



UNIVERSITY INN MOSCOW, ID

# 2022 YF&R LEADERSHIP CONFERENCE



YOUNG FARMERS & RANCHERS

FEBRUARY 3RD-5TH

# A BIG THANK YOU TO OUR SPONSORS



**Thursday, February 3, 2022**

**5:00 – 6:45 p.m.** Registration .....Convention Lobby

**7:00 – 10:00 p.m.** Ice Cream Social & Cornhole Tournament..... (University)

**Friday, February 4, 2022**

**8:00 – 9:00 a.m.** Breakfast.....(On your own, the hotel serves a continental)

**9:00 – 9:05 a.m.** Welcome ..... (University) IFBF YF&R Chair – Melissa Durrant

**9:05 – 9:15 a.m.** Speaker ..... (University) IFBF President Bryan Searle

**9:15 – 9:35 a.m.** “Change Your World” ..... (University) IFBF Director of Member Relations – Brody Miller

**9:35 – 9:45 a.m.** Break

**9:45 – 10:15 a.m.** Simpson’s Dam Plan ..... (University) IFBF Deputy Director of Governmental Affairs – Braden Jensen

**10:15 – 10:45 a.m.** Get your Dam Facts Straight ..... (University) IFBF Director of Information – Joel Benson

**10:45 – 11:00 a.m.** Load Buses & Leave for the Tour .....(West Lobby, Box Lunch Provided)

**12:00 – 2:30 p.m.** Tour of the Lower Granite Dam

**2:30 – 3:00 p.m.** Load buses & depart back to the Hotel

**4:00 – 4:30 p.m.** Arrive Back at the Hotel/Break

**4:30 – 6:00 p.m.** Social & Activities (Networking) ..... (Empire/Palouse)

**6:00 – 7:00 p.m.** Dinner .....(Empire/Palouse)

**7:00 – 7:30 p.m.** Excelling and Achieving – Investing in Yourself ..... Seth and Lyndsay Earl-Michigan Farm Bureau

**7:30 – 10:30 p.m.** Casino Night with DJ and Line/Folk Dancing .....(Gold) With Instructor

**Saturday, February 5, 2022**

**7:30 – 9:00 a.m.** Breakfast

**9:00 -10:00 a.m.** Keynote .....Mike McLean- Owner McLean Cattle Company “Win-Win”

# Meet our Keynote Speaker



Mike and his wife Jessica own and operate McLean Cattle Company in Post Falls, Idaho. Mike and Jessica have three sons (Blake 22, Caden 18, Trenton, 14). Mike is the sixth generation farming on the family farm that was homesteaded on the Rathdrum Prairie in the 1890s. His parents Wade and Wanda McLean along with Mike's Grandmother Vonnie Satchwell are all still actively involved in the operation as well as all three sons.

Mike graduated from Post Falls High School and then graduated from Eastern Oregon University in La Grande Oregon. While at EOU, Mike played basketball. After graduation from EOU, Mike and Jessica moved back to Post Falls and started working on the farm and started their family. Along with their cattle company, Mike and Jessica both currently work for the Post Falls School District. Mike is the Department Head for Physical Education and Health at Post Falls High School and is currently in his fifteenth season as the head boys' basketball coach. During Mike's tenure as head coach, Post Falls has qualified for the state basketball tournament twelve times, and during those appearances, Post Falls has finished in the top four seven times including winning two 5A state basketball championships. Mike has also been named Coach of the Year for the Inland Empire League nine times during his career.

McLean Cattle Company is a cow/calf operation that currently runs approximately 225 momma cows. McLean Cattle Company sells commercial calves, locker beef, replacement heifers and show cattle to customers in Idaho, Washington, and Oregon. McLean Cattle Company uses embryo transplanting and AI'ing to constantly improve our genetics to reach our customers' wants and needs. Mike and Jessica are members of the Idaho Cattlemen's Association (Mike is on the executive committee representing District 1), Kootenai/Shoshone County Stockman's Association. Mike is the president of the Livestock Leaders Association for the North Idaho State Fair, Beef Superintendent for the North Idaho State Fair, and Mike and Jessica are also the beef leaders for the Pine Tree 4H Club in Post Falls. Mike and Jessica's children have shown cattle all over the northwest.

# Excellence and Achiever Award Reminder

The applications for the YF&R Achiever and Excellence Awards are on our website as well as the rubrics. The Achiever Award honors young farmers and ranchers who have excelled in their operations and have superior leadership skills. The Excellence Award is geared towards members who are devoted to agriculture, but don't earn the majority of their income from a production they own. If you are interested in learning more, you can visit our website at <https://www.idahofb.org/young-farmers-and-ranchers/yf-r-competitions-and-sponsors/> or you can scan the QR code below.



## Congratulations to our 2021 Winners!

You can see their stories at  
<https://www.idahofb.org/young-farmers-and-ranchers/yf-r-winners-videos/>

## **Cornhole Rules**

Two teams, consisting of two players, compete against one another until a winning team is determined.

- Each team will stay in their designated lane for the whole game.
- Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
- Players at the footboard will take score and resume pitching back to the other board.
- The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

The approved method of scoring for the sport of cornhole is "cancellation" scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.

- Bag In-The-Count (Woody): Any bag which comes to rest anywhere on top of the board. Each is worth one (1) point.
- Bag In-The-Hole (Cornhole): Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.
- Foul Bags - Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation

The game shall be played to the predetermined number of twenty-one points (21). The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner.

## **Texas Hold'Em Rules**

Each player is dealt two private cards ("Hole Cards" or "Pocket Cards"), after which there is a betting round. Then three community cards are dealt face up (the "Flop"), followed by a second betting round. A fourth community card is dealt face up (the "Turn"), followed by a third betting round. A fifth community card is dealt face up (the "River") and the fourth and final betting round. At the Showdown, each player plays the best five-card hand they can make using any five cards from the two pocket cards and the five community cards (or Board Cards).

### **Blinds**

Before the cards are dealt, forced bets, called the "Big Blind (BB)" and the "Small Blind (SB)" (or Little Blind) are made. The Small Blind position is always the seat to the left of the Dealer, and the Big Blind is the seat to the left of the Small Blind. The amounts of the blinds are predetermined, and the Small Blind is usually half the Big Blind.

### **Shuffle and Deal**

The deck is shuffled and the dealer deals two cards face down to each player, one card at a time, starting with the player on the left (Small Blind position, then continues in a clockwise manner). These cards are your Hole Cards or Pocket Cards.

### **PreFlop**

Once the cards are dealt, each player looks at their cards.

### **The Pot**

The pot is the sum of money (or Chips) that players bet during each hand. After each betting round, all bets go into the pot until the Showdown.

### **Acting**

Each player, when it's their turn, makes their choice and Acts. There are five acts that can be played:

- 1) Check- betting zero. Players may not check on the opening round because they must either match (or raise) the big blind or fold.
- 2) Bet- the opening bet of a betting round.
- 3) Call- to match a bet or a raise.
- 4) Fold- to discard your hand and forfeit the current pot.
- 5) Raise- to increase the size of the current bet.
- 5a) Re-Raise- making a second raise in the same betting round.

The player that's first to act (aka "Under The Gun" UTG) PreFlop, is the one to the left of the BB. The player can choose from three acts ; 1) CALL the current bet, 2) FOLD the hand without betting, or 3) RAISE the bet.

If a player raises the bet, each player must now call the new amount to continue playing the current hand, including those who may have already acted. If a player chooses to fold, the money already in the "Pot" from the prior "call" remains in the pot. At any time a player may re-raise. If no player raises the big blind, then the player in BB position may check or raise. It is important to note that if a player raises, that player may not raise again unless they were re-raised, as opposed to called. The round of betting stops when all players have either folded or called the last raise.

### **The Burn**

The Dealer removes a playing card from the top of a deck and discards it ("Burn"), face down to the discard pile without it being revealed to the players. This is done to deter cheating.

### **The Flop**

The Dealer then deals three cards face up. This is called the "Flop".

These are the first three of the five community cards that all players can use, along with their pocket cards, to make the best possible poker hand.

(See the end of this Instructable for Standard Poker Hand Rank.)

### **Betting; Round 2**

First to act after the Flop and on every subsequent round of betting, is the SB. The SB can choose from the following acts; 1) CHECK without betting anything, 2) BET or 3) FOLD.

There is one change in play decision here-on-out: If the players acting before your turn choose to "Check", you may do so too. As before, the betting round ends when all players have Folded or Called the last bet or raise, or if all players have "Checked".

The Turn

The dealer burns another card and then deals a fourth community card face up. This is called the "Turn".

### **Betting; Round 3**

There is another round of betting, with the SB position being first to act. As mentioned before, the SB has the same choice of acts as after the Flop. (Check, Bet, Fold)

Once again, the betting round ends when all players have Folded or Called the last bet or raise, or if all players have "Checked".

The River

The dealer burns another card and then deals the fifth and final community card face up. This is called the "River".

### **Betting; The Final Round**

This is the final round of betting. First to act has the same choice of acts as before (Check, Bet, Fold). At this point (or before) if all but one player folds, the last player who didn't fold wins the pot. In such a situation the player may "Muck" his hand, which means to toss it into the discard (Burn) pile without showing anyone their hand. Mucking helps keep the other players from learning your playing style.

The Showdown

If more than one player remains after the last betting round, the remaining players expose and compare their hands to determine the winner (or winners). This is called the "Showdown". A showdown can involve anywhere from two players to the entire table, depending on how many players stayed in the game up to this point. All players still in the hand show their cards, starting with the last person to bet. Once this player shows their cards, all other players in the showdown may muck their hand, essentially conceding the pot. By mucking the player is admitting that they have been beat without having to show their cards.

### **Tie**

If two (or more) players tie a hand, they "chop (split) the pot" evenly among those players. The same holds true if the board has the five highest cards (best hand), the pot is chopped.

The Winning Hand

The best five-card hand (or hands, in the case of a tie) wins the pot.

### **Forming a Hand**

There are three possible combinations to form a hand using board (community) cards and/or pocket cards. 1) Two pocket cards & Three board cards

2) One pocket card & Four board cards

3) No pocket cards & Five board cards (called playing the board. You must declare that you are "playing the board" before you throw your cards away; otherwise, you relinquish all claims to the pot.)

## Hand Rankings

A hand always consist of five cards. Individual cards are "ranked" as follows (high-to-low): A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. ACE can be low, but only when part of an A-2-3-4-5 straight. Suits (Club, Diamond, Heart, Spade) have no value, so if two players have hands that are identical except for suit, then they are tied. A "Kicker" card is a high card used to break ties between hands of the same rank (ex. 2 players with "Four of a Kind", 3 K's on the board. P1 has K, 9 and P2 has K, 6. P1 with K, 9 wins with the "9 Kicker".)

Here are the "Rank of Hands" in the order of Strength with Probability of being dealt.

Royal Flush- A, K, Q, J, 10, all in the same suit. 1 in 650,000

Straight Flush - Five cards in sequence, all of the same suit. 1 in 65,000

Four of a Kind- Four cards of one rank. Kicker breaks ties. 1 in 4,000

Full House- Three matching cards of one rank, plus Two matching cards of another rank. Higher ranking set of three wins. If two players have the same set of three, the player with the higher pair wins. 1 in 700

Flush- Five cards of the same suit. High card wins. 1 in 500

Straight- Five cards of sequential rank, but different suit. High card wins. 1 in 250

Three of a kind- Three cards of the same rank, plus two unmatched cards. High set wins. 1 in 50

Two Pair- Two cards of the same rank, plus Two cards of another rank. High pair wins. 1 in 20

One Pair- Two cards of the same rank, plus Three unmatched cards. High pair wins. 1 in 2 1/3

High Card- One card high, plus four unmatched lower ranking cards. Ace is the Highest card. Kicker breaks ties. 1 in 1

# Thank you for joining us at the 2022 YF&R Leadership Conference!

