Winnie Speck and Snow 1.3.18

The system of judging ... 5 scoring judges. 3 routine judges. Scoring judges score based on how they like what they hear. Routine judges determine if the contestant blew the Winnie routine or not.

Scoring judges ... Score based on the contestant's skill with the call. Lack of mistakes in operation. Skills in changing from one series of sound to another. Width in the range of tone and realistic sound the contestant can create.

Routine judges to consider the routine legit if ALL THREE of these criteria are met.

1) Two long yodels runs. Minimum of six yodels in each run. One the beginning of the routine and one after the silent pause.

2) Taper all the way down in intensity to silence before the silence and at the end of the 90 second routine. "All the way down" means all the way down.

3) That no yodels used a minimum of 10 seconds before the contestant finishes blowing.

The Speck Routine

1) 2 long yodels runs. Minimum of six yodels in each run.

2) Shorter strings of yodels that break down into individual yodels.

3) Individual yodels, then add cluck, then add murmur. Taper all the way down in intensity to silence.

4) 2 long yodels runs. Minimum of six yodels in each run.

5) Shorter strings of yodels that break down into individual yodels.

6) Individual yodels, then cluck, then murmur. Taper all the way down in intensity to the end of the routine. There shall be no yodels used a minimum of 10 seconds before the contestant finishes blowing.

The Snow Goose Routine

1) Flight sound. Excited calling based on the bark.

2) The excited sound mixed with ground barks and half barks.

3) The ground sounds changing into a murmur half bark bottom. Taper all the way down to silence.

4) Flight sound. Excited calling based on the bark.

5) The excited sound mixed with ground barks and half barks.

6) The ground sounds changing into a murmur half bark bottom. Taper all the way down to silence. No flight sound used in the bottom.

Snow goose scoring judges to score based on the realism they hear. The contestants ability to simulate multiple sounds - flight, ground and bottom sounds. Call operation errors. The contestants ability to balance the amount of excited calling with the bottom sounds.

Routine judges to consider what the contestant blew a legit routine based on the contestant moving through the routine in the order of flight, excited mixed sounds, ground sounds tapering all the way down to a silence and no flight sound blown 20 seconds before the contestant stops blowing.