

Competition Rules

1. Competitors in the UTA taxidermy competition must be a UTA member or a member of the NTA or their state organization.
2. Taxidermists are to conduct themselves in a professional and courteous manner. Unruly or disruptive behavior towards judges or show officials will not be tolerated. The perpetrator will be asked to leave along with their entries, and will forfeit all fees.
3. Rule infractions, judgment problems, and complaints are to be submitted in writing to the Utah Taxidermy Association president.
4. All entries must be mounted and finished by the competitor unassisted.
5. Entries must be dry. No uncured resins, wet paint, etc., can be permitted in the building. Wall mounts need secure hangers. All mounts must be free of insects and other pests.
6. Mounts are entered in the show at the owner's risk. All reasonable precautions will be taken to protect entries but the Western Hunting & Conservation Expo and UTA cannot be held liable for theft or damage.
7. Protective covers are to be removed by the competitor prior to judging and replaced by the competitor after judging.
8. Protected species (animals not commonly hunted) must be accompanied by the appropriate permits throughout the show.
9. Mounts entered in any previous UTA competition may not be entered again.
10. No UTA member will be allowed on the exhibit floor during the judging period except for decision or problem solving cases as directed by the UTA president.
11. Any competitor who has received a first place ribbon in the novice division must compete in the professional division from then on.
12. A competitor may enter in both the masters and professional divisions but not in the same category.
13. If you would be required to enter in the Division of Excellence at a NTA competition in a particular category, you must compete in the Masters division for that category at the UTA state competition.
14. The UTA president reserves the right to create and interpret rules that govern the fairness of the competition as needed.