

Advice on How to Judge the Animals When Participating in a Rabbit Judging Contest

This article is offered as advice to new participants to the Judging Contest, not as extensions to rules: These are suggestions only for how to approach the Judging of these animals. Experience has shown that this process works.

1. Always make sure your name and age category are printed neatly on your scorecards. Also, print the breed and class you are placing. If the scorecards are color-coded, make sure you are using the correct color for the class.
2. Examine all four animals in the class. Determine if any have a Disqualification (DQ) from competition. If an animal with a DQ is found, place it back in a coop and no, longer consider this animal in the evaluation process. It should be 4th place, also write reason for DQ on scorecard. If you find more than one animal with a DQ, then ask the table monitor if this is possible or if an animal became DQ'd through an injury during the contest. If no such injury occurred then decide which DQ might have been overlooked when the judge originally placed the animals. Place the class accordingly, or quietly report your finding to the contest organizers. They may want to replace the class.
3. After examining all four animals use the last one in your hands and compare this animal to one of the others. Compare two animals at a time, either physically or within your mind. Take the better of these two animals and compare to one of the remaining two animals. Repeat this process, keeping the better of each comparison until you have the best animal of the class selected. Physically place this animal to the far side of your judging coops and leave it there. Take the last animal you compared your best animal to and repeat the process until you have the second best animal of the class. Put it in the coop next to the first place rabbit and leave it there. You should have two animals left, unless you had a DQ, in which case you are finished. Compare these two animals, finding the better one and then put them into the coops in order.
4. After you have made your placing check the animals for ear numbers (#1-4). You can write these numbers down on the card if you think you might forget them. Circle the string of numbers on your judging card that matches the sequence you decided on. Example, if you like animal #3 for your best animal, #2 for second best, #4 for third best and #1 for last place, you would find and circle the number string 3241 on you judging card. The first place number is always on the left and the fourth place number is always on the right.
5. You will have a total of ten minutes to evaluate these four animals and record your placing. You must keep progressing to get everything done in the time allowed.
6. Once your class is placed, you should take any time left to review the next class you will be judging. Wait until time is called. Proceed to your next class.

As you gain experience with the Judging Contest you will find the need to physically compare the animals side-by-side less often. You may not need to physically place the animals in order within the coops either. As with any endeavor, you will get better with practice and experience