

# **CALCASIEU 4-H**

## **RABBIT SHOWMANSHIP STUDY GUIDE**

### ***NEW STUDY GUIIDE 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 Zelands 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.

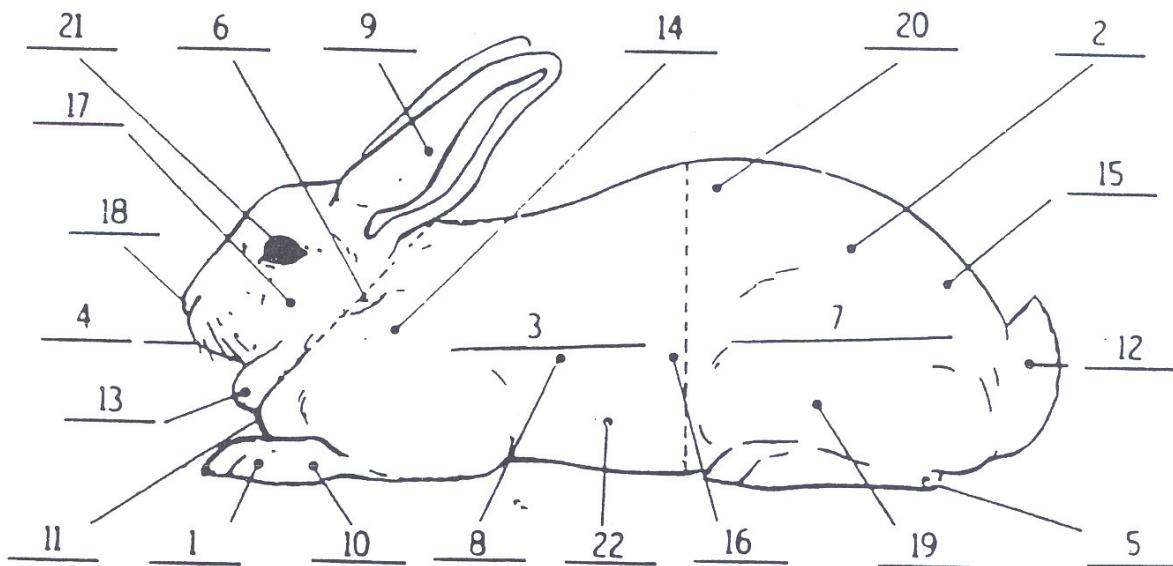
### **Identification—Key**

**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

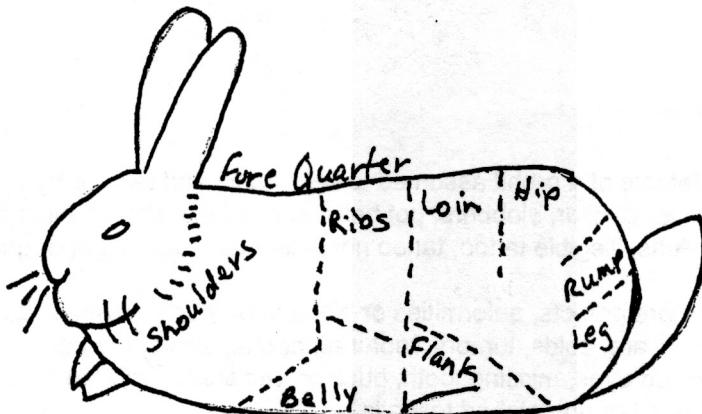
# STANDARD GUIDE FOR JUDGING MEAT CLASSES

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.)

1<sup>st</sup> - Hindquarter

2<sup>nd</sup> - Loin

3<sup>rd</sup> - 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 firs 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 eliminated.

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

<b>Step</b>	<b>The Showman Will</b>	<b>The Judge Will Cut for:</b>
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>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.

<b>Step</b>	<b>The Showman Will</b>	<b>The Judge Will Cut for:</b>
6. Show the toe nails on front feet.	Show toe nails to the judge by pushing thumb into center of paw. Push back fur with index finger if necessary to see the toe nails. Don't	Failure to show toe nails; failure to show
7. Check the rear legs	As you come to the end of the abdomen areas, force rear legs out straight by placing your cupped hand ahead of the rear legs and pushing toward the feet. Point outstretched legs toward the judge. Check the toe nails on the back feet.	Failure to check both hind legs for straightness
8. Check the hocks	Show bottom of feet and underside of rabbit to judge.	Failure to – Both hocks.
9. Check the sex	Show sex to judge. Clamp tail with index and second finger: place thumb below vent area, and push toward front of rabbit. Check the testicles if male. Return to posed position.	Failure to check sex: control problems.
10. Check the tail	Show rear of rabbit with tail showing to the judge.	Leaving rabbit sitting on tail
11. Check the body for ruptures and abscesses and blemishes	Run your hand over the chest and abdomen area to check for any abscesses, tumors or abnormalities. Run your hand over the animal to check for blemishes.	Failure to check rabbit thoroughly.
12. Fur Quality, Cleanliness and Quality	Stroke fur toward rabbit's head to show fur going back to natural position and cleanliness. Stroke rabbit from head to rear, showing your clean hand to the judge which indicates the rabbit's fur is not in molting condition. Since Rex fur does not have the "fly back" quality, pat the fur to feel the density. Blow into fur to show density on normal furred and rep animals.	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 overall 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.

<b>Step</b>	<b>The showman Will</b>	<b>The Judge will Cut for:</b>
14.	Pose the rabbit Show front, rear, in order requested by the judge so that the overall 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.	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.
<b>II.</b>	<b>Appearance, actions and knowledge of showmanship.</b> (30 pts.)	
1.	Appearance (10 pts.)	Be neat and appropriately dressed for the occasion. Long sleeves should be worn when handling rabbits. No preference should be given for show coats or uniforms. Remember to wear shoes.
2.	Actions (10 pts.)	Carry out actions in a confident manner, always being considerate of your animal, fellow showman and the judge. The judge should have your attention at all times so that he doesn't have to come to you to get your attention to move your rabbit or take some other action. Eye contact is very important.
1.	Knowledge (10 pts.)	Be prepared to answer questions about your rabbit with reference to parts, faults, disqualifications, eliminations, breed and variety characteristics, especially of the breed you raise; and general rabbit-raising information you should be learning as a part of your rabbit-raising project.

## RABBIT SHOWMANSHIP SCORE CARD

Score \_\_\_\_\_

Contestant Number \_\_\_\_\_

Age \_\_\_\_\_

- I. 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** -----