

## **Creative**

1. Black and white photography
  2. Color photography
  3. Trail camera photography
  4. Free form (e.g. sculptures, carvings, etc.)
  5. Painting
  6. Drawing
  7. Essay: *For a species of your choice, define sustainability and explain: 1) a general management strategy and 2) three specific objectives or outcomes necessary to achieve sustainability. Your essay should address the species itself as well as its habitat (that is, the community-ecosystem in which it lives).*
    - Maximum 1500 words - three pages, typed, double spaced
    - 1 inch margins, 12 pt. Times New Roman font
- Entries for the creative and talent competitions must be submitted at check in.
  - Materials will be on display until judging.
  - Individuals must be present to accept the award.
  - The decision of the judges will be final.
  - Entries must have a wildlife-related theme. Entries that have won any other competition will not be permitted. There will be a limit of one entry per student per category
  - Photos must contain a wildlife-related theme. Animals must be native to North America and must be free ranging (e.g., not captive or in enclosures). There will be one entry per student per category. Entries must be matted or framed and no smaller than 5"x7" & no larger than 8"x10". Entries that have been previously published or have won any other competition will not be permitted. Prints that do not meet the standards will not be accepted.

## **Game Calling**

1. Duck
  2. Goose
  3. Turkey
  4. Other game
  5. Other non-game
- The use of calling devices will be permitted (no electronic calls)
  - There will be a limit of one caller per category per school
  - Each caller will be allowed a 1 minute warm up. Callers will be allowed a maximum of 2 minutes for actual competition calling

- Callers will be judged upon overall skill (how well each caller can mimic their chosen species) and diversity of calling (how many different calls each caller can reproduce)
- Difficulty of calling may also be taken into consideration by the judges (if the contestant used the aid of a call, or if it was a diaphragm or box call, turkey yelp, purr, gobble, etc...)
- If there is a tie between callers, there will be a call-off between those two competitors

## **Archery**

- Each school can enter one individual.
- Bows must be checked in at registration for storage. Be sure to properly label the case (name, school, phone number, etc.)
- Range will consist of 3-D type targets of any brand with scoring areas being described in the scoring section
- Condition of all targets should be good enough to prevent an arrow pass through, and scoring lines should be clearly visible
- There will be only one shooting stake for this competition, and distances may vary from 5 to 50 yards
- Angle of target may vary as long as scoring rings are visible
- Scoring will be as follows:
  - 11 – smallest ring inside of all rings
  - 10 – ring inside of vital area
  - 8 – vital area
  - 5 – any part of the target outside of the vital area
  - 0 – all misses and glance offs (hoofs and antlers)
- The archery competition will be IBO scoring; for more information on IBO scoring rules see [www.IBO.net](http://www.IBO.net).
- Each group shall have a minimum of 3 adult shooters and maximum of 6 adult shooters.
- Score cards will be exchanged so that every shooter is keeping score of another within each group; this is different from most standard archery competitions where there is only one scorekeeper
- If target is not broadside, scoring rings must be visible and noted by a sign.
- In the case of a “Robin Hood” the arrow is to be scored the same score as the arrow that is struck, even if the shot arrow is deflected.
- If an arrow is clearly touching a line, the shooter will receive the higher score. If it is questionable, the group majority ruling counts.
- In the case of a tie, there will be a sudden death shoot-off.
- There will be one shooting class – unlimited. Unlimited class may consist of any compound bow, long bow, recurve, or self bow with no restrictions.
- Crossbows ARE NOT allowed!

- Range finders are not allowed; however binoculars are allowed. The use of a range finder will result in automatic disqualification.
- Shooters must be touching or straddling the stake when making the shot.
- Shooters may never step in front of the stake until all group members are done shooting.
- Shooters may not step in front of the stake to remove any obstruction, unless it can be reached while the shooters foot is on the stake.
- Shooters only have one chance to shoot at each target. Note: equipment malfunction does not allow for a follow-up shot.
- There will be no discussion of yardage during the competition.
- Courtesy is expected when shooters step on the range, being disrespectful to other shooters will result in automatic disqualification.

### **Trap Shooting**

- Each school may enter one individual.
- Only 12 or 20 gauge shotguns will be permitted.
- Shotguns must be checked in at registration for storage. Be sure to properly label the case (name, school, phone number, etc.)
- Each individual will shoot at 25 skeet.
- Only one shot is permitted at each skeet, multiple shots will result in the skeet being marked as a miss even if hit with the additional shots.
- The individual with the most skeet hit out of the 25 is the winner.
- In the event of a tie, there will be a sudden death round in which each individual that tied will shoot an additional 25 skeet and the winner will be the one with the most skeet hit.

### **Muzzleloader Shooting**

- Each school may enter one individual
- Muzzleloaders must be checked in at registration for storage. Be sure to properly label the case (name, school, phone number, etc.)
- Original or modern muzzle loading rifles, with or without sealed ignitions may be used.
- Sites: Any metallic sights, with or without clicks, including open, aperture, or tube are allowed. No optics other than sight-correcting shooting glasses, rear sight diopters and colored, non-magnifying sight filters are permitted.
- Ammunition: The ammunition must load from the muzzle. Sporting grade black powder or Pyrodex may be used. Any lead or lead alloy bullet may be used. Caution should be used when handling loose black powder or Pyrodex.
- Targets will be at 50 yards, shooters will be in the standing position.
- Number of shots and time limits will be determined based on number of registered shooters.
- Winner will be determined by accuracy score.

- Rules are subject to change but will be announced before the competition begins.

### **Radio Telemetry**

- Each school may enter one team consisting of one or two individuals.
- Each team will be required to triangulate locations of transmitters from fixed stations.
- Receivers will be provided; teams must provide their own compasses.
- Each team will be timed to handle tiebreakers.

### **Dendrology**

- Each school is allowed 2 participants.
- There will be 25 identifications which require family, genus, species and common name.
- Spelling counts.
- Hand lenses and binoculars are allowed.
- Keys or I.D. guides of any kind are not allowed.
- The competition will last approx. 1 1/2 hour with three minutes to make each identification.

### **Obstacle course**

- Each school may enter one team of four members.
- Each team will be responsible for completing a series of tasks that are both physically and mentally challenging.
- Be prepared to get wet and dirty, so bring a change of clothes and wear proper shoes.
- Winners will be determined based on time required to complete the course.

### **Fly casting**

- Each school can enter one individual.
- A 5/6 weight rod will be the only rod accepted.
- You will need to have a 4X tapered leader tied on (needs to be ~ 9 feet long).
- Flies will be provided to tie on for the competition so that all will be uniform.
- There will be a total of 5 to 8 stations.
- You will be asked to cast into targets, and with obstacles.
- Points will be awarded on accuracy.
- Competitors will have 3 chances at each station.
- In the event of a tie, the number of casts per station will determine the overall winner

## **Orienteering**

- Competition will consist of a course containing ten points each team must navigate.
- Small flags will be given to each competing team to mark each point location.
- Each school is allowed to enter one team consisting of one or two persons.
- Each team will be given a list of bearings and azimuths to guide them to each point.
- Distances to the points will be given in both English and metric measurements.
- Teams will be scored by combining completion time and accuracy to the actual points.
- The more accurate a team is to the actual point, the higher the score; time will be deducted from the team's overall time.
- Target areas will consist of a 1 meter diameter circle.
  - Flag placement within the target will result in a 1 minute time deduction.
  - Within 1 meter of the target will result in 30 sec. deduction.
  - Within 2 meters, 25 second deduction.
  - Within 3 meters, 20 second deduction.
  - Within 4 meters, 15 second deduction.
  - Within 5 meters, 10 second deduction.
  - Between 5-7 meters, no deductions.
  - Between 7-8 meters, 20 second penalty (addition).
  - Between 8-9 meters, 25 second penalty.
  - Between 9-10 meters, 30 second penalty.
  - Anything over 10 meters away from the target will result in a 45 second penalty.
- Each team must supply their own compass.
- Measuring tapes and calculators (including cell phones) of any kind are not allowed.
- GPS units (this includes GPS enabled phones) are strictly PROHIBITED! If teams are found in possession of one they will be immediately disqualified!
- Tampering with another school's flag placement will not be tolerated and will result in disqualification.
- To insure the integrity of the competition, please leave cell phones behind or turn them over to the course regulator for safe keeping. They will be returned to you after you have completed the competition.

## **Lab practical**

- Each school may enter only one person.

- Competitors will complete a rigorous lab practical covering topics typical of classes in a wildlife curriculum.
- General topics will include, but not be limited to, species identification, botany, and wildlife techniques.
- The format will be 25 stations with 2 questions per station.

### **Team Competition**

- Each school may enter one team; there is no limit on the number of participants per team.
- Stations will be set up along a trail and teams will be allowed a set amount of time to get to each station and complete the questions.
- Stations will cover a wide variety of natural resources-related topics including, but not be limited to, plant and animal identification, equipment usage, techniques, and habitat assessment.
- Teamwork will be emphasized.
- Team members should wear appropriate clothing and footwear.
- Scores from all stations will be totaled to determine winners.

### **Quiz bowl**

1. Each team (one team/school) may consist of up to five players with no more than four participating at once (i.e., one team member will be an alternate). There may be no more than two graduate students per team. A graduate student is defined as a person that does not hold an advanced degree. However, Ph.D. students are not eligible to compete in Quiz Bowl even if they do not hold an advanced degree.
2. Team pairings will be chosen at random for the first match. Pairings in subsequent matches will be determined by a team's ability to win. If a team advances to the final match unbeaten, the challenging team (winner from the loser's bracket) must beat the undefeated team in two consecutive matches to win first place.
3. Matches will last 10 minutes, except for the final match, which will last 15 minutes.
4. When the final bell rings, the match is over. If the match ends while a question is being asked, the match ends at that point. If the final bell rings while a toss-up or bonus question is being answered, the match ends after the allotted time for the answer has expired. For the purpose of this rule, players who have signaled, but have not been acknowledged, will be allowed to answer. Should time expire while a toss-up question is being answered correctly, there will be a bonus question awarded if it has bearing on the outcome of the match.
5. On all questions, the first answer given will be the one accepted (i.e., there will be no second thoughts). The moderator reserves the right to ask the respondent to "be more specific."

6. If the pronunciation of the answer is unclear to the moderator, the respondent may be asked to spell the answer. If spelled incorrectly, the answer will be considered incorrect.
7. The team with the highest score at the end of the match will be the winner.
8. If the score is tied at the end of the match, the match will be extended an additional 5 minutes.
9. A judging committee of the host school faculty members, professional wildlife biologists, etc., will be the referees of any challenge that may arise.

### *Specific Rules for Toss-up Questions*

1. Matches begin with a toss-up question open to both teams. Each toss up question is worth ten points.
2. Following the reading of a toss-up question, 5 seconds will be allowed for a team to signal for an answer. A team member signals to answer by pressing a button that activates a buzzer and light. Only one person may answer a toss-up question. The first team member to respond is indicated by their individual light.
3. If no one signals within the allotted time, the moderator will give the answer and the next question will be asked.
4. The moderator will acknowledge the signal by verbally announcing the team member's school and number of the player. If the player answers before being acknowledged, the moderator will state the answer cannot be accepted and the opposing team will be given a chance to signal (5 seconds), be verbally acknowledged, and answer. This rule applies irrespective of whether the unaccepted answer given is correct or incorrect!
5. The team member acknowledged has 10 seconds to answer the question. If the answer is heard from the audience, the question will be discarded. If any discussion occurs between members of a team on a toss-up question, that team forfeits the right to gain points and the other team gets a chance to answer after being acknowledged. This applies regardless if an answer was heard or not.
6. Should a team member give a wrong answer to a toss-up question, the opposing team has five seconds in which to signal after the moderator announces that the answer is incorrect. The team member will then be verbally acknowledged and allowed 10 seconds to answer the question.
7. A team member may signal to answer a toss-up question as it is being asked. When this occurs, the moderator will stop reading at that point. If, after being verbally acknowledged, the answer given is wrong, the entire question is repeated for the opposing team. One team member of the opposing team must signal and be verbally acknowledged as in all toss-up questions. In the event that a member of the opposing team signals before the question has been repeated, the moderator will stop reading the question, and acknowledge that team member for the answer. If the question was completed, it will not be repeated.

### *Specific Rules for Bonus Questions*

1. A bonus question will consist of 1, 2, or 4 parts. The bonus question, a total of 20 points, will be divided accordingly.
2. Bonus questions are a team effort, but the answer decided upon for each part can only be accepted from the team captain. The team will have a total of 30 seconds in which to answer all parts after the question is completely read.
3. All bonus questions will be oral, audio, video/slide, or carry-on specimen(s)

### *Specific Rules for Challenges*

- If an answer to a toss-up question ruled incorrect is believed to be correct by the answering team, the player can challenge the moderator's ruling by appealing to the judging committee. Challenges can be made only after the opposing team has had an opportunity to answer. Also, if a member of the opposing team believes an answer ruled correct is incorrect, a challenge to the judging committee may be made. To challenge, a team member should activate the buzzer/light and wait to be verbally recognized. When a challenge is made, the clock will stop until the judges have made a decision. Challenges to toss-up questions must be made before the bonus or next toss-up question is read. Bonus questions may also be challenged before the next toss-up question is read. In all cases, the decision of the judges is final!