OBJECTIVES

Targeted Life Skills: Wise Use of Resources, Decision Making, Learning to Learn, Self-esteem

This activity will train 4-H members in identification of common wildlife species found in Arkansas, the foods they consume, and wildlife ecology & management concepts. Study materials for this event are a portion of the curriculum for the Arkansas 4-H Wildlife Habitat Education Program (www.uaex.edu/4h-youth/activities-programs/whep.aspx)

ELIGIBILITY

The contest is open to Junior and Senior 4-H members. Any 4-H member whose name is entered by his or her county extension agent will be eligible to enter this contest and compete as an individual.

District 4-H O-Rama – Up to four (4) Junior and/or four (4) Senior members from each county may participate.

State 4-H O-Rama – The top seven Seniors from each District 4-H O-Rama may participate.

ACTIVITY

The Wildlife O-Rama will be held during the Arkansas 4-H District and State O-Rama’s. This activity focuses on the contestant’s ability to identify wildlife species, identify foods these wildlife species consume, and knowledge of wildlife ecology & management concepts. Senior contestants may be asked questions about wildlife management practices and the region. The official species list, guides, study materials and scorecards are available at Wildlife O-Rama Study Materials (www.uaex.edu/4h-youth/resource-library/study-materials.aspx)

GENERAL RULES

1. All contestants are required to provide their own sharpened pencils and unmarked clipboards. No paper or reference material can be used during the contest.

2. No talking during the contest.

3. No electronic devices of any kind are allowed. This includes, but not limited to, cell phones, computer watches, and tablets.

4. Contestants will not be allowed to leave the contest site during the competition until dismissed by an official judge.
5. Contestants who arrive late or leave before turning in scorecards will not be allowed to compete.

6. The contestant’s name and county must be written legibly on each score card. If the name is left off the score card, the individual will receive zero points for that card.

7. After the activity begins, contestants have a maximum of one hour to complete the activity.

8. One point will be awarded for each correct answer. Question formats can be multiple choice, matching, or true/false. Bonus questions may the aforementioned format or fill-in-the-blank or essay.

9. Ties will be broken by answering bonus questions. Every effort will be made to use bonus questions as the tie breaker. If a tie remains, the highest points scored for Wildlife ID will determine the winner. If a tie remains, the winner will be determined by starting with the last question on the scorecard (e.g., Question 60) excluding bonus questions, and go backward until the one individual with the correct answer will be selected as the winner. If a tie remains, a coin toss will determine the winner.

10. Judge’s decisions will be final.

AWARDS

The high point Junior and Senior contestants will receive a trophy and ribbon. Second- through fifth-place Junior and Senior individuals will receive ribbons. Non-awarded participants will receive participation ribbons.

PREPARED BY

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