Rules for Team, Artistic, and Individual Competitions
TWS Southeastern Wildlife Conclave 2016
Eastern Kentucky University

Quiz Bowl rules are listed in a separate document. Recent additions are in red font, deletions have strikethroughs.

TEAM COMPETITION

Each school enters as one team; there is no limit on the number of participants per team. Stations will be set up along a marked route and teams will be allowed a set amount of time to get to each station and complete the questions. Ph.D. students cannot participate in the team field event.

Stations will cover a wide variety of natural resources-related topics including, but not be limited to, plant and animal identification, equipment usage, techniques, habitat assessment, and fun stations. At least two water stations will be present. Teamwork will be emphasized. The course will be at least 1 mile in length and take approximately 2 hours to complete. There will be 20-23 stations. Teams will be given 5-7 minutes (exact interval TBD) to walk/run to the next station and complete a list of questions or activities. Team members should wear appropriate clothing and footwear. Scores from all stations will be totaled to determine winners.

ART COMPETITIONS

General Rules:

Entries for the creative and talent competitions must be submitted at check in. Materials will be on display until judging. All entries in each category will be judged and ranked and applied towards the overall scoring.

The decision of the judges will be final. Entries must have a wildlife-related theme. There will be a limit of one entry per school per category. All submissions must contain a wildlife related subject and have been completed (or taken) within the last year since Conclave 2015. Photographs or other depictions of animals must be native to North America and must be free ranging (e.g., not captive or in enclosures). Entries must be matted or framed. 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.

Landscape Photography

Photo must be taken by the student. Photo must be in landscape layout. Photos will be judged on criteria including originality, technical excellence, composition, artistic merit, and overall impact.

Trail Camera Photography
Must be from a personal trail camera. Photos will be judged based on criteria including clarity, uniqueness, and interesting subject matter.

**Digitally Enhanced Photography**

Original photos must be taken and manipulated by the student and photographs may be manipulated for artistic purposes by applying digital and/or traditional special effects (i.e. colorizing, toning, collage, photo composites, HDR, etc.).

**Non-Manipulated Photography**

Photos must be taken by the student. Only minor burning, dodging and/or color correction is acceptable, as is cropping.

**Painting**

Must be original painting by the student of any form including but not limited to oil, pastels, watercolor, or fresco.

**Drawing**

Must be original drawing by the student of any form including but not limited to pastels, pencil, charcoal, or ink.

**Free Form**

Must be original artwork of the student including but not limited to sculpture, textiles, carvings, taxidermy, or mixed-media.

**Poetry: National Park Centennial**

Write a poem centered on the upcoming 100th anniversary of the founding of the U.S. National Parks Service. The verse should celebrate the achievements and future of the parks, and reflect on the value of the parks for recreation, conservation, and historical preservation. The poem must be evocative, and scientifically and ecologically accurate. The format of the poem is free verse and must be at least 10 lines.

**GAME CALLING COMPETITIONS**

- Waterfowl
- Turkey
- Cervid
- Miscellaneous

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.

Note that the results of this competition will not be added in to the overall score for your school. However, the top 3 finishers in each category will be recognized with plaques at the banquet.

INDIVIDUAL COMPETITIONS

Shooting Events Disclaimer:

FOR ALL FIREARMS (including archery) please bring equipment when you arrive to check-in. Please have equipment in a durable case where it will not be harmed (hard cases are preferred but not required). Also have shooter name, school name, & working mobile contact information in a visible location on the case. Ammunition will be provided for the firearms but you will need to bring your own arrows for archery.

For all shooting events SAFETY and COURTESY are first. If unsafe actions and rude behavior occur on the range, the Range Master is allowed to remove the shooter from the facility, disqualifying the shooter from his/her competition. Depending on the nature of the action, the student may be removed from all Conclave events and have legal action taken.

Archery

Wear closed toed shoes. The course can be muddy.

Equipment Requirements and Rules of the Competition

1. Bows Allowed: ONLY vertical bows (compound, recurve or longbow) NO CROSSBOWS.
2. Number of Arrows Recommended to Bring: 6-10
3. Only fixed hunting sights, bare bows, peep and slide bar sights will be allowed. No magnification or rangefinders allowed.
4. No extended sight bars longer the 5 inches past the furthest forward part of the arrow shelf to the furthest forward part of the front of the sight assembly.
5. Only one (1) stabilizer, not to exceed eight and one quarter (8 1/4) inches from the point of attachment to the bow, will be permitted.
6. No minimum vane or fletching length.
7. Only target points will be allowed. No blunts, judos, or broadheads (expandable or fixed).
8. Shooters should have their arrows crested in a manner that allows the shooter to distinguish their arrows from the other participants.
9. No sights will be adjusted on the line. Time will not be given before the match to sight-in bows.
10. Any arrow released prematurely that the shooter cannot reach from the shooting station will count as their shot.
11. Arrow tips cannot be drawn past the face of the bow or rear of the arrow shelf.
12. Shooters are allowed 1.5 minutes at each of the shooting locations.
13. The competition will be in the form of a 3D Animal Archery Competition
14. The Two (2) shots will be fired from each of the shooting locations. After firing, arrows can be retrieved and score recorded.

15. Any arrow stuck in the body outside of the vitals will be 5pts and vital rings will be 8, 10, and 12 pts. Total possible points for the whole round is 60. Any arrows that do not stick into the target will be counted as 0 points.

16. Ties will be broken by sudden death center shots. Each shooter will get one arrow and the closest arrow wins. If arrows are the same distance from center then another round will be fired.

**Shotgun- Skeet**

Rules, Regulations, and Scoring

1. Shotgun: 12 gauge ammunition will be provided therefore you must bring a 12 gauge shotgun to compete. Shot size will be- 7 ½, no high brass, and 1- 1/8 oz. shot.

2. Shotguns are recommended to be pump action or semi-auto (or any other action that is not single-shot) and able to hold (2) shells at one time without reloading. No more than two (2) shells shall be loaded at a time.

3. Open choke is recommended, not required, for competition.

4. The skeet competition will contain 8 stations.

5. To Score a Hit:
   a. A visible piece of the clay must be seen coming off by the scorer. If the scorer calls a “lost bird” and the shooter saw a piece, then the shooter must protest before the next person on the firing line shoots. The protest can be supported by another shooter; however the scorer has the final say.

6. Shooter will be required to shoot at each thrown clay or it will be marked as a “loss”. In the event of a firearm malfunction, the shooter will get another clay. Should the malfunction continue, the shooter may use another firearm. However, if the shooter fails to fire because the firearm was on safety then the clay will be counted as a “loss”. Shots fired out of order will be marked as “lost”. The appropriate shooter will then fire.

7. 1st – 3rd ties will be broken by a shoot-off decided upon by Range Master. All other ties necessary to be broken will be based on longest run of “hits”.

**Riflery**

Participants must bring their driver’s license to the competition. A separate waiver must be completed and turned in at registration.

This Competition is designed to mimic scenarios one might encounter working in the field with wildlife and emphasizes safety, speed, skill, and accuracy. All Competitors must follow the regulations and commands of the Range Safety Officer (RSO) at all times. Failure to do so will result in immediate dismissal/disqualification from the competition.

1. Competition limited to one (1) individual per school.

2. Firearms
   a. Firearm limited to .22 Long Rifle caliber. Recommended semi-automatic action, however bolt action is permitted.
b. Only factory iron sights permitted.
c. Minimum **magazine** size of **nine (9)** rounds; no other restrictions on magazines
d. No other firearms allowed.

3. Firearms Transport & Storage
   a. All firearms must be transported unloaded with actions open.
   b. Removable magazines must be detached.
   c. Firearms must be checked in with the Riflery Competition Coordinator upon arrival at the registration/check in.
   d. Firearms must be in a case clearly labelled with owner's name, home university, and current cell phone number.

4. Targets & Ammunition
   a. Targets used shall be NRA A23/3 Small-Bore Rifle targets and will be provided.
   b. Ammunition will be provided.

5. Competition
   a. Competition consists of three timed stages, each using NRA A23/3 Small-Bore Rifle targets. Each target has three bullseyes; top, mid, and bottom.
   b. Shooters have ten seconds at each stage to transition from “Low Ready” to “Standing Offhand” position and fire one round at each target bullseye for a total of three shots per stage. A ten second pause will separate each stage.
   c. Contestants may fire at each bullseye in any vertical order.
   d. No more than one round may be fired at each bullseye per stage.
   e. No more than three rounds may be fired at each stage.
   f. Competition progresses as follows using three consecutive stages:
      i. 3 Bullseyes @ 15 yards
      ii. 3 Bullseyes @ 20 yards
      iii. 3 Bullseyes @ 25 yards
   g. Misfires and jams may be cycled/cleared, and the competitor may resume firing, but the competitor will not be granted extra time or an opportunity to redo that round.

6. Scoring
   a. Point scoring based on shot placement within scoring rings as determined by the judging panel. If a shot splits a line on the target, it will receive the highest value.
   b. Missed shots count as zero.
   c. Highest total score (9 bullseyes total) wins.
   d. Judging panel’s decisions are final and incontestable.

7. Tie-Breaker
   a. In the event of ties involving the top 3 places, the winner will be determined by a sudden death timed simultaneous single-shot shootout at one bullseye placed at a distance of 25 yards.
   b. Shooters will have five seconds to transition from “Low Ready” to “Standing Offhand” position and fire.
   c. Best shot wins.
   d. Repeat as necessary in the event of a tie-breaker tie.

8. Penalties
   a. Violation of any of these rules or the commands of the RSO result in immediate disqualification and competitor must retire from the competition.
b. Timing infractions (false starts and/or firing after time ends) result in immediate disqualification and competitor must retire from the competition.

Canoeing

Each school can enter one team that consists of two people. The event will be a time trial that will include navigating obstacles. Failure to properly navigate obstacles will result in time penalization. Multiple canoes may start simultaneously. Canoes, paddles, and lifejackets will be provided.

Obstacle course

The course is rigorous with a high chance of becoming muddy and wet. Each school may enter one team of two (2) to four (4) members. Each team will be responsible for completing a series of tasks that are physically and mentally challenging. Be prepared to get wet and dirty, so bring a change of clothes, a towel, and wear proper shoes. Winners will be determined based on time required to complete the course. Detailed course rules will be posted 1-2 weeks before conclave.

Fly Casting

Each school can enter one individual. Rods must be 5 or 6 weight. The leader should be 9 feet long and tapered to 4X. Flies will be provided. There will be a total of 5 to 8 stations, and you will be asked to cast into targets of concentric rings with and without obstacles. You will have 3 casts at each station. Points will be awarded based on accuracy. In the event of a tie, the number of casts per station will determine the winner.

Radio-telemetry

Each school may enter one team consisting of one or two individuals. The radio-telemetry competition will include triangulation and homing. The homing component has been removed. Each team should provide their own compass, but several loaners will be available. We will have protractors available.

Each team will be required to use triangulation to record and map bearings from pre-determined stations to estimate the location of two transmitters. Teams will have a time limit at each station, which will include travel time between stations. Receivers, antennas, and maps, and compasses will be provided. For each transmitter, teams will record and map bearings and then estimate coordinates from a UTM gridded map. After visiting all stations teams will be given up to 20 min to finish mapping and recording coordinates. Judges will calculate the error distance between estimated and true transmitter locations, and average the error distance among all transmitters. Note: teams that plan to use protractors should be aware that the declination at our site is 5.67° W. If the teams orient their maps to magnetic north, and then use their compass to draw bearings then no adjustment for declination is necessary.
For the homing component, each must find one transmitter hidden in a fixed location and attached to a stuffed animal. Teams will be timed and must record the species of animal. Touching or otherwise moving the transmitter or animal will result in disqualification.

Scoring will be determined by averaging the distance error of the two triangulation transmitters and then adding a homing penalty based on the number of seconds greater than the homing time of the fastest homing team (5 sec = 1 meter). The team with the combined lowest score (average error distance of triangulation plus converted time distance relative to fastest group for homing) will be the winner.

Dendrology

Each school may enter one contestant. A total of 20 trees will be shown to the group of contestants. These 20 trees will be flagged and numbered for the competition. Answers must be written and submitted to the judges within three minutes per tree. Each tree must be identified with the scientific name (genus + specific epithet), botanical family and common name. The author’s name may be omitted. Each tree provides a maximum of four points. One point each for the genus, specific epithet, family and common name. All words must be correctly spelled for each of the four required components to receive credit for that part. Scientific names must be underlined to receive any credit. Family and common names should not be underlined. Contestants may break twigs, pick and crush leaves or cut into the bark. Hand lenses and binoculars may be used (contestants must provide their own). The contest is closed-book and closed-notes. No manuals, references or keys may be used. Contestants may not copy from another contestant. Contestants failing to follow this rule will be disqualified.

Orienteering

Each school is allowed to enter one team consisting of one or two persons to complete an orienteering course at Carnes Farm on EKU’s campus. Each team should provide their own compass, but several loaners will be available. The start will be staggered with two-minute intervals between teams. Only one team at a time will depart the Starting Line.

Using only a compass, and a list of magnetic bearings and distances (in both English and Metric units) provided at the beginning of the event, participants must correctly traverse the course. The bearing received by each team will already have been adjusted for declination. When the event begins, the initial team will be given the list of bearings and distances, and a scorecard for recording correct location markers. The initial team will have no more than two minutes to prepare and review the list of bearings and distances, and must then begin the course. Each subsequent team will receive their detailed instructions only after the previous team has departed the starting line.

The course consists of 15 navigation points. These navigation points will be marked by orange and white posts, each with a unique number character combination, which participants will record on their scorecard in the correct order. The course includes a number of decoy orange and white posts. Upon completion of the course, the participants will present their scorecard to the course judge, who will then record the team’s gross time. Time deductions and penalties will be applied to the gross time for every correct and incorrect post. A correct post recording will
earn a twenty second (0:20) time deduction while an omission or incorrect post recording will earn a thirty second (0:30) time penalty. The team with the fastest adjusted time wins the competition.

We will provide compasses for the competition, but participants are highly encouraged to provide their own. The use of GPS, cell phones, calculators, or distance-measuring devices during the challenge are strictly prohibited. Tampering with the lanterns on the course in any way is also prohibited. Any participants found in violation of these regulations will be disqualified from the event. To maintain the integrity of the event, we ask all participants to leave cell phones behind or with the Course Judge. We will return all cell phones upon completion of the course. Long, thick sleeved pants and shirt are highly recommended since the course passes through shrubby thickets with blackberry and other thorn bushes.

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. Participants will have two minutes at each station, and will not be able to return to stations. Keys or I.D. guides of any kind are not allowed. Touching specimens will result in disqualification. Spelling counts, but up to half credit may be given to answers with minor spelling errors.

Field Photography

Each school may enter one (1) contestant. Get creative and capture an image that reflects the unique beauty we find in the field! Participants will have an opportunity to explore and photograph within a designated area and submit one photo for judging. Each ‘field’ submission will be uploaded directly from your camera and incorporated into a slide show for judging. Entries must be relevant to wildlife (including mammals, birds, reptiles, amphibians, insects, and spiders), landscapes, or plant life within the confines of the designated photography area. For overall conclave scoring purposes, this competition is grouped with the other Art events, but it is scheduled to take place at the same date and time as the other individual competitions.

Judging will be based on the following five criteria:

1. **Content**: The photograph should be relevant to wildlife such as mammals, birds, reptiles, amphibians, insects, spiders, landscapes, or plant life within the confines of the designated photography area.
2. **Composition**: The photograph should be simple with a sense of order (the Rule of Thirds).
3. **Clarity**: The subject of interest should be sharp and clear with depth and focal length enhancing the image.
4. **Lighting**: The important aspects of the photograph should be well lit. Colors should be as intense as possible, captivating to the eye, but still appear natural.
5. **Creativity**: The photograph should show the subject of interest in an unexpected way and in a new perspective.