

Ohio State Fair 4-H Poultry Judging Contest Instructions

Contents of packet received at registration:

- Contestant number (on a white, sticky nametag), which must be worn visibly on your shirt at all times.
- One Scantron per contestant with their contestant number on the top, right corner.

Items you can have with you:

- Items in the packet you received at registration along with provided class scenarios and data
- Pencils – #2 pencils for scantron sheets and taking notes
- Pens – Must be blue or black ink; can be used to take notes
- Notebook/paper – Plain paper/blank notebook may be used for writing reasons and/or to keep track of your class placings
- **Clipboard – Needed to fill out the scantron sheet**

Items you cannot have with you:

- Study materials and resources
- Cell phones or any other electronic devices
- Apparel (shirts, jackets, belt buckles, etc.) that distinguishes in any manner who you are or where you are from (i.e. individuals name, 4-H club, county, etc.)

Contest instructions:

- JUNIORS – Place 1 class of production hens, 1 class of broiler parts, 2 classes of ready-to-cook carcasses, 3 egg classes, and give 1 set of optional oral reasons.
- SENIORS – Place 2 class of production hens, 1 class of broiler parts, 2 classes of ready-to-cook carcasses, 1 class of ready-to-cook broiler parts, 4 egg classes, one class of boneless, breaded products, and give 1 set of oral reasons.
- Do not start judging a class or continue on to another class until instructed by an official.
- No talking. Violators may be removed from the contest. If you have a question, ask your group leader. Avoid standing or sitting next to teammates during the contest.
- Scantrons must be turned into your group leader when class judging is completed. Late scantrons will not be accepted. It is not the group leader's responsibility to make sure your scantron is filled out correctly. If it is not, then you will receive a zero for class scores.

Placing a live class:

- You have production hens to place using columns on a scantron sheet.
- The columns containing numbers 1 through 24 are your placing options. Four animals in each pen will be numbered 1 through 4.
- Once you have placed the animals in order from top to bottom, clearly mark the placing with an dark circle on your scantron.
- Make sure only ONE placing is marked. If multiple answers are marked, it will be scored as a zero. See an example on the right.

Choose your placing and mark with pencil

Placing Classes				
Mark one answer in each column!				
	1	2	3	
1	1234	<input type="radio"/>	<input type="radio"/>	1234
2	1243	<input type="radio"/>	<input type="radio"/>	1243
3	1324	<input type="radio"/>	<input type="radio"/>	1324
4	1342	<input type="radio"/>	<input type="radio"/>	1342
5	1423	<input type="radio"/>	<input checked="" type="radio"/>	1423
6	1432	<input type="radio"/>	<input type="radio"/>	1432
7	2134	<input type="radio"/>	<input type="radio"/>	2134
8	2143	<input type="radio"/>	<input type="radio"/>	2143
9	2314	<input type="radio"/>	<input type="radio"/>	2314
10	2341	<input type="radio"/>	<input type="radio"/>	2341
11	2413	<input type="radio"/>	<input type="radio"/>	2413
12	2431	<input type="radio"/>	<input type="radio"/>	2431
13	3124	<input type="radio"/>	<input type="radio"/>	3124
14	3142	<input type="radio"/>	<input type="radio"/>	3142
15	3214	<input checked="" type="radio"/>	<input type="radio"/>	3214
16	3241	<input type="radio"/>	<input type="radio"/>	3241
17	3412	<input type="radio"/>	<input type="radio"/>	3412
18	3421	<input type="radio"/>	<input type="radio"/>	3421
19	4123	<input type="radio"/>	<input type="radio"/>	4123
20	4132	<input type="radio"/>	<input type="radio"/>	4132
21	4213	<input type="radio"/>	<input type="radio"/>	4213
22	4231	<input type="radio"/>	<input type="radio"/>	4231
23	4312	<input type="radio"/>	<input type="radio"/>	4312
24	4321	<input type="radio"/>	<input type="radio"/>	4321
	1		3	

- Turn Over -



Placing a ready-to-cook (RTC) class:

- You have classes of RTC carcasses and/or parts to grade using columns on a scantron sheet.
- The columns containing quality grades A, B, C, and nongradable (NG) are your placing options. Ten carcasses in each class will be numbered 1 through 10.
- Once you have graded each carcass, clearly mark the placing with an dark circle on your card. Make sure only ONE grade is marked. If multiple answers are marked, it will be scored as a zero. See an example on the right.

Class Name

Class 5
Carcass / Part Grading

Carcass/Part Number	Quality Grade
	A B C NG*
1	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
2	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>
3	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>
4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>
5	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
6	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>
7	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
8	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>
9	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>
10	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>
	A B C NG*

*NG = Nongradable

Class 6
Carcass / Part Grading

Carcass/Part Number	Quality Grade
	A B C NG*
11	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
12	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
13	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
14	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
15	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
16	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
17	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
18	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
19	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
20	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
	A B C NG*

*NG = Nongradable

Class 7
Carcass / Part Grading

Carcass/Part Number	Quality Grade
	A B C NG*
21	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
22	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
23	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
24	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
25	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
26	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
27	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
28	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
29	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
30	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
	A B C NG*

*NG = Nongradable

Placing egg break-out and quality classes:

- You have egg interior quality, exterior quality, and break-out classes to grade using columns on a scantron sheet.
- The columns containing quality grades AA, A, B and Loss are your grading options for **egg break-out** and **interior quality**. The columns containing quality grades AA/A, B and Dirty are your grading options for **egg exterior quality**. 10 eggs in each class will be numbered 1 through 10.
- Once you have graded each egg, clearly mark the placing with an dark circle on your card. Make sure only ONE grade is marked. If multiple answers are marked, it will be scored as a zero.

Placing boneless, breaded product classes:

- Seniors have a boneless, breaded products class to grade using columns on a scantron sheet.
- The columns containing grades for coating, shape/size, cluster/aggregate, completeness, and foreign material defects. You will answer yes or no for the presence of those defects in the product that you are grading. 10 products will be numbered 1 through 10.
- Once you have graded each product, clearly mark the answer with an dark circle on your card. Make sure only ONE answer is marked per defect, per product. If multiple answers are marked, it will be scored as a zero. See an example on the right.

Class 13
Boneless Breaded Product
(Each item may have 0 or more defects.)

Product Number	Coating Defect	Consistency of shape/size defect	Cluster/Aggregate defect	Completeness defect	Foreign Material defect
	Yes No	Yes No	Yes No	Yes No	Yes No
1	<input checked="" type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
2	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
3	<input checked="" type="radio"/> <input checked="" type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
4	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
5	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
6	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
7	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
8	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
9	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
10	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
	Yes No	Yes No	Yes No	Yes No	Yes No

Correct (points to row 1, column 1)

Incorrect, zero score (points to row 3, column 1 where multiple circles are marked)

Oral reasons (SENIORS and optional for JUNIORS):

- There are NO reasons cards in the packet. Take notes while you are judging the class about the animals to remember when preparing for your oral reasons.
- Write down how you placed the class. You will NOT get your scantron back to prepare for oral reasons.

- Reasons officials will have a score sheet with your contestant number on it. They only know who you are by that number/letter combination. **Wear your number on your shirt throughout the contest.**
- DO NOT** fill in the Reasons box on the top, center of the scantron. See example above.

Poultry Form #478-5-IN

Incorrect Marks: ✓ X • Correct Mark: ●

Team Name / Additional Info: 501 A

Team #

Last Name

First Name

Reasons: 3 6

Production Hens

DO NOT fill in reasons box

DO NOT USE

1	1234			1234
2	1243			1243
3	1324			1324
4	1342			1342
5	1423			1423
6	1432			1432
7	2134			2134
8	2143			2143
9	2314			2314
10	2341			2341

DO YOU HAVE A QUESTION? ASK AN OFFICIAL OR GROUP LEADER.

Example Scantron Sheet (Front)

Poultry Form #478-6-IN

Incorrect Marks: ✓ X • Correct Mark: ●

Team Name / Additional Info

Team #

Last Name

First Name

Reasons: 2 4

Placing Classes

Mark one answer in each column!

1	1234		3	1234
2	1243			1243
3	1324			1324
4	1342			1342
5	1423			1423
6	1432			1432
7	2134			2134
8	2143			2143
9	2314			2314
10	2341			2341
11	2413			2413
12	2431			2431
13	3124			3124
14	3142			3142
15	3214			3214
16	3241			3241
17	3412			3412
18	3421			3421
19	4123			4123
20	4132			4132
21	4213			4213
22	4231			4231
23	4312			4312
24	4321			4321
		1	3	

Code

1	2	3
4	5	6
7	8	9
0		

Class 5 Carcass / Part Grading		Class 6 Carcass / Part Grading		Class 7 Carcass / Part Grading	
Carcass/Part Number	Quality Grade	Carcass/Part Number	Quality Grade	Carcass/Part Number	Quality Grade
1	ABC NG*	11	ABC NG*	21	ABC NG*
2	A B C	12	A B C	22	A B C
3	A B C	13	A B C	23	A B C
4	A B C	14	A B C	24	A B C
5	A B C	15	A B C	25	A B C
6	A B C	16	A B C	26	A B C
7	A B C	17	A B C	27	A B C
8	A B C	18	A B C	28	A B C
9	A B C	19	A B C	29	A B C
10	A B C NG*	20	A B C NG*	30	A B C NG*

*NG = Nongradable

Class 8 Egg Interior Quality Grading		Class 9 Egg Interior Quality Grading		Class 10 Egg Breakout Quality Grading	
Egg Number	Quality Grade	Egg Number	Quality Grade	Egg Number	Quality Grade
1	AA A B Use	11	AA A B Use	21	AA A B Use
2	AA A B Use	12	AA A B Use	22	AA A B Use
3	AA A B Use	13	AA A B Use	23	AA A B Use
4	AA A B Use	14	AA A B Use	24	AA A B Use
5	AA A B Use	15	AA A B Use	25	AA A B Use
6	AA A B Use	16	AA A B Use	26	AA A B Use
7	AA A B Use	17	AA A B Use	27	AA A B Use
8	AA A B Use	18	AA A B Use	28	AA A B Use
9	AA A B Use	19	AA A B Use	29	AA A B Use
10	AA A B Use	20	AA A B Use	30	AA A B Use

Example Scantron Sheet (Back)

Class 12 Identification of Carcass Parts										
Part	Part Number									
	1	2	3	4	5	6	7	8	9	10
1 Whole Breast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2 Breast with ribs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3 Breast quarter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4 Split Breast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5 Boneless breast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6 Breast tenderloin	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7 Whole leg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8 Leg quarter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9 Thigh	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10 Boneless thigh	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11 Drumstick	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12 Wings	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13 Neck	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14 Back	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
15 Flat	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
16 Drummette	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17 Gizzard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
18 Heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
19 Liver	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20 Breast Quarter w/o Wing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
21 Boneless Split Breast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
22 Thigh with Back	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
23 Boneless Drumstick	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
24 Paws	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	1	2	3	4	5	6	7	8	9	10

Mark one answer in each column

Class 11 Egg Exterior Quality Grading	
Egg Number	Grade
1	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
2	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
3	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
4	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
5	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
6	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
7	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
8	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
9	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
10	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
11	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
12	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
13	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
14	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
15	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>
	AA <input type="radio"/> A <input type="radio"/> B <input type="radio"/> Dirty <input type="radio"/>

Class 13 Boneless Breaded Product (Each item may have 0 or more defects.)					
Product Number	Coating Defect Yes No	Consistency of shape/size defect Yes No	Cluster/Aggregate defect Yes No	Completeness defect Yes No	Foreign Material defect Yes No
1	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
2	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
3	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
4	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
5	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
6	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
7	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
8	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
9	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
10	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No	<input type="radio"/> Yes <input type="radio"/> No
	Yes No	Yes No	Yes No	Yes No	Yes No