TEXAS A&M
AGRILIFE
EXTENSION

Texas 4-H Veterinary Science Skillathon
3-17-2014 – Deadline Extended

2014 Invitational Contest Rules & Guidelines
Thursday, June 12, 2014
*Please note. 2014 Texas 4-H Roundup will be held in **College Station**!*

OVERVIEW
The Veterinary Science Skillathon is a competitive event designed to test the knowledge and skills that a 4-H member can gain through his or her involvement in a Veterinary Science project. There are several components to the contest. The Written Exam is to test the participant's subject matter knowledge. The Skills Exam tests the hands-on or experiential learning and is the largest component of the contest. The Quiz Round requires participants to think on their feet, as well as analyze risks as far as losing points for incorrect answers, and this part is generally the most fun for the participants. Finally, the Communication portion of the contest helps to develop public speaking skills.

OBJECTIVES OF THE 4-H VETERINARY SCIENCE PROJECT
1. Utilize career-oriented resource material and supplements that provide lessons, questions, and activities.
2. Develop the interest, knowledge, skills, and experiences of youth in veterinary science for a career in veterinary medicine (veterinary assistant, veterinary technician or veterinarian), human medicine (paraprofessional or physician), or allied health fields (diagnostics, therapeutics).
3. Prepare youth to be job-trained following high school, prepare youth to pursue an associate degree college program, and prepare youth to pursue a professional degree college program.

ELIGIBILITY AND GUIDELINES
1. *Application Date*. Must submit completed application with original signatures **postmarked by Friday, March 28, 2014** to Laura Huebinger by U.S. mail to the following address:

    4-H Veterinary Science Skillathon
    Laura Huebinger
    Extension Program Specialist
    4-H & Youth Development
    Texas A&M AgriLife Extension Service
    1229 N US Hwy 281
    Stephenville, TX 76401

    Applicants will be notified of the acceptance into the contest by Monday, April 15, 2014.

2. *Project enrollment*. Participants must be active Texas 4-H members currently enrolled in the 4-H veterinary science project. Participants must also have completed at least one full calendar year in a structured veterinary science program of a curriculum and an apprenticeship.

3. *Age*. Participants must be Intermediate or Senior aged 4-H members as of August 31, 2013.

Division	Ages	Birth date between:
Intermediate	11-13 years of age	Sept 1, 1999 – Aug 31, 2002
Senior	14-18 years of age	Sept 1, 1994 – Aug 31, 1999

4. *Skillathon levels*. The contest will be divided into two (2) experience levels. Participants that have completed 20-60 lessons from the *Veterinary Assistant Handbook* or *Veterinary Science: Preparatory Training for the Veterinary Assistant* will be placed in Level 1. It is recommended that Level 1 participants have completed a minimum of 100 clinical skills hours working as a trainee under the supervision of a veterinarian. Participants that have completed more than 60 lessons from the *Veterinary Assistant Handbook* or *Veterinary Science: Preparatory Training for the Veterinary Assistant* will be placed in Level 2. It is recommended that Level 2 participants have completed a minimum of 300 clinical skills hours working as a trainee under the supervision of a veterinarian. *Please note that these levels are based on veterinary science project experience, not age, grade, or years in 4-H.*

   Refer to the attached *Texas 4-H Veterinary Science Lesson Plan Model* and the attached *Texas 4-H Veterinary Science Clinical Skills Model* to see which lesson topics and skills will be covered in each Level of the contest. Level 1 of the skillathon will cover information listed in Lessons 1-60 and Clinical Skills Categories 1-12. Level 2 of the skillathon will cover information listed in Lessons 1-100 and Clinical Skills Categories 1-20. Further explanation of the clinical skills categories can be found on the Texas Veterinary Medical Association's *Veterinary Assistant Skills Validation Checklist* at http://aevm.tamu.edu/files/2010/06/Veterinary-Assistant-Skills-Validation-Checklist.pdf. The *TVMA Checklist* will be used as a guide when selecting skills for the skillathon.

5. *Maximum number of participants*. The contest will be limited to the top twenty (20) applicants in each Level, for a total maximum of forty (40) participants. There is no limit to the number of applications that a county may submit.

6. *Contest participation*. This will be an *individual* contest.

7. *Agent certification*. Applications must be signed by the County Extension Agent to certify current membership, age, and project experience.

CONTEST COMPONENTS
There will be four (4) components or "rounds" to the contest. Each component will be weighted in the following manner for scoring purposes:

Written Exam	200 points	(20%)
Quiz Bowl	150 points	(15%)
Skills Exam	500 points	(50%)
Communication	150 points	(15%)
Total	1000 points	(100%)

All participants will compete and earn points in the first three (3) rounds of Written Exam, Quiz Bowl, and Skills Exam, for a maximum of 850 points. The top three (3) participants earning the most points in the first three (3) rounds will then advance to the Communication round. Total scores to establish final ranking will be determined by adding points earned in all four (4) contest components, for a maximum of 1000 points.

Written Exam
Questions will be written regarding information selected from the *Veterinary Science: Preparatory Training for the Veterinary Assistant*. Questions will be derived from the lessons in the reference book, as well as, from the knowledge that can be obtained by participating in activities of the veterinary science project. Questions may be multiple choice, true/false, matching, identification, or short answer. There will be 100 questions, each worth two (2) points, for a total of 200 points.

Quiz Bowl
Questions will be similar in type to those in the written test. The Quiz Bowl will be a different format than the traditional Quiz Bowl contests, in that participants will accumulate points *individually*. Multiple heats will be conducted. Participants will earn three (3) points for each correct answer and lose three (3) points for each incorrect answer. There will be a total of 50 questions, for a maximum of 150 points in the Quiz Bowl round. Note that participants will lose points for incorrect answers; therefore it is possible to have a negative score in the Quiz Bowl round. Spectators may watch the Quiz Bowl as participants compete, but may not speak, signal, or otherwise communicate with participants.

Rules of play:
- Scores will be kept individually.
- The moderator reads each question until he/she finishes asking the question or until a participant activates a buzzer.
- If the allowed time elapses (10 seconds) and no participant activates a buzzer, no participant gains or loses points and the next question will be asked.
- A participant must buzz in and be acknowledged by the moderator. The moderator will announce before play the method of acknowledgement. **If a participant answers a question without being acknowledged, he/she loses three (3) points.**
- If a buzzer is activated while a question is being read, the moderator immediately stops reading the question and the participant activating the buzzer has 10 seconds after being acknowledged to begin to answer a question.
- If a participant repeats the question, it is not considered the initiation of an answer. It is the moderator and/or timer's responsibility to determine if the actual answer has been started within the 10-second period. This ruling cannot be protested.
- If the answer to any question, whether read to completion or not, is incorrect, the question is not repeated for the opposing participants and is discarded. It is optional to read the correct answer.
- If a participant begins to answer a question during the 10-second period and the answer is incorrect, that participant loses three (3) points.
- If a participant correctly answers a question within the 10-second period, the participant gains three (3) points.
- No coaches will be allowed with participants.

Skills Exam
The Skills Exam will be the hands-on component of the contest. Participants will perform the skills individually. The ability to perform these skills will come from working as trainee under the supervision of a veterinarian.

Refer to the attached *Texas 4-H Veterinary Science Clinical Skills Model* to see which skills will be covered in each Level of the contest. Further explanation of these clinical skills categories can be found on the Texas Veterinary Medical Association's *Veterinary Assistant Skills Validation Checklist*. The *TVMA Checklist* will be used as a guide when selecting skills for the skillathon. The *TVMA Checklist* can be found at the following link:
http://aevm.tamu.edu/files/2010/06/Veterinary-Assistant-Skills-Validation-Checklist.pdf

At each skills station, instructions and time constraints will be provided. The skills will be judged using a rubric for thoroughness, safety, and overall completion of the skill in the allotted time. The Skills Exam will be worth 500 points total. Each skill may be weighted with different point values depending upon the complexity of the skill.

Communication
Three (3) participants earning the highest total points from the first three (3) contest components (Written Exam, Quiz Bowl, and Skills Exam) will individually present a 3-5 minute informative speech related to the specified topic without using any outside materials. Each year, a list of five (5) possible topics will be identified so that preparation may begin prior to the contest. From these five (5) topics, one will be selected by contest officials as the Communication round topic for the contest. Participants will receive the selected speech topic the day of the contest and will have no less than 15 minutes to prepare. Judges may ask questions. Spectators and eliminated participants may watch the Communication round, but may not speak, signal, or otherwise communicate with participants. Spectators and eliminated participants may not ask questions. The Communication round will be worth 150 points.

For the 2014 Invitational 4-H Veterinary Science Skillathon, the possible topics are as follows:

Level 1
- Office Procedures
- Caring for Patients
- Marketing Animals
- Essential Food Nutrients
- Bovine Trichomoniasis Control Program

Level 2
- Common Knots
- The Battle Against Disease
- Post-Mortem Examinations
- Animal Assisted Therapy
- Drug Residue Avoidance Program

CONTEST SCHEDULE

Please note: This schedule may be modified slightly once applications are received.

8:30-8:45am	Volunteer Arrival & Check-in	329 VMA
8:45-9:00am	Volunteer Orientation	329 VMA
9:00-9:10am	Participant Arrival & Check-in	329 VMA
9:10-9:30am	Participant Orientation	329 VMA
	Level 1	
9:30-10:10 am	Skills	330 VMA
10:15-10:35 am	Quiz	A: 329 VMA B: 326B (Hold)
10:35-10:55 am	Quiz	B: 329 VMA A: 326B (Hold)
10:50-11:30 am	Written	331 VMA
	Level 2	
9:30-9:50 am	Quiz	A: 329 VMA B: 326B (Hold)
9:50-10:10 am	Quiz	B: 329 VMA A: 326B (Hold)
10:15-10:55 am	Written	331 VMA
11:00-11:40 am	Skills	330 VMA
11:40	Break for Lunch	331 VMA
	Tabulation	326A VMA
12:10pm	Announcement of Final Round Contestants	329 VMA
12:15pm	Final Round Contestants to Holding Room to draw for order	330 VMA
12:30pm	First Communication Round Contestant Enters Prep Room	326A VMA
12:45-2:15pm	Final Communication Round	329 VMA
2:15-2:30pm	Final Tabulation	326A VMA
2:30pm	Awards Presentation	329 VMA

CONTEST RESOURCES

- *Veterinary Science: Preparatory Training for the Veterinary Assistant*
  Author: Floron C. Faries, Jr.
  http://aevm.tamu.edu/4-h-veterinary-science/handbook-information/books/

- *Texas 4-H Veterinary Science Lesson Plan Model*. The *Lesson Plan Model* indicates which lesson topics will be covered in each level of the skillathon. Level 1 of the skillathon will cover information listed in lessons 1-60. Level 2 of the skillathon will cover information listed in Lessons 1-100.
  http://aevm.tamu.edu/files/2011/09/VSLesson_Model2.pdf

- *Texas 4-H Veterinary Science Clinical Skills Model*. The attached *Clinical Skills Model* indicates which skills will be covered in each level of the skillathon. Level 1 of the skillathon will cover information listed in Clinical Skills Categories 1-12. Level 2 of the skillathon will cover information listed in Clinical Skills Categories 1-20.

- *Texas Veterinary Medical Association's Veterinary Assistant Skills Validation Checklist*. The *TVMA Checklist* provides further explanation of the twenty (20) clinical skills categories listed in the *Texas 4-H Veterinary Science Clinical Skills Model*. The *TVMA Checklist* will be used as a guide when selecting skills for the skillathon.
   http://aevm.tamu.edu/files/2010/06/Veterinary-Assistant-Skills-Validation-Checklist.pdf

HELP NEEDED CONDUCTING THE CONTEST
County Extension Agents and screened volunteers will be needed on the day of the contest to help. Assistance will be needed for many different parts of the contest including check-in, group leaders, score keepers, tabulation, etc. If interested, contact one of the Contest Superintendents.

CONTEST SUPERINTENDENTS
If you have any questions, please contact one of the following:

Laura A. Huebinger
Extension Program Specialist
4-H & Youth Development
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Texas 4-H Veterinary Science Lesson Plan Model

This is a suggested model for teaching 4-H members in the 4-H Veterinary Science project. This list can be modified to fit the needs of each county.

Texas 4-H Veterinary Science Skillathon. Level 1 of the skillathon will cover information listed in Lessons 1-60. Level 2 of the skillathon will cover information listed in Lessons 1-100.

Lesson	Subject
1	The Profession of Veterinary Medicine
2	The Veterinary Assistant
3	Animals and Society
4	Office Procedures
5	Client Communications
6	Employee Communications
7	Clinic Infectious Disease Control
8	Storage of Foods
9	Caring for Patients
10	Pain Recognition
11	Environmental Sanitation
12	Bedding and Housing of Patients
13	Anatomy and Physiology of Animals
14	Integrated Resource Management
15	Records & Record Keeping
16	Marketing Animals
17	Preparing Livestock for Shipment
18	Interstate & International Movement of Animals
19	Brucellosis & Tuberculosis Eradication Programs
20	Rabies Control Program
21	Reading Animal Behavior
22	Vital Signs
23	Genetics
24	Determining the Age of Animals
25	Breeds of Dogs & Cats
26	Breeds of Livestock
27	Essential Food Nutrients
28	Nutrition and Management of Dogs, Cats, & Exotic Pets
29	Nutrition and Management of Livestock
30	Introduction to Handling and Restraining Animals
31	Common Knots
32	Handling and Restraining Dogs and Cats
33	Handling and Restraining Livestock
34	Handling and Restraining Rodents, Rabbits, & Exotic Animals
35	Dehorning, Castrating, & Docking

36	Collecting & Handling Semen
37	Artificial Insemination
38	Reproduction & Rectal Palpation in Cattle
39	Weaning Calves
40	Assistance at Birth
41	Physical Examinations
42	First Aid
43	Applying Bandages
44	Handling & Administering Medications
45	Rehabilitation
46	Bacteriologic Tests
47	Fecal, Blood, & Urine Examinations
48	Special Examinations
49	Radiology
50	Post-Mortem Examinations
51	Genetics & Disease
52	The Battle Against Disease
53	Food & Animal Diseases
54	Economic Losses
55	Anthrax Control Program
56	Pseudorabies Control Program
57	Pullorum-Typhoid, Avian Influenza, & Exotic Newcastle Disease Control Programs
58	Bovine Trichomoniasis Control Program
59	Vesicular Stomatitis Control Program
60	West Nile Encephalitis Control Program
61	Diseases Common to Humans & Animals
62	Animal Assisted Therapy
63	Causes of Infectious Diseases
64	Infectious Diseases: Digestive System
65	Infectious Diseases: Respiratory & Reproductive Systems
66	Infectious Diseases: Integumentary System
67	Infectious Diseases: Cardiovascular & Lymphatic Systems
68	Infectious Diseases: Musculoskeletal System & Nervous Systems
69	Infectious Diseases: Special Senses & Generalized Conditions
70	Nutritional Diseases
71	Reproductive Non-Infectious Diseases
72	Chemical Poisoning
73	Toxicity of Insecticides
74	Poisonous Plants
75	Miscellaneous Non-Infectious Diseases
76	Food Safety Program
77	Drug Residue Avoidance Program
78	Carcass Disposal Regulations
79	Medical Waste Disposal

80	Animal Welfare Regulations
81	Prevention
82	Treatment
83	Controlling Internal Parasites
84	Controlling External Parasites
85	Veterinary Biological Products
86	Disinfectants
87	Dietary Management of Small Animals
88	Quarantines & Eradication Programs
89	Sterilization
90	Disinfection
91	Surgical Instruments & Technology
92	Surgical Preparation & Procedures
93	Anesthesia
94	Preparing Hands & Field Operation
95	Sterile Gloves & Gowns
96	Pesticide Regulations
97	Laws Related to Veterinary Medicine
98	Natural, Accidental, & Intentional Outbreaks of Disease
99	Emergency Animal Management During Disasters
100	Clinic Emergency Management Plans

Texas 4-H Veterinary Science Clinical Skills Model

This is a suggested model for teaching clinical skills to 4-H members in the 4-H Veterinary Science project that should complement the Lesson Plan Model. *This list can be modified to fit the needs of each county.*

This document lists twenty (20) categories of clinical skills. The *Texas Veterinary Medical Association's Veterinary Assistant Skills Validation Checklist* provides further explanation of these twenty (20) clinical skills categories.

Texas 4-H Veterinary Science Skillathon. Level 1 of the skillathon will cover information listed in Clinical Skills Categories 1-12. Level 2 of the skillathon will cover information listed in Clinical Skills Categories 1-20.

Category	Clinical Skill
1	Monitoring drug inventory
2	Cleaning and exercising animals
3	Feeding and watering animals
4	Cleaning animal housing
5	Communicating with clients on admitting animals − Taking reasons, history
6	Recording medical records − History − Examination − Vital Signs
7	Handling instruments
8	Handling equipment
9	Handling animals − Calming, moving − Weighing − Restraining
10	Examining animals − Temperaturing
11	Monitoring behavior of animals
12	Performing sanitary procedures
13	Collecting lab samples − Feces, blood, urine, skin
14	Taking radiographs
15	Medicating animals
16	Bandaging animals
17	Preparing surgical packs
18	Assisting in surgery
19	Recording medical records − Treatment
20	Communicating with clients on dismissing animals − Instructions, educational materials