



Young Farmer Challenge Information Package



Winners of the inaugural Crystal Brook Show
Young Farmer Challenge 2011



Fire Extinguisher Challenge
Crystal Brook Show 2011

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Introduction

The South Australian Agricultural Shows Next Generation Group would like to thank you for your interest in the Young Farmer Challenge. This document has been compiled to provide

information for those show committees who are interested in running a Young Farmer Challenge at their country show.

The Young Farmer Challenge is designed to provide entertainment and promote farming which showcases the involvement of South Australian youth in agriculture and rural communities. While these challenges have a focus on agriculture and farming, there is no prerequisite to be involved in farming and anyone from the public is encouraged to enter from a school teacher to a shearer.

The Young Farmer Challenge demonstrates some of the skills, equipment and techniques farmers use everyday as well as some fun activities anyone can participate in. Emphasis is placed on completing each activity within the best time frame but more importantly demonstrating the correct technique and safe work methods. We hope this fast paced and crowd interacting competition will have the potential to be a flagship event for 'young' people across South Australia.

It is hoped that this event will be utilised as a tool for engaging, educating and entertaining youth and the general public, whilst assisting in bridging the gap between rural and urban communities.

If you are interested in running the Young Farmer Challenge at your show, don't be concerned about how to put it into action, the Next Generation group will assist you along the way as much as possible.

Test the skills and talents of your local community, entertain your audience, build local enthusiasm and finds lots of helpers to share the work but most importantly have fun!

Finally I will finish by saying the Next Generation Group look forward to hearing all about your Young Farmer Challenge endeavors and supporting you where possible.

Andrew Hall
Young Farmer Challenge Coordinator
The Next Generation Group

Amanda Kroehn
Chairperson
The Next Generation Group

1.0 The Young Farmer Challenge

1.1 Background

The Young Farmer Challenge originated in the Eastern States of Australia. In February 2009 a trial Young Farmer Challenge was run at Crookwell Show and 8 teams from a variety of backgrounds participated. The event was held on the main arena in front of the bar and became a feature event at the Show. The Young Farmer Challenge was then officially launched at the Sydney Royal Easter Show in April 2009.

In 2011 the South Australian Agricultural Shows Next Generation Group was formed as an affiliated youth sub committee of the Agricultural Societies Council of SA Inc with support from the Royal Agricultural and Horticultural Society of South Australia.

Following the formation of the steering committee for the South Australian Agricultural Shows Next Generation Group, the Young Farmer Challenge was identified as an activity for the group to run and received unanimous support.

The South Australian Agricultural Shows Next Generation Group has taken on board this idea and is looking to drive the challenge to Country Shows state-wide. Interest in this event has been well received and the group has aspirations to hold a State Final at the Royal Adelaide Show in the future.

1.2 Rules

1. The winning team will be the team that completes all of the challenges **correctly and safely** and in the fastest time.
2. The Young Farmer Challenge teams will be made up of 4 people. Each minor challenge within the main challenge may require a different number of team members participating. ie. This challenge will be completed by 1,2,3 or 4 members of the team – depending on the difficulty of the challenge.
3. You must complete every challenge correctly before moving on to the next challenge. Each competitor will need to run back to their team to tag the next person so they can start the next challenge.

4. You must complete every challenge **safely** and using the appropriate footwear (covered) and Personnel Protective Equipment when required. Otherwise you will be penalised and the whole team will have to wait 30 seconds before that challenge can be completed again.
5. Each team will have one dedicated judge. That judge will watch every challenge you complete, record your times and observe if the challenge has been completed correctly.

1.3 Establishing challenges

To enable a Young Farmer Challenge (YFC) to be run smoothly please try to follow the advice below.

- Use materials, equipment and livestock that are easily accessible and can be borrowed or donated.
- Ensure the challenges can be quickly and easily set up and packed up.
- Watch the timing of the event, between 15-30 minutes is acceptable, remembering that you don't want to exhaust the participants – or the audience.
- Be creative about your challenges that you select for your show from the list.
- Keep it entertaining, and ensure the audience is engaged with fast challenges that are easy to follow. Try not to have 10 challenges that are too similar.
- Show Societies are encouraged to approach local businesses to sponsor the YFC held at their show. As a guide if the show society receives \$150 then \$80 for the winning team, \$40 for second and \$30 for third. However different combinations can be used for prize money allocation.
- The first YFC was free entry for competitors and we encourage you to keep it this way as it is a new event.
- To market your challenge, a flyer has been designed which you are welcome to modify for your show which can be found on page 13.

1.4 Running the Young Farmer Challenge at your show

The challenges selected to be run at each show will vary depending on the equipment and resources available at that time of the year and for that area.

Each show society is encouraged to liaise with the South Australian Agricultural Shows Next Generation Group to make sure all items are available to run the challenges successfully.

Below is the list of 30 challenges of which you may select between 8 and 10 from for your show. These are the ONLY challenges that have been approved by the Agricultural Societies Council of SA's insurance brokers. The rules and regulations of the Young Farmer Challenge must be read out to all competitors and a copy provided to them. All competitors must also read and sign the Young Farmer Challenge indemnity and waiver form. These forms are to be collected by the Young Farmer Challenge organisers.

New ideas for challenges need to be forwarded on to the South Australian Agricultural Shows Next Generation Group as they need to be approved by our insurance brokers. This will only be possible if the request is placed with enough time before the event is to be held.

Some equipment for the challenge is provided by the South Australian Agricultural Shows Next Generation Group such as the flag, while other equipment must be sourced by individual show societies.

1.5 General equipment required

This equipment is required to run the competition regardless of the challenges which are chosen.

******Please ensure you add these items to your equipment list******

- 40 x cone markers or witches hats
- 1 trestle/table for paper work
- Whiteboard & markers for results
- PA System
- White marker for marking the ground
- YFC Flag to mark where the event is on oval (can be borrowed from Next Generation group)

1.6 Challenges options

(8-10 Challenges are chosen at discretion of individual show committees)

List of Challenges
1. Pipe fitting - cut and join
2. Bag stitching of chaff and move to a different location
3. Using quad bikes to move 4 small square bales of hay
4. Put on CFS overalls and put out fire (empty cans) by fire extinguisher - knocking off the positioned cans
5. Potatoes thrown into a sack from a distance
6. Sewing a patch onto a pair of pants whilst they are worn by another team member
7. Sheep drenching – grab the team coloured animal in a pen of sheep and ‘drench’
8. Transferring a pile of dirt, with shovel and wheelbarrow
9. Rolling a bale of wool or big square/round hay bale
10. Kicking a footy – points based on distance, accuracy
11. One team member on a sack truck being pushed by another through an obstacle course
12. Sculling of milk (Farmers Union Iced Coffee or Chocolate)
13. Hay stacking of 12 small squares (3 bales per team member)
14. Setting up a portable electric fence
15. Lassoing of a cow cut out
16. Rolling up a swag
17. Decorating a cake
18. Footy handball
19. Shaving a balloon
20. Finding 3 light coloured sheep tags in a bag of straw
21. Applying a splint on someone’s leg
22. Reversing a quad bike onto a trailer or into a gateway
23. Building a sheep yard
24. Making a scare crow
25. Loading 10kg bags of grain onto a trailer
26. Shearing a sheep with coloured chalk
27. Egg and spoon race
28. Transfer 10L of water between two buckets using a litre jug measure, making sure there is 10L in the final bucket
29. Squeeze 250ml of orange juice into a jug
30. Driving a motor bike as slow as possible through an obstacle course

2.0 Challenge Descriptions and Equipment Required

**The equipment list is based on running heats of a maximum of 4 teams at a time. This may vary depending on the resources available at your show and can be modified accordingly.*

Please bear in mind that this list is based on everything working, so it is advised to have some spare materials.

Challenge	No. team members	Challenge description	Equipment
1. Pipe fitting -cut and join	2	A piece of poly pipe 40cm long will be required to be cut through, allowing the fitting of a joiner to be put into place. The 1 st team member holds the pipe while the 2 nd team member cuts it and then puts the joiner in place. Once the joiner is attached the next challenge can be started.	<ul style="list-style-type: none"> • 4 x hacksaws • 8-10 joiners and lengths of poly pipe
2. Bag stitching of chaff and move to location	2	The bag of chaff will need to be sewn up using needle and thread by the 1 st team member and then the bag is turned upside down (so the part that has been sewn is facing down) and the 2 nd team member carries the bag to the final location. When the bag is in the final location the next challenge can be started.	<ul style="list-style-type: none"> • 4 x large needles • Thread • 4 x full bags of chaff
3. Using quad bikes move 4 small square bales of hay	2	The quad bike needs to be reversed back to the hay stack and one bale loaded at a time by the quad bike rider and driven to the other end where the 2 nd team member unloads the bales and stacks them. When all bales are stacked the next challenge can be started.	<ul style="list-style-type: none"> • 4 x quad bikes • 4 x bike helmets • 16 small square bales • 8 x markers or witches hats
4. Put on CFS overalls and put out fire (empty cans) by fire extinguisher	1	A pair of CFS pants and overcoat must be put on correctly, along with gloves and eyewear. The team member then must grab the extinguisher and knock off the 5 individually positioned cans from the railing from 5m away. When all the cans have been knocked of the rail the next challenge can be started.	<ul style="list-style-type: none"> • 6 x full fire extinguishers (2 spare) • Access to water to refill • 20 x empty drink cans • 4 x Wooden planks or tables
5. Potatoes thrown into a sack from a distance	2	The 1st team member holds the bag (standard green shopping bag) open while the 2 nd team member throws the potatoes one at a time until they have 3 potatoes in the bag. They will be separated by a 6m distance and have 10 potatoes to throw. If all potatoes are thrown and the team still has not got 3 in they must collect all the potatoes and start again until they have 3 in the bag. When 3 potatoes are in the bag the next challenge can be started.	<ul style="list-style-type: none"> • 40 x potatoes • 4 x shopping bags • 8 x markers or witches hats
6. Sewing a patch onto pants while they are worn	2	The 1st team member must put on the pair of pants supplied and the 2 nd team member then stitches the patch on. 5 stitches are required and when the patch is on (so it doesn't fall off) the next challenge can be started.	<ul style="list-style-type: none"> • 4 x pants • 4 x needles • Thread
7. Sheep drenching – Grab the team coloured animal in a pen of sheep and 'drench'	1	The 1 st team member grabs the drenching gun which has water in it while the 2 nd team member gets into the pen and grabs their team coloured sheep. The 1 st team member drenches the sheep and then 2 nd team member returns the sheep. Once the sheep is secured back in the pen the next challenge can be started.	<ul style="list-style-type: none"> • 4 x drenching guns • 4 x sheep • 4 x different coloured raddle or spray colours • Pens for sheep • Water for drench gun

8. Transferring a pile of dirt, with shovel and wheel barrow	2	The 1 st team member needs to fill the wheel barrow with the dirt while the 2 nd team member holds the wheelbarrow. The dirt is transferred from one pile to another which are on tarps (or something similar), however teams cannot lift the tarp to make transfer easier. When all dirt has been moved the next challenge can be started.	<ul style="list-style-type: none"> • 4 x wheel barrows • 4 x shovels • 4 wheel barrow loads worth of dirt • 8 x markers or witches hats
9. Rolling a bale of wool or big square/round hay bale	4	As a team push either the bale of wool or hay the full distance from the start to the finish line. When the bale is over the line the next challenge can be started.	<ul style="list-style-type: none"> • 4 x large wool or hay bales • 8 x markers or witches hats • Loader to move bales from transport
10. Kicking a football through a hoop	2	The 1st team member holds the hoop (can be a children's hoola hoop) to the side and the 2 nd team member lightly kicks the ball through the hoop. They have unlimited attempts and are separated by 5m. Once the ball is through the hoop they the next challenge can be started.	<ul style="list-style-type: none"> • 4 x footballs • 4 x hoops • 8 x markers or witches hats
11. People on sack trucks with obstacle course	2	The 1st team member stands on the sack truck while the 2nd team member pushes the sack truck around the obstacle course as quick as possible. When the 1 st team member has reached the end of the course (they must stay on the sack truck for the whole time) the next challenge can be started. Should they fall off at any time, they must start again.	<ul style="list-style-type: none"> • 4 x sack trucks • 4 x wooden planks • 20 x markers or witches hats •
12. Sculling of milk (Farmers Union Iced Coffee or Chocolate)	4	All team members participate in this activity. Each team member must scull a PLASTIC cup of milk and as each cup is emptied it must be turned upside onto your head. If a participant is lactose intolerant they may skull an alternative drink. An added option is making all the participants run 40m in oversized gum boots before starting the skull. When all team members have skulled their drink the next challenge can be started OR it can be the last challenge.	<ul style="list-style-type: none"> • 4 x PLASTIC cups • 4 x pairs of XXL gumboots • Iced Coffee / Chocolate • Bucket of water to rinse cups
13. Transfer of 12 small square bales	4	Each team member must carry three bales, either two at once or individually. These must be then stacked correctly in 2 levels, with one member to stand on the top and yell out 'I'm king of the world'. Once this has been yelled the next challenge can be started.	<ul style="list-style-type: none"> • 48 x small bales of hay • 8 x markers or witches hats
14. Setting up a portable electric fence	2	The 1st team member pushes in 6 white tread ins and rolls out the reel of wire. The 2 nd team member assists with the roll out of wire and with putting it into place. The 1 st and 2 nd team member puts the 'strainer posts' in at each end. Once the fence is constructed the next challenge can be started.	<ul style="list-style-type: none"> • 4 x Portable Fencing reels with 30m of poly wire rolled on • 40 x Tread in fence droppers • 8 x End strainers
15. Lassoing of a cow cut out	1	One team member must put on a cowboy hat, yell out 'Yeeeha' and lasso the cut out of a cow provided. If the competitor does not get the cut out in the first time, every subsequent attempt must be conducted with the call of 'Yeeeha' before aiming for the cut out. Once Yeeeha is yelled the next challenge can be started.	<ul style="list-style-type: none"> • 4 x cow cut outs • 4 x ropes in a lasso • 4 x cowboy hats (optional) • 8 x markers or witches hats
16. Rolling up a swag	2	The 1 st team member unrolls the swag and the 2 nd team member has to roll up and carry it back to their team. Once the swag is back with the team the next challenge can be started.	<ul style="list-style-type: none"> • 4 x swags • 8 x markers or witches hats
17. Decorating a cake	1	Using the materials provided create a picture on the top of a cake which depicts a show scene. Once the scene is created the next challenge can be started.	<ul style="list-style-type: none"> • 4 x cake decorating kits • 4 x recently iced cakes (so that decorations stick)

18. Footy handball	2	The 1 st team member has to handball and hit the target and the 2 nd team member collects the ball from a set distance of 5m. Once the 1 st team member successfully hits the target they swap with the 2 nd team member who then hits the target. Once both members have hit the target the next challenge can be started.	<ul style="list-style-type: none"> • 12 x footballs • 4 x fixed targets • 8 x markers or witches hats
19. Shaving a balloon	2	1 st team member to apply the shaving cream and hold the balloon for the 2 nd person to shave the balloon without popping the balloon in the process. Once the balloon has been shaved the next challenge can be started.	<ul style="list-style-type: none"> • 4 x razors • 1 x packet of 20 balloons • 4 x bottles of shaving cream
20. Finding 3 light coloured sheep ear tags in a bag of straw	2	The 1 st team member pours a chaff bag of straw onto a tarpaulin and then the 1 st and 2 nd team members sort through the straw until they find 3 sheep tags. When all sheep ear tags have been found the team members must pack all straw back into the chaff bag. All straw must remain on the tarpaulin when looking for the sheep ear tags. Once all hay is back in the chaff bag the next challenge can be started.	<ul style="list-style-type: none"> • 12 x ear tags • 4 x chaff bags of straw • 4 tarpaulins
21. Applying a splint on someone's leg	2	The 1 st team member is to lay on the ground with a sore leg. The 2 nd team member must put on the gloves and apply bandages and splints the leg, Once the team member has their splint applied the next challenge can be started.	<ul style="list-style-type: none"> • 4 x Bandage • 4 x splints • 4 x pairs of gloves
22. Reversing a quad bike	2	The 1 st team member to reverse the quad bike with the 2 nd team member guiding them either onto a trailer or into a designated gateway (made out of markers or witches hats). Once the trailer is where it should be the next challenge can be started.	<ul style="list-style-type: none"> • 4 x quad bikes & helmets • 4 x trailers & ramps • 12 x markers or witches hats
23. Building a sheep yard	2	The 2 team members to work together to assemble a simple set of portable sheep yards. Once the yards have been constructed the next challenge can be started.	<ul style="list-style-type: none"> • 4 x sets of portable sheep yards
24. Making a scare crow	4	Team make scarecrow using all of the available resources. Once the scarecrow is created and is free standing the next challenge can be started.	Provide materials to make a scarecrow. i.e straw, clothing, string, brooms or poles and hats
25. Transporting 10kg bags of grain onto a trailer/ tables/ trestle	4	The team must transfer a 10 kg bag of grain from the starting point to their trailer/tables/trestles (40m away). However each team member can only run for 3 seconds at a time before passing the bag to another team member. If a team member runs more than 3 seconds they will have to run backwards 4m before starting again. All team members must participate in the activity and may walk or run. Once the bags have been transferred the next challenge can be started.	<ul style="list-style-type: none"> • 4 x trailers/tables/trestles • 4 x 10kg bags of grain • 4 x markers or witches hats
26. Shearing a sheep with coloured chalk	2	The 1 st team member must catch a sheep and then assist in holding the sheep. The 2 nd team member must 'shear' the sheep with the chalk. If the team member doesn't 'shear' and just covers the sheep with chalk they will have to let the sheep go and catch it again. Once the sheep has been shorn the next challenge can be started.	<ul style="list-style-type: none"> • 4 x shorn sheep • 4 x raddles or spray colours • Pens for sheep
27. Egg and spoon race	4	The teams split into two groups with two people at each end. The activity works as a relay with the same egg used back and forth. The team must transfer the egg from one spoon to the other without the use of hands. If an egg is dropped during a leg the remainder of the lag has to be done backwards and if it is dropped during transfer the next leg has to be done backwards. Once the relay is finished the next challenge can be started.	<ul style="list-style-type: none"> • 4 x eggs (spares eggs required) • 16 x spoons • 8 x markers or witches hats

28. Transfer 10L of water between two buckets using a litre jug.	4	Each team member takes a turn at transferring water in a litre jug from the full bucket to the empty bucket until there is 10L. Once 10L is transferred the next challenge can be started.	<ul style="list-style-type: none"> • 4 x 10L buckets • 4 x 15L buckets • 60 liters of water • 4 x 1L jugs • 8 x markers or witches hats
29. Squeeze 250ml of orange juice into a jug	2	The 1 st team member holds the jug and monitors the amount of juice. The 2 nd team member squeezes the oranges and once there is 250ml of orange juice the next challenge can be started.	<ul style="list-style-type: none"> • 40 x oranges (plus spares due to range of sizes) • 4 x juice squeezes • 4 x measuring jugs • 4 x tables/trestles
30. Driving a motor bike as slow as possible through an obstacle course	1	The team member must ride a motor bike as slow as they can without stopping through an obstacle course. The last person to reach the start without stopping or touching the ground with their feet starts first for the remaining challenges. If they stop or touch the ground with their feet they get an extra 5 seconds handicap for the start of the next race. Please note that this challenge must be run as the first challenge. When the team's finish they do not go straight onto the next challenge as the next challenge will start with the team who finished last (handicap).	<ul style="list-style-type: none"> • 4 x 90-175 cc motor bike • 16 x hay bales • 40 x markers or witches hats • Planks of wood or sleepers

3.0 Young Farmer Challenge Contacts

Join the South Australian Agricultural Shows Next Generation Group Facebook page (<http://www.facebook.com/groups/175299709190622/>) to keep up to date on all shows and events being run. Keep in touch with the Next Generation Group and share your ideas, talk about any issues you may have had and support each other.

For more information or if you have any questions about the Young Farmer Challenge or the South Australian Agricultural Shows Next Generation Group, please use the following contacts.

South Australian Agricultural Shows Next Generation Group Contact

Rural Services – Next Generation Liaison

Nikki Ward

Ph: (08) 8210 5231

nextgen@sacountryshows.com

Young Farmer Challenge Contact

Andrew Hall

0418 802 834

texelpie@hotmail.com



The Young Farmer Challenge

at the
Murray Bridge Agricultural and Horticultural Society Inc Show
Sunday 25th September 2011

Aim

To complete all challenges in the safest manner and fastest time through a team relay format

All you need is a team of 4 people

Males and Females welcome
Must be over 18 years of age

Involves 10 rural based challenges such as:

Setting up a portable fence
Stacking small squares
Sack truck obstacle course

Please contact the **Murray Bridge Show Society** by the 19th of September
on (08) 8531 0248 for more information or to register your team.





Young Farmer Challenge

Steward Score Sheet

Steward Name: _____

Team Challenges – *insert your selected challenges in each column below*

TEAM	<i>eg. Roll up Swag</i>	<i>Footy Handball</i>	<i>Sew on Patch</i>	<i>Shaving Balloon</i>	<i>Water Fire</i>	<i>Hay Stacking</i>	<i>Sack Truck</i>	<i>Egg & Spoon</i>	<i>Pipe Fixing</i>	<i>Skull Milk</i>	FINAL TIME	PLACING

***Please tick each box as your team successfully completes each activity.
Once your team has completed the course, hand this sheet back to the official scorer to collate times.***



Agricultural Societies Council of South Australia Incorporated

Young Farmer Challenge competition

Rules and Regulations of the Competition

1. Participants must be a minimum of 18 years of age.
2. The Competition is open to both male and female participants.
3. Participants must adhere to Occupational Health, Safety and Welfare standards (as per the *Occupational Health, Safety and Welfare Act 1985* and *Occupational Health, Safety and Welfare Regulations 2010*) when, but not limited to, lifting or rolling of objects are required.
4. Participants must wear covered appropriate footwear and appropriate clothing for outdoor and farm related activities.
5. Participants must at all times wear the personal protective equipment (PPE) supplied by the Next Generation Group for any challenge where it is required. Failure to wear the PPE supplied will be at the individual's own risk and any injury resulting from not wearing such safety equipment will not be the responsibility of the Next Generation Group.
6. The *Young Farmer Challenge* competition organisers have the right to refuse any team or team member's participation in the *Young Farmer Challenge*.
7. Participants must at all times listen, respect and agree to follow and adhere to the verbal and written instructions as outlined by the Competition Organisers, Stewards and Judges.
8. A demonstration will be provided prior to the commencement of the competition to clarify the standards and requirements of each challenge.
9. Participants must stay in their team's designated area during the competition until told otherwise by the Stewards.
10. All participants are to be sober and coherent and not under the influence of drugs or alcohol.
11. Judges' decisions are final.
12. Participants must act respectfully and responsibly towards their team members and fellow participants and participate in the *Young Farmer Challenge* with the intent of goodwill.
13. Equipment must be used in the appropriate manner. Any deliberate misuse and consequential damage to equipment will result in the participant who caused the damage paying for costs incurred.
14. Participants do not need to be a member of the Next Generation Group or a show society to be eligible to compete in the *Young Farmer Challenge* competition.
15. Challenges selected by any given show society can only be chosen from the approved list of challenges as outlined in the *Young Farmer Challenge* information package.



Agricultural Societies Council of South Australia Incorporated
Young Farmer Challenge competition
Participants Indemnity and Waiver

RISK WARNING

The Agricultural Societies Council of South Australia advises that the participation, including passive participation, in the Young Farmer Challenge competition at any agricultural show contains elements of risk, both obvious and inherent. The risks involved may result in property damage and/or personal injury including death.

1. I the signatory acknowledge, agree, and understand that participation, including passive participation, in the Young Farmer Challenge competition at any country show contains an element of risk or injury and I agree that I undertake any such risk voluntarily of my own free will and at my own risk.
2. I the signatory acknowledge the risk referred to above and agree to waive any and all rights that I, or any other person claiming through me, may have against the *South Australian Agricultural Shows Next Generation Group* in relation to any loss or injury (including death) that is suffered by me as a result of my participation in this event.
3. The signatory must continually indemnify the *South Australian Agricultural Shows Next Generation Group* on a full indemnity basis against any claim or proceeding that is made, threatened or commenced and any liability, loss (including consequential loss and loss of profits), damages or expense (including legal costs on a full indemnity basis) that the *South Australian Agricultural Shows Next Generation Group* incurs or suffers, as a direct or indirect result of the undersigned's participation in any event held by the *South Australian Agricultural Shows Next Generation Group*.
4. I have agreed to be in photographs and video footage taken during the Young Farmer Challenge competition. I consent to these photographs and video footage being reproduced in any publications, displays or paid advertising in connection with the promotion of South Australian Country Shows, the South Australian Agricultural Shows Next Generation Group and the Royal Adelaide Show.
5. I have read on page one the rules and regulations of the Young Farmer Challenge competition and agree to adhere to them.

I have read this Indemnity and Waiver form and acknowledge and agree with its contents. I have made any further enquires which I feel are necessary or desirable and fully understand the risks involved in this activity.

Name:.....

Address:.....

Signature:.....

Date:/...../.....

Signed for and on behalf of [name of Show Society]

Name:.....

Signature:.....

Date:...../...../.....



Young Farmer Challenge

Expression of Interest Form

Team Captain Information

Name:.....

Address:.....

Contact phone number:.....

Team Information

Team Name:.....

Team Member names:

1 _____

2 _____

3 _____

4 _____

Name of Country Show you are entering the Young Farmer Challenge in:

Signature:.....

Date:/...../.....

Please return this form to