

HAY KING CONTEST

Supt. Larry Cordes, 509-445-1264

Hay King Awards to 1st – 3rd place finishers

Hay King Rules

1. The exhibitor must grow the hay exhibit during the current year.
2. Hay exhibitors will compete by entering two square bales or one round bale representative of a class.
3. Growers (family or corporation) may submit only 1 entry in each class.
4. Completed entry forms must be received when bales are presented for testing on Monday of Fair Week between 6:00 and 8:00pm.
5. They hay will be judged on Thursday of Fair Week. Each participant will receive a copy of the score sheet, which will include both the chemical analysis and visual judging results. Results will be posted as soon as available.
6. Northeast Washington Hay Growers Association (NEWHGA) will award \$50.00 and a farm sign for one year to the Hay King, and \$20.00 to 1st place in each lot.
7. Scoring
 - A. Test
 1. Relative Fee Value (RFV)
 2. Standard score by each class equals 100% (see score sheet)
 3. All entries as a % of standard with 100% maximum
 - B. Visual
 1. Ideal for each class (see score sheet)
 2. % of ideal
 3. Criteria judged on:
 - Stage of Maturity
 - Foreign Material
 - Steminess, Leafiness, Leafhold
 - Condition (smell, mold, texture, excessive moisture)
 - Color
 - Bale Appearance
8. Disqualification
 - A. Noxious or Poisonous Weeds
 - B. Any evidence of tampering so as to influence or change either the hay analysis or scoring procedures will be just cause and reason to disqualify a competitor (i.e. use of any substance not normally used in the haymaking process; i.e. coloring or ammonia are not legal, but preservatives are legal.)
9. Lots and Relative Scoring of Criteria:

LOT 1. Legume > 90% legume	50% Test + 50% Visual
LOT 2. Grass > 90% grass	50% Test + 50% Visual
LOT 3. Grass/Legume at least 20% grass and at least 20% legume	50% Test + 50% Visual
LOT 4. Timothy > 90% timothy	50% Test + 50% Visual
LOT 5. Legume/Grain at least 20% legume and 20% grain	50% Test + 50% Visual
LOT 6. Grain > 90% grain	50% Test + 50% Visual