Hormel Scoring System Instructions

This system is designed to score judging classes on a basis of 50 points per class. In judging a class, a contestant will make six decisions when ranking an animal or item. The official judge should determine the official placing and establish by number the margin of difference between each of the three pairs. These numbers will then be recorded on the official placing card. These numbers form the basis of grading.

The total of all three penalties cannot exceed 15. If they total 15, the middle number cannot be larger than 5. If they total 14, the middle number cannot be larger than 8.

Consider an example of a class 3-1-4-2 by the official judge. The 2-5-3 represents the judge’s cuts; 2 for switching the top pair, 5 and 3 for switching the middle and bottom pairs, respectively. The cuts of 2 and 3 indicate that the top and bottom pairs were fairly close in their differences while the 5 indicates the middle pair had enough differences to make it a fairly easy placing.

Establishing “cuts” is most difficult for a judge. Using the Hormel System, 1 and 2 are usually used for a close pair: “1” for extremely close, “2” if there is good reason to mix the pair. Cuts 4-8 are used for a fairly easy class. Cuts 5, 5, and 5 would indicate a very easy class with reasons for putting the middle pair first in the class.

Cut between 1st & 2nd
Cut between 2nd & 3rd
Cut between 3rd & 4th