current NZYF Members and is free to enter. The Regional Final events see the top 8 contestants who have progressed from their District Event, battling it out through a series of challenges to represent their region at Grand Final.

Each contestant will go through your module once only. There will be varying levels of knowledge and competency, but please ensure that you're giving each contestant the same opportunity to demonstrate their abilities.

## MODULE DEVELOPMENT

Modules are a set of six 20-minute tasks that are a mix of practical and theory that contestants complete throughout the day. They should be relevant to current practices and engaging for contestants and spectators – avoid contestants sitting down with pens and paper.

- Each contestants has a 20-Minute timeslot at a module, this will include the time it takes to brief them, score their attempt and reset the module for the next contestant.
- A module must be consistent for all contestants
- Modules must follow NZYF's health and safety policies, particularly regarding PPE. Module judges are allowed to intervene in the instance that a contestant is complete the task in an unsafe manner.
- Health & Safety should be include in the scoring of the module.
- Module judges should be experts in their field and competent to host the module
- Modules must be set up and ready to go by 7:00am
- There will be a briefing for all module hosts
- Please let NZYF know of any dietary requirements

# SCORING BASICS

Each module is a total of 20 points. If your module challenge has three parts to it, break down the points accordingly. E.g. -

Part 1 = 5 points, Part 2 = 10 points and Part 3 = 5 points

You'll be supplied with scoresheets on the day to write down all scores. These will be collected throughout the day to be added up. Please complete a scoresheet for every contestants – even if they score a 0. This lets us know that we're not missing any scores. We ask that you also mark down all scores on a master scoresheet, and taking photos of them is helpful too.

It's crucial that you write clearly – particularly with contestants with similar names.

Scoring is completely confidential. Please do not discuss scoring with anyone other than NZYF staff or the convenor. Please also don't give scoresheets to anyone to collect other than the person designated on the day.

Please make sure your scores reflect the amount of help given to a contestant.

Example of scoresheets below (subject to change). It's helpful to also take photos of scoresheets.



<b>Contestant:</b>	
<b>Module:</b>	
<b>Date:</b>	

Task	Comments	Available Points	Points Awarded
<b>Points</b>	<b>/20</b>		

<b>Judges Signature</b>	
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## **PACK-IN AND PACK-OUT:**

- We will be spending Friday setting up 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 day, so you'll need to disassemble your module and return any gear to the container – including your marquee
- High-vis is required to be worn during pack-in

## **ON THE DAY**

There will be a briefing for all module judges at the start of the day to run through the day, go over health & safety and scoring, and give you a chance to ask any questions. This briefing will be held at 7:30am.

After contestants have been briefed, there will be a horn to signify the start of the contest. The timeline on the next page outlines the order of events related to modules. The contestants will be splitting their time between modules and their Farmlot as outlined on the timetable. As a result, for some periods of time throughout the day there may be no contestants at your module, so please ensure you are at your module when required. If a contestant finishes their module early, they can return to their Farmlot, but they can not start another module or watch another contestant complete another module – please keep an eye out for this!

Come prepared for all weather conditions – too often we've seen 4 seasons in a day! Once all contestants have completed the modules, there'll be a chance for you to run through your module and explain what you were looking for.

An example timeline of how the day runs (M1 through M6 are modules):

Time	Contestant 1	Contestant 2	Contestant 3	Contestant 4	Contestant 5	Contestant 6	Contestant 7	Contestant 8	Time
8:00	M 1	M 6	M 5	M 4	Farmlet	Farmlet	Farmlet	Farmlet	8:00
8:20	M 2	M 1	M 6	M 5					8:20
8:40	M 3	M 2	M 1	M 6	M 4	M 3	M 2	M 1	8:40
9:00	Farmlet	Farmlet	Farmlet	Farmlet					9:00
9:20	Farmlet	Farmlet	Farmlet	Farmlet	M 5	M 4	M 3	M 2	9:20
9:40					M 6	M 5	M 4	M 3	9:40
10:00	Head to Head	Head to Head	Head to Head	Head to Head	Head to Head	Head to Head	Head to Head	Head to Head	10:00
10:40	M 4	M 3	M 2	M 1	Farmlet	Farmlet	Farmlet	Farmlet	10:40
11:00	M 5	M 4	M 3	M 2					11:00
11:20	M 6	M 5	M 4	M 3	M 1	M 6	M 5	M 4	11:20
11:40	Farmlet	Farmlet	Farmlet	Farmlet					11:40
12:00	Farmlet	Farmlet	Farmlet	Farmlet	M 2	M 1	M 6	M 5	12:00
12:20					M 3	M 2	M 1	M 6	M 5
12:40	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	12:40
13:10	Agri-Sport	Agri-Sport	Agri-Sport	Agri-Sport	Agri-Sport	Agri-Sport	Agri-Sport	Agri-Sport	13:10
13:40	Pack Up	Pack Up	Pack Up	Pack Up	Pack Up	Pack Up	Pack Up	Pack Up	13:40

# BEING A MODULE JUDGE

As a module judge, your input plays a large role in which contestants qualify for the next round, so it's crucial that your judging is fair and consistent. Below are the most important aspects of being a judge –

- Be consistent with each contestant so that they get the same length of time for your challenge, the same instructions, same equipment etc.
- Strictly 20 minutes per contestant
- If there is equipment failure or a situation arises that is not caused by the contestant, take a note of the situation and discuss the problem with the Regional convenor and NZYF staff. In addition, establish whether the situation adversely affected the contestant and if compensation of marks is appropriate.
- If spectators are aiding or trying to offer suggestions to the contestants whilst they are attempting your module, please make a NZYF staff member or the Regional Convenor aware immediately.
- At the end of the day if a contestant asks you for some pointers on what they could do better, then you can offer constructive tips but please do not disclose how they did. However, in the initial briefing you can inform the contestants of what they will be scored on, such as H&S, quality, etc. We just ask that you do not disclose any specific tasks that could impact their score.

Thank you again for supporting the FMG Young Farmer of the Year Contest! If you have any questions or concerns, please feel free to get in touch with:

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