



University of Idaho
Extension
Elmore County



ELMORE COUNTY 4-H
2018-2019
PARTICIPATION

RULES & REGULATIONS



In cooperation with the U.S. Department of Agriculture, University of Idaho Extension 4-H,
Elmore County Extension and Elmore County 4-H Leaders Council



University of Idaho Extension

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4-H Colors: Green and White

4-H Motto: To Make the Best Better

4-H Emblem: A green four-leaf clover
with a white "H" on each leaf.
The four H's stand for
Head, Heart, Hands, and Health



4-H Pledge

I Pledge my head to clearer thinking,

My heart to greater loyalty,

My hands to larger service,

And my health to better living,

for my club, my community, my country and my world.

4-H RULES AND REGULATIONS

CONDUCT OF EXHIBITORS, LEADERS, PARENTS, STAFF

- 1) The consumption of alcoholic beverages, use of tobacco products or an illegal controlled substance at 4-H youth events is prohibited.
 - I) ***UNDER AGE CONSUMPTION OF ALCOHOLIC BEVERAGES WILL NOT BE TOLERATED AT ANY TIME AND COULD BE GROUNDS FOR DISMISSAL FROM THE 4-H PROGRAM***
 - II) ***CONSUMING ALCOHOLIC BEVERAGES, USING A CONTROLLED SUBSTANCE, OR BEING UNDER THE INFLUENCE OF EITHER WHILE CHAPERONING, TEACHING, DIRECTING, ATTENDING, OR PARTICIPATING WITH 4-H YOUTH AT 4-H ACTIVITIES OR EVENTS IS GROUNDS FOR TERMINATION***
- 2) Refrain from verbal, physical, or emotional abuse of others (via bullying, texting, social media etc.) and report such abuse.
 - I) ***ANY ACTIONS, SUCH AS CONVICTION OF CHILD ABUSE, OR NEGLECT, VIOLENT CRIMES, UNETHICAL BEHAVIOR, SUBSTANCE ABUSE, VERBAL ABUSE, PHYSICAL ABUSE, MISMANAGEMENT OF 4-H FUNDS OR OTHER SERIOUS OFFENSES WILL NOT BE TOLERATED.***
- 3) Work with youth, families, volunteers, and extension personnel in a cooperative, courteous, respectful manner demonstrating good sportsmanship and behaviors appropriate for a positive role model. It is important to be fair, generous competitors, good losers, and graceful winners. All youth and adults are expected to demonstrate appropriate behavior at all times.
 - A) **SPORTSMANSHIP FOR YOUTH, PARENTS, LEADERS, SPECTATORS, AND STAFF INCLUDING BUT NOT LIMITED TO:**
 - I) Conduct-demonstrates and maintains high standards of personal behavior and conduct which becomes them as an individual and as a representative of 4-H.
 - II) Fairness-Learn and follow the rules. Do not cheat. Be objective, honest, and just in evaluating yourself & others.
 - III) Honesty-Be truthful, fair and straight forward in everything you say and do. Show integrity. Do not lie or deceive. Do your own work. Do not understate or overstate your abilities, skills, or accomplishments.
 - IV) Competition-Accept that the nature of competition is seeking to get what others are seeking to get, involves rivalry between contestants to earn rewards and results in winners and losers.
 - V) Courtesy-Be well mannered in your conduct. Be respectful, thoughtful, considerate, cooperative, friendly, and cheerful in your attitude and your behavior regardless of winning or losing or disagreeing with chairmen, leaders, parents, youth. Be pleasant, nice toward other participants, spectators, chairmen, leaders, parents, judges, the media, and others. Give others the benefit of the doubt. Treat people, animals, and things kindly. Do not boo, heckle, use offensive language, or behave rudely. If you have questions, concerns, suggestions, disagreements, are polite in expressing them. Criticize in private and compliment in public.
 - VI) Graceful Acceptance of Results- Accept class divisions, judge's suggestions and results with a positive attitude. Do not gripe, complain, whine, pout, make excuses, or say you didn't feel well. Congratulate those who do win. If you are the top winner, graciously thank the people who congratulate you. Be happy but do not gloat, brag, act conceited.
- 4) Accept supervision from extension personnel and cooperate with others; in addition, parents and youth will accept supervision from certified club volunteer leaders.

- 5) Maintain open, honest communication with members, leaders, parents, & extension personnel.
- 6) Promote the spirit of inclusion and welcome participation of youth and volunteers from all backgrounds. Comply with equal opportunity and anti-discrimination laws.
- 7) Insure that 4-H participants are not required to purchase materials, equipment, animals, or services from any specific place of business.
- 8) Treat animals humanely and encourage youth and adults to provide appropriate and ethical animal care.
- 9) Operate machinery, vehicles, and other equipment in a safe and responsible manner when working with youth and adults participating in 4-H Youth Development Programs.
- 10) Comply with all applicable laws of the city, county, and state of residence and/or location of 4-H activity.
- 11) Inform extension personnel of any incidents that may violate 4-H policies.
- 12) Handle all concerns regarding county/area 4-H program management internally within the University of Idaho Elmore County Extension.
- 13) Respect, demonstrate, adhere to, and enforce Idaho 4-H policies and procedures. Inform Extension personnel of any incidents that may violate 4-H policies.
- 14) Refer to the Idaho 4-H Policies and Procedures for more details.
 - I) **It is the responsibility of each leader, parent, and member to be aware of the University of Idaho 4-H Policies and Procedures, the Elmore County 4-H Rule Books and the Elmore County Fair Board Rules.**
 - II) **Violation of the Code of Conduct shall be grounds for action up to and including immediate removal from the 4-H activity/program and termination.**
- 15) Any 4-H member may be disqualified from the shows and will not be able to sell their market animal for his/her unsportsman-like behavior (see page 5 & 6) or failure to comply with the fair rules. Leaders will report to the species chairman and the chairman together with the leaders will investigate the issue.
- 16) *Any parent or leader will be asked to leave for his/her unsportsmanlike behavior or failure to comply with fair and 4-H rules. If there are problems, the Fair Board will be contacted, and the individuals will be escorted off of the fairgrounds. If further problems, the police will be called in.*
- 17) Disrespect shown to any judge or fair official will result in forfeit of all awards made to the offending exhibitor and that person will be asked to leave the grounds. Disrespect shown to any judge or fair official by parents/leaders will result in being asked to leave the fairgrounds. If there are problems, the Fair Board will escort the individuals off of the fairgrounds. If further problems, the police will be called in.

CLOVERBUD GUIDELINES AND POLICY

The Idaho 4-H Cloverbud Program is offered for boys and girls who are between 5 and 7 years old by January 1 of the current 4-H year.

The Cloverbud program focuses on cooperative learning while guiding participants to:

1. Develop life skills in the areas of self-understanding, social interaction, decision-making, learning to learn, and physical development.
2. Gain knowledge through the experiential learning process.
3. Develop positive attitudes toward learning.
4. Develop on-going relationships with caring adults and older youth who serve as positive role models.
5. Explore family and community relationships.
6. Develop an understanding of and appreciation for social and cultural differences.

Approved Cloverbud curriculum is developmentally appropriate for this age, is activity-oriented, involves cooperative learning and is focused on life skills taught through a broad spectrum of subject matters.

Cloverbud members may be involved in lap animal projects. These are defined as: rabbits, cavies, cats, chickens, mini-goats, small dogs, baby lambs, baby pigs, baby goats that weigh less than the member at fair time.

Fair exhibits by Cloverbuds are non-competitive and are optional. Exhibits are an opportunity to show what they have accomplished. A Cloverbuds Memory Book (63013) is available to be used with fair exhibits, but is not required. A participation ribbon or similar recognition may be given.

Cloverbud participation may be recognized at County Achievement events with a special pin or gift
4-H members must have reached their 8th birthday, to be eligible for:

- Competitive situations
- Enrollment in large animal projects including beef, dairy, dairy goat, horse, sheep and swine.*
- Enrollment in Shooting Sports or projects involving motorized vehicles.*

*4-H insurance policies, including the University of Idaho liability coverage for volunteers, will not cover youth or adults working with youth under the age of 8, involved in these projects.

SUGGESTIONS TO MEMBERS LEADERS AND PARENTS

Exhibiting an article or animal at a fair can be a rewarding experience. It's also bound to be a learning experience for young people.

The fair exhibit is only one part of the total 4-H experience. The placing of an exhibit into a blue, red, or white category measures how well a member has done on that exhibit. But only the member and those who have worked with him/her can know how much growth and development has occurred.

Just as blue placing does not necessarily indicate perfection, a white placing does not indicate a failure. What it does mean is that the exhibit meets minimum standards of understanding and workmanship and is of satisfactory quality.

AWARDS

The county shows will utilize the Danish system of ribbon grouping. The judge will place contestants in one of four ribbon placing groups based on how well their performance compared to that of an ideal performance. The ribbon groups and their significances are:

- Grand or Reserve Champion-will receive a purple or pink ribbon

Purple/Pink-An outstanding performance that met all the class requirements. Contained few, if any flaws. MEMBER MUST HAVE RECEIVED A BLUE RIBBON TO BE ELIGIBLE TO RECEIVE GRAND OR RESERVE.

- Blue-A very good performance that met all of the class requirements. The performance contained few flaws and was well above minimum standards.
- Red-A good performance that met all of the class requirements. The performance was slightly above or at minimum standards. Although displaying good effort, the performance contained several flaws.
- White-An average performance that met the minimum requirements of the class. The performance contained several flaws and considerable room for improvement exists.

1. Where there is but one exhibit in a class, the award shall be made on merit alone.
2. Ribbons awarded for quality market project animals must remain displayed with the project animal or its pen until the evening following the sale. Record book ribbons must remain with the books until authorization is

given to remove the books from the fairgrounds. In the sale ring, quality market project ribbons may be displayed on the beef and lambs, while the swine members may carry the ribbons. Showmanship ribbons may be displayed on the 4-H member only. The Livestock Sale Committee is encouraged to announce the accomplishments of the top showman, as well as the top market projects.

SPECIAL CONTESTS

CLEAN STALL AWARD... will be awarded to the clubs per species that maintains the cleanest stalls or pens during the week of fair. This award will be for livestock pens and consists of **WATER, CLEAN BEDDING, NO TRASH IN THE PENS, CLEAN AISLE, NO HOSES OR TRASH IN AISLE, DECORATIONS, STALL CARDS, and OVERALL APPEARANCE.** Winning clubs will be announced with other awards before the Livestock Sale begins.

ORAL PRESENTATIONS-
DEMONSTRATIONS, ILLUSTRATED TALKS, SPEECHES,
TV COMMERCIALS, DRAMATIC READINGS

4-H ORAL PRESENTATIONS CONTEST: Entry forms for the oral presentations contest will be provided by the Extension Office. Pre-registration is required.

**GRADE CLASSIFICATION AND TIME LIMIT FOR
 COUNTY ORAL PRESENTATIONS**

		Demo/Illust. Talk	Speech	TV Comm.	Dram. Reading
Junior	8-10 years old	5-8 min.	5-8 min.	All ages	All ages
Intermediate	11-13 years old	8-12 min.	6-10 min	30-90	Up to
Senior	14-19 years old	10-12 min.	7-10 min.	seconds	5 min.
Team	8-18 years old	10-12 min.			

Demonstrations: A demonstration is doing, explaining, showing how by making something or doing something. There may be an end product.

Illustrated Talk: An Illustrated talk is talking, telling how by using pictures, charts, models, equipment, posters or other types of visual aids.

Speech: A speech is presenting a topic by the spoken word and gestures and does not include any visual aids. Note cards only may be used.

TV Commercial: A presentation to convince an audience to buy an idea or product. May use illustrations or objects as long as name brands are concealed. Includes introduction, body, and summary.

Dramatic Readings: Words and actions used to present material to either entertain or educate. Presenter may write their own material or used published material. Costume, make-up, or props are required. Presentation may be memorized

***Blue ribbons and up are eligible to compete at the District II Oral Presentation Contest at the Western Idaho Fair. ***

*****At the District Level, animals are not allowed to be part of the demonstration.*****

ROUND ROBIN

Grand Champion and Reserve Champion winners of the Showmanship contests are eligible to participate in the Round Robin. The 4-H winner will be determined by his/her ability to show all types of livestock.

General rules

1. All 4-H and FFA members are eligible to exhibit in their project species and can be declared a showman winner in more than one species, however may only show one animal of their own in a Round Robin Event. They must declare which species they will be showing in the Round Robin and that is the species they will begin with. The 3rd place showman winner of the other species will have the opportunity to show in the Round Robin in the reserve showman spot. If the reserve showman will move to the Champion spot.
2. Contestants, who agree to show in the round robin show, will provide the animal in which they won with. Any substitutions of animals due to injury or sickness will be made by the species Chairman.
3. If a showman is under the age of 13 years, that person may compete in the Round Robin, knowing he/she will not be eligible at higher-level shows. IE. District/State.
4. Participants of both large animal and small animal Round Robins will consist of an overall Grand Champion and a Reserve Grand Champion showman. Except if one of the participants qualifies in more than one species, then the 3rd place overall showman of the species the grand/reserve chooses not to show can show in the Round Robin.
5. All Round Robin participants will have the opportunity for a voluntary practice session provided by the specie superintendent.
6. The Round Robin event will be held in an approved arena with a separate enclosed pen used for the swine.
7. Animals used in the Round Robin will be closely supervised by the specie chairman for conditions rendering the animal in a harmful situation. (I.E. HEAT STRESS) If any such conditions occur and an animal is required to be exchanged, that specie chairman may make that decision. It should be asked prior to the show that back-up animals be prepared and ready for show.
8. Exhibitors are responsible for knowing the hours of judging and contest. Stock must be ready and in the show ring at the prescribed time.
9. Round Robin Chairman and Co-Chairman will be on a rotational basis, starting with Beef, followed by Dairy, Goat, Horse, Lama, Sheep, and Swine. For small animal, it will rotate between the Small Animal Chairman and the Dog Chairman beginning with the Small Animal Chairman.
10. A judges meeting will be held just prior to each Round Robin event to go over score card and procedures.
11. Each species chairman will select his or her judge, making every effort to find a non-leader/relative, and notify the Round Robin Chairman one hour prior to the show of judge's name.
12. Showman must show in clothing approved for their species for the duration of the Round Robin.

Large Animal Round Robin will consist of Beef, Dairy, Goat, Horse, Mini Horse, Lama/Alpaca, Sheep, and Swine showmanship winners.

Small Animal Round Robin will consist of Cat, Cavy, Dog, Poultry, Pygmy Goat, and Rabbit showmanship winners.

Both Large and Small Animal Round Robins will follow the following rules:

1. One person will be used in the show as an animal handler to assist in animal rotation.
2. Five minutes will be allotted for the individuals to show each species. A two-minute break will take place for exchange of animals starting with the Horse/Dog working in a clockwise rotation,
3. Judges will score each contestant using the following Rubik:

Showmanship	5 Outstanding	4	3 Meets Standard	2	1 Need Improving	Score
Appearance	Meticulously groomed sharply dressed, well above standard	Well-dressed clean above the standard	Appropriate attire-for qualified species Clean & well groomed	Wrong or poorly presented clothing. Hair in eyes, untidy clothes.	Inappropriate clothing.	
Eye Contact	Consistent eye contact with judge. Active listening and engagement. Discreet at checking project animal.	Maintains appropriate eye contact with judge. Consistent overview of animal.	Maintains eye contact with judge. Appropriate glances at the animal.	Inadequate eye contact with the judge. Lack of or too many glances at animal.	Poor eye contact with judge & animal. Appears distracted or disengaged.	
Confidence & Pose	A truly polished showman. Appears relaxed and attentive. Smooth. Truly secure and perfected in their showmanship skills.	Very strong personal demeanor. Calm, Confident but humble. A polished showman.	Demonstrated strong personal demeanor. Calm, confident but humble. A good showman.	Appears somewhat nervous or insecure. May fidget some. Appears shy or timid. May be over confident.	Lacks confidence, slouches or fidgets excessively. May be shy or timid. May be cocky or over confident.	
Communication	Extremely well spoken. A polished public speaker that is confident, strong, clear and flawless.	Very well spoken. Calm and confident communicator and listener.	Well spoken-clear strong voice. Listens attentively. Uses appropriate terms and vocabulary.	Listens well. Can present ideas. Some limitations and reservations in communicating.	Inexperienced in public speaking. Lacks volume. Minimal use of terms and vocabulary.	

Handling	5 Outstanding	4	3 Meets Standard	2	1 Needs Improving	Score
Control of Animal	Handler is extremely competent and comfortable handling animal. Animal is content, safe, and secure.	Handler is confident, comfortable, and in control of animal. Animal is safe and secure.	Animal under control without excessive force. Animal seems in control and secure.	Less control of animal. Less confident in handling. Animal not secure, content.	Lack of animal control.	
Animal Maneuvering	Animal maneuvering is flawless. Pattern and showing of animal performed correct and complete.	Animal is posed and positioned correctly. Pattern is sharply maneuvered and easily completed.	Animal appropriately posed, positioned and patterns performed correctly.	Some errors in patterns and positioning of animal.	Inadequate pattern and positioning of animal.	
Competence	Extremely knowledgeable about animal anatomy.	Very knowledgeable about animal anatomy	Showman competent in recognizing basic anatomy of animal	Can identify some anatomical parts.	Is unknowledgeable about anatomical parts of animal.	
Confidence in Animal Control	Showman is truly a professional at showing animal.	Showman is clearly confident and capable.	Showman is confident with animal.	Showman is tentative about controlling animal.	Showman is inexperienced and uncomfortable/unsure.	

Knowledge	5	4	3	2	1
	Extremely knowledgeable. Full and complete answers. Extremely well spoken with excellent communication skills.	Complete and descriptive details. Strong communication skills.	Answers question with adequate details. Communication skills adequate.	Minimal answer with some accurate details. Communication skills limited either in voice or eye contact.	Lack of answer or wrong answer. Communication skills lacking in both eye contact and voice.

Knowledge Area	4-H and Project Questions		Score
Breeds			
Disease/Health			
Anatomy			
4-H Lore			

4. In the event that two exhibitors have the same combined score, a tie will be broken in this order:

- a. The scores obtained by the affected individuals will be thrown out in the species they qualified in. If a participant qualified in more than on species the score of the species they started with will be thrown out.
 - b. In the event the above doesn't break the tie then the tied participants will be interviewed by the County Agent or 4-H Program Assistant.
5. The winners will be announced at the 4-H awards ceremony Saturday afternoon.

*** Grand Champion of the Large and Small Animal Round Robins are eligible to compete at the District II Round Robin at the Western Idaho Fair. Members must be 13 years of age as of January 1, in order to compete at the district level. In the event the Grand Champion cannot go on to District, the Reserve Champion is eligible to go on.***

Top Exhibitor Award

The Top Fair Exhibitor Award is determined by how many different 4-H projects a member takes, how many classes they show in at the fair, and how a member places in those classes and includes record books.

Overall Grand-----	15 pts
Overall Reserve-----	13 pts
Grand-----	10 pts
Reserve-----	8 pts
Blue -----	5 pts
Red -----	3 pts
White-----	1 pt

Members with more than 3 projects will receive an additional 2 points per project over 3 projects.

Horse classes that count toward Top Exhibitor Award: Showmanship and Overall Showmanship; Top 3 Working Ranch Horse Classes if WRH was only Horse Classes taken; 3 top classes in other categories equivalent to market animals-market quality class, market quality class overall market quality, breeding quality class, breeding quality class.

All Dog classes will count towards the Top Exhibitor Award.

4-H AGE DIVISIONS

In recognition of the educational and developmental needs of youth, Elmore County 4-H member are grouped for management purposes (based on age as of January 1) as follows:

Classification	Age	* Members must be 8 or older to exhibit large animal projects
Clover Bud	5 to 7 years old	
Junior	8 to 10 years old	
Intermediate	11 to 13 years old	
Senior	14 to 19* years old (* 19 & still in high school)	

GRIEVANCE PROCEDURE

Grievances will be handled through the individual working groups and Leader Council with notification to the Extension Educator and 4-H Program Assistant. If the grievance cannot be solved within the working group, it will then go to the Elmore County 4-H Leaders Council with notification to the Extension Educator and 4-H Program Assistant. If a solution cannot be worked out, notification will go to the Extension Educator and 4-H Program Assistant for review.

During the fair, the working group chairpersons have the authority after thorough problem identification and notification to the Extension Educator and 4-H Program Assistant to make decisions concerning problems presented to him/her. If any decision is disputed, the chairman will provide the grievance procedures as above.

4-H AND FFA GENERAL RULES & REGULATIONS

1. Each club is to have a representative (leader, parent, or teen) at each 4-H Task Force meetings.
2. Chairman have 1st preference for fair campsite, 2nd preference is leaders and parents who attend 75% of the Leader Council meetings (8 meetings), 3rd preference is leaders and parents who attend 7 meetings and on down to 1 meeting. If campsites are still available, names will be drawn out of a hat for anyone else.
3. To be Eligible for a campsite parents must sign a waiver stating they will be on the grounds with the child at all times.
4. **ALL MEMBERS MUST BE ENROLLED AND FEES PAID BY MARCH 1 IN ORDER TO SHOW AND SELL AT THE FAIR.**
5. All exhibitors, parents, leaders, and staff will abide by the 4-H code of conduct, state 4-H policy and procedures, and general rules and regulations set forth by the Fair Board.
6. **IF A 4-H MEMBER IS FOUND TAKING PART IN ANY UNLAWFUL ACT, INCLUDING THE USE OF ALCOHOL OR DRUGS, WHILE ON THE FAIR GROUNDS DURING FAIR WEEK, THE MEMBER WILL NOT BE ALLOWED TO COMPLETE THEIR 4-H PROJECT AND WILL BE ASKED TO LEAVE THE FAIRGROUNDS.**
7. In all cases, other than conflicting program requirements, wherever the Participation Rules and Regulations refer to 4-H members or participants, said reference will include all FFA participants competing in the 4-H programs.
8. Leasing of animals is permissible. A non-family owned animal must be managed by the member at least 80% of the time for the required number of days for the species. This includes, feeding, grooming, exercising, training, and access to use. Members with non-market animals must have a lease agreement filled out and on file with the Elmore Extension Office. Market animal members with sponsorships must have a financial agreement filled out and on file with the Extension Office.
9. Each 4-H/FFA member is encouraged to attend a species-specific seminar or clinic. Each species working group will provide an **EDUCATIONAL** clinic, but attendance may be optional. **SEE SPECIFIC SPECIES RULES TO SEE IF EDUCATIONAL CLINICS ARE MANDATORY.**
10. Each member must participate in an assigned fairgrounds cleanup and cleanup of their project area.
11. Each member must participate in a 4-H planned community service project
12. Each 4-H member must attend at least 6 club meetings, do a demonstration **ON EACH PROJECT**, complete at least 1 4-H community service and fair grounds cleanup **WHICH MUST BE RECORDED IN THE 4-H COMMUNITY SERVICE PAGE.**
13. Members must **TURN IN** a completed record book **FOR EACH PROJECT AND A PROJECT MANUAL WITH COMPLETED NUMBER OF ACTIVITIES.**
 - _front page,
 - goals,
 - demo,
 - meetings,
 - expense record,
 - income record,
 - profit & loss,
 - animal ID,
 - health record,
 - market or breeding production,

- how did you do, and
 - at least 1 photo, and
 - a total experience story-all sections must be filled in to be considered complete, and
 - Idaho 4-H Animal Science Lesson Program Checklist
 - CCS book (when required), or other project manual if available on each project
 - Each member must also complete the required number of Animal Science Lessons or activities in ORDER TO EXHIBIT AND SELL AT THE FAIR.
- **PARTICIPATE IN THE RECORD BOOK INTERVIEW IN ORDER TO EXHIBIT AND SELL AT THE FAIR.**
 - **RECORD BOOKS WILL BE IN A PORTFOLIO COVER AND IN ORDER ACCORDING TO THE PORTFOLIO CRITERIA.**
14. It is the leader's responsibility to verify completion of **Animal Science Lessons** and/or activities. It is **REQUIRED** for the member to include the CCS book (when project requires) with the record book for exhibit at the Elmore County Fair if their project required one. The CCS books are not to be judged.
 15. All members are required to do a record book interview on the scheduled day. Members are to bring their record books with them to the interview.
 - The record book and story are a part of every 4-H exhibit.
 - Part of the record book is the Idaho 4-H Animal Science Lesson Program Checklist or CCS (when project requires) or other project manual with the required number of activities completed.
 - The record books need to have all sections filled in and need to be signed by the member, leader, and parent to be considered complete.
 - Signature by the leader verifies the member has completed the requirements.
 - **MEMBERS MUST HAVE TURNED IN COMPLETED RECORD BOOK AND COMPLETED # OF ACTIVITIES IN PROJECT MANUAL/CHECKLISTS AND PARTICIPATED IN THE INTERVIEW IN ORDER TO SHOW AND SELL AT THE ELMORE COUNTY FAIR.**
 16. Refer to specific department for additional show rules.
 17. Entries for the Elmore County Fair may be made in only those 4-H and FFA projects in which the member is regularly enrolled.
 18. 4-H Exhibitors are responsible for preparing his/her own animals for exhibition, but may receive necessary limited assistance from other 4-H youth, leaders, or parents; however, members, leaders, parents working as a team will be acceptable
 19. The use of cell phones or other electronic devices are not allowed in any show. If member uses cell phone or other electronic devices in any show, it will be considered an infraction of the dress code and left up to the discretion of the judge in placing.
 20. All 4-H members must see that their stalls, pens, and alley-ways are kept clean from the start of the Fair until the animals are loaded out, or until check-out time on Sunday. **All pens and stalls will be cleaned by 10:00 a.m. every day.**
 - A. **Swine pens must be cleaned twice a day Tuesday-Saturday of fair week, 1 time in the morning before 10 a.m. and 1 time before 6 p.m. If pens do not appear clean the leader will be called so they can notify the member.**
 - B. **If pens are not cleaned every day to the satisfaction of the species chairman along with the fairboard, the member will be fined as follows.**
 - **Pig-\$15 morning, \$15 evening, all other animals \$15 a day. The fee will progress with \$5 each offense on all animals. i.e. 1st offense \$15 second offense \$20 third offense \$25 etc.. The money collected will be given to the fairboard.**
 21. All market, non-saleable, second projects, and feeder class animals, are to remain on the fairgrounds until Sunday with exception of cats and dogs.

- Small Animals- animals must be in the small animal barn starting from noon on Wednesday until Sunday morning. If they choose not to leave their animal in the barn at fair, the members will not exhibit their animals.
 - Animals may be removed Sunday from 6:00 a.m. until 2:00 p.m.
 - Pens/stalls are to be cleaned by 2:00 p.m. Sunday. A \$25.00 fee per animal will be charged for not cleaning pens on time.
 - All other exhibits are to remain in the Exhibit Building until Sunday and may be removed from 8:00 a.m. Until 2:00 p.m.
22. The exhibitor-owner of any livestock or property of any kind brought to the fairgrounds, either for exhibit or for other purposes, assumes, as a condition of its admission to the grounds, all risk and responsibility for its loss, theft, damage or injury to himself/herself or property, or injury to any person or the property of any person by the exhibitor-owner's animal. Exhibitors exempt the Elmore County Fair Board, The Elmore County Extension Office, Elmore County 4-H Leaders, their officers, directors, and employees from liability for any loss, theft, damage, or injury to himself/herself, property, any person or property by any animal owned or exhibited by the exhibitor. The exhibitor shall indemnify the County Fair against all claims and any injuries or damages arising from the actions or negligence of the exhibitor.
23. Judges have been carefully selected and approved by the Elmore County 4-H Working Groups, the Elmore County Extension Educator, and 4-H Program Assistant.
24. In all cases, the decision of the judge is final.
25. THE OFFICIAL DRESS CODE FOR ALL ANIMAL SHOWS INCLUDING QUALITY, SHOWMANSHIP, LIVESTOCK SALE, and ROUND ROBIN includes
- A long or short sleeved dress shirt/blouse with a traditional or non-traditional collar, which must be to the belt or tucked in; ankle length pants, and closed toe shoe or boot.
 - Optional for beef-Hat of western style.
 - The dress code for dairy will be the same as the livestock dress code with the exception that attire is to be all white, i.e. white pants and shirt and no hats.

EXCEPTION: SEE DRESS CODE FOR HORSE, GOATS AND SMALL ANIMALS.

OFFICIAL DRESS CODE FOR GOATS AND SMALL ANIMAL includes long sleeved collared white shirt to the belt or tucked in and ankle length pants, closed toed shoes or boots.

SMALL ANIMAL-IF MEMBERS NOT DRESSED ACCORDING TO DRESS CODE, THEY WILL HAVE 5 MINUTES TO CHANGE OTHERWISE THEY WILL NOT SHOW.

EXCEPTION: DOG; Showmanship and Obedience:

GIRLS: dresses, culottes, skirts (which must be knee length or longer) dress pants, Tops must maintain an appropriate neckline and not show any skin at the waist., closed toe shoe

BOYS: dress pants, slacks, dress shirts, closed toe shoe

Agility: Casual neat clothes-Just above knee length shorts acceptable, short or long sleeve tops which must maintain an appropriate neckline and not show any skin at the waist, closed toe shoes or boots

FOR ALL: NO CROP TOPS, T-SHIRTS, TANK-TOPS, SANDALS, HIGH HEELS, OR ANY OPEN TOED SHOE.

GENERAL LIVESTOCK RULES

1. No 4-H member will be allowed to show or sell their market animal at the fair unless they have turned in their completed record book with record of their demonstration, story, and completed 5 Animal Science Lessons and participated in the record book interview.
2. 4-H Exhibitors are responsible for preparing his/her own animals for exhibition, but may receive necessary limited assistance from other 4-H youth, leaders, or parents; however, members, leaders, parents working as a team will be acceptable
3. All market or breeding animals which have been officially enrolled as 4-H projects, will be shown in Quality class with the 4-H member showing only once in Showmanship class per species.
4. In order to sell at the Livestock Sale, 4-H members are required to compete in both Fitting/Showmanship and Quality competitions.
5. **All 4-H'ers planning to sell in the Livestock Sale are required to participate in the Buyer's Breakfast and 4-H Sale Day Activities. Chairpersons will make up a schedule for the 4-H'ers to follow that will allow for serving and still allow the member time to get ready for the sale.**
6. All male market animals must be castrated prior to initial weigh-in, subject to inspection.
7. An animal declaration form must be turned into the Extension office **for all non-market animals by April 23rd** in order to show those animals at the fair.
8. Each 4-H market member must complete the University of Idaho Elmore County 4-H Weigh-In Contract at initial weigh-in.
9. Members must provide to the Elmore Extension Office a bill of sale with the Country of Origin Language on it for all market and dairy animals *AT INITIAL WEIGH IN*.
 - A. Country of Origin Labeling (COOL) Requirements
 - USDA implemented mandatory Country of Origin labeling (COOL) on September 30, 2008.
 - All market and dairy animals must have documentation as to the origin of animals marketed within the U.S. or internationally.
 - All 4-H members are required to collect the required documentation on each of their project animals and maintain those records for a minimum of 2 years.
 - Members purchasing animals from another producer need to secure an affidavit from the seller indicating the species of animal, brief animal description and verification of origin. This can be incorporated into a basic bill of sale.
 - Members raising their own animals must complete an affidavit noting their continuous ownership which can also be incorporated into a basic bill of sale.
10. Each member may take two (2) market project animals per species.
 - Each member may weigh in one (1) spare animal per species in addition to the 2 project animals.
 - A. A club in general can weigh in a spare animal of each species for emergency purposes. **NO SPARE ANIMALS ARE ALLOWED ON FAIR GROUNDS AT FAIR TIME.**
 - B. Exception

Spare animal substitutions are for catastrophic situations only. **Catastrophic is anything that renders the animal unusable.** A spare or second project animal that is weighed in on the initial weigh in day can go to any 4-H member at any time in the event of a catastrophic situation, The 4-H member, with the recommendation of the club leader, must present substitution requests, in writing, the Species Working Group/Task Force, and Extension Office.
11. All market animals will be weighed in and ear-tagged at initial weigh-in. All 4-Hers are responsible for getting their market animal to weigh-in on the determined date. There will be no late weigh-in.
 - Animals that have died can be replaced with a new animal up to 14 days after initial weigh-in if no spare animal or second project is available. Members have until the 21st day after initial weigh-in to take possession of the new animal. The 4-H member must notify the Species Working Group Chairman and the Extension Office upon death of an animal.
 - A. **All market members must have ALL PAPERWORK IN ORDER TO WEIGH IN, which includes**
 - weigh in contact,

- bill of sale with cool language (affidavit stating description and what country the animal was born in) and
 - brand inspection for dairy and beef.
12. If a project animal loses the appropriate ear tag, the leader must notify the Extension Office and species chairman immediately and the animal must be issued a new tag number and be retagged if physically possible.
 13. All market animals are to weigh a minimum weight at fair of:
Beef-1000 lbs., Lambs-105 lbs.: Barbados & Dorper sheep 70 lbs., Goats-65 lbs., and Swine-220 lbs.
 - A. There will be a 2-lb. leeway at final weigh-in as the scales cannot be more accurate than that. Final decision is up to the weigh master.
 - B. Market animals will weigh only once.
 14. All market animals will be weighed by the same designated weigh master at final weigh-in at the fair. In the event scales are in each species area, all market animals of the same species will be weighed by the same designated weigh master at final weigh in at the fair.
 15. Any 4-H member's animal not meeting the weight requirement will not sell but must continue with their animal by turning in a completed record book, record book interview and showing in the Feeder division only of the Quality Class competition and participating in Fitting/Showmanship. This will fulfill the conditions for a completed project.
 16. All animals shall be shown by the owner/4H'er in Quality and Showmanship with the exception
 - A. A member with two project animals in the same weight division, in which case, another Elmore County 4-H or FFA member must show the second animal; or
 - B. An uncontrollable animal. In this instance, with the approval of the Extension Educator or 4-H Assistant, a parent can help. No animal may be shown at the Elmore County Fair that would endanger the public safety.
 - C. A 4-H member who is physically incapable (due to injury or illness) of showing their animal:
 - Quality -The 4-H member may have their animal shown by another Elmore County 4-H member.
 - Showmanship –The 4-H member if at all possible, must be available to answer questions from the judge
 17. Stall Cards, including project plan and project results must be completed and posted in each stall for all market animals.
 18. All animals exhibited or brought to the fairgrounds must be disease free. Do not bring sick animals to the Fair.

FITTING, SHOWMANSHIP, & QUALITY

1. All market or breeding animals which have been officially enrolled as 4-H projects, will be shown in Quality class with the 4-H member showing only once in Showmanship class per species.
2. Fitting/Showmanship and Quality will be judged separately.
3. 4-H Exhibitors are responsible for preparing his/her own animals for exhibition, but may receive necessary limited assistance from other 4-H youth, leaders, or parents; however members, leaders, parents working as a team will be acceptable.
4. In order to sell at the Livestock Sale, 4-H members are required to compete in both Fitting/Showmanship and Quality competitions.

SHOWMANSHIP CLASS

The purpose of 4-H Livestock Showmanship is to teach boys and girls courtesy, good grooming, poise, confidence, and how to fit, train, and handle animals.

1. Fitting/Showmanship will be divided into age classifications as determined in the State 4-H policies.

MARKET QUALITY CLASS

Quality classes will be divided into groups based on the weights of the animals. See specific species rules.

1. When two or more market animals are taken to the fair, the member must decide immediately after all quality judging, which animal will be sold through the Livestock Sale and notify their species chairman within an hour after all quality judging which animal is selling or the committee will decide for them.
 - Each member must complete the market animal consignment sale form and turn into the fair 4-H Office. The member must turn in this form to be eligible to sell their animal at the fair.
2. The top two market animals from each division will be judged to determine an overall Grand and Reserve Champion.
 - A. The Grand and Reserve Champion animals will be sold first. The remainder of the animals will be sold in the order of placing. When more than one weight class is being sold, the sale order will alternate between weight classes.
 - B. Judges of market livestock quality classes will be instructed to award white ribbons if deemed necessary with an explanation to the 4-H/FFA member as to why they received a white ribbon.
 - C. White ribbon market animals will not sell.
3. Except as hereinafter set forth, a 4-H member will be allowed to sell only one market animal at the Livestock Sale.
 - The market quality Overall Grand Champion and Reserve Champion of each species of market animals may be sold at the Livestock Sale.
 - In the event a 4-H/FFA member owns more than one market project judged to be the Overall Grand Champion or Reserve Champion, it will be the member's choice whether to sell or not.
4. In the sale ring, quality market project ribbons may be displayed on the beef and lambs, while the swine members may carry the ribbons. Showmanship ribbons may be displayed on the 4-H member only. The Livestock Sale Committee is encouraged to announce the accomplishments of the top showman, as well as the top market projects.
5. All turn back market animals are available from the Livestock Sale first to the owner (4-H/FFA member) then to other youth members and then to the public at the floor price.
 - If the youth wants to buy their turned back animal, the member must sign up on the floored animal list in the fair 4-H Office by Friday 5 p.m. The youth must specify they want to buy their own animal. The youth will pay the floor price for that animal.
6. Turn Back Floored animals, subject to carcass evaluation, must go to a USDA grader that participates in the carcass evaluation program specified by the Extension Office.

7. All 4-H meat animal projects will be free of illegal drugs and in compliance with withdrawal times on all medications.
 - In the event medications must be administered, that will not meet the withdrawal periods, the 4-H/FFA member must notify their leader, who must, in turn, make disclosure to the Extension Office. The project is eligible for quality judging, but may not be sold to the public under any circumstances.

BEEF

1. Provide primary care (includes personal possession and responsibility of 80% of the time), housing, and feed for all market and breeding animals. Leasing of animals is permissible. See page 12 for more detail.
 - A. Ownership of breeding animals is a minimum of 90 days before the fair.
 - B. Ownership and feeding periods for market animals is a minimum of 130-150 days.
2. All female beef cattle 4 months of age & older must be bangs vaccinated prior to fair.
3. All market beef with horns exceeding 2 inches from hairline are prohibited.
4. Member must provide a brand inspection for purchased market beef as per State of Idaho regulations and provide a bill of sale with the Country of Origin statement on it at initial weigh in.
5. Individually identify each market animal with an ear tag at initial weigh-in
6. **BEEF EDUCATIONAL CLINICS ARE MANDATORY FOR BEEF MEMBERS.**
7. Minimum weight at final weigh-in for market beef at the fair is 1000 lbs. There is a 2 lb. leeway. (998)
 - Only market beef making this weight can be sold through the sale.
 - **Market beef will weigh only once.**
8. Original brand inspection papers for market steers need to be turned into the Beef Chairman at final weigh In at the fair.
9. For carcass evaluation, ultrasounds are mandatory for market beef
10. **IN ADDITION TO THE DRESS CODE, HAT OF WESTERN STYLE IS OPTIONAL.**
11. No water buckets in pens. Water buckets may be in the manger area of the barn.
12. Double tying in pens is required on all animals with a rope halter and neck rope.
13. Senior bull calves are required to be in an enclosed, separate pen.
14. Barn duty is required for all beef members. Duties will be assigned by the Beef Chairman.
15. Senior bull calves 7-12 months old are required to be shown with an appropriate nose ring.
16. All market beef cattle will be shown in leather show halters with chain leads unaltered. Breeding beef cattle and calves 6 months and younger may be shown in rope halters.
17. All market steers going to the floorer will be sold on grade and yield. All premiums if warranted will be given to the member in addition to the floor price. All dark cutters will have the floor price lowered, and the price difference will be deducted from the member's check.
18. Beef Breeds will be shown separately unless numbers dictate combining classes
19. Beef Breeding Quality Classes
 1. Junior Heifer Calves born on or after Jan 1 of current year

2. Senior Heifer Calves 7-10 months old
3. Junior yearling heifer 11-15 months old
4. Senior yearling heifer 16-23 months old
5. Cow-24 months or older-bred and open cows (Not for cows with calf on side)
6. Cow/Calf
7. Junior Bull calves born on or after Jan 1 of current year
8. Senior Bull calves 7-12 months old

20. Beef Special Awards

A. Market Beef Management-Carcass-Top Gold standard

USDA Market Standards

USDA Quality Grade Choice Minus or Better

Hot Carcass Weight of 600-850 pounds

Maximum USDA yield grade of 3.2

Minimum 57% Unshrunk Dressed Weight

Minimum Average Daily Gain of 2.8 pounds

Gold Standard-Animals meeting all USDA standards

Silver Standard-Animals meeting all but 1 of USDA standards

Blue Standard-All other animals

B. Breeding Beef Herd Management/Supreme Female/Male

PLACE	POINTS
Overall Supreme Bull	45
Overall Reserve Bull	35
Overall Supreme Female	45
Overall Reserve Female	35
Grand	25
Reserve	15
Blue	8
Red	6
White	5
Grand Record Book	25
Reserve Record Book	15
Blue Record Book	10
Red Record Book	5
White Record Book	3

C. OVERALL BEEF EXCELLENCE/IDAHO CATTLEMEN AWARD

POINTS

	Needs Improvement	Fair	Good	Excellent	
1. Sportsmanship	1	2	3	5	
2. Animal Care	1	2	3	5	
3. Fair Responsibilities	1	2	3	5	
4. Average Daily Gain	1	2	3	5	
5. Record Book	White	Red	Blue	Reserve	Grand
6. Quality	White	Red	Blue	Reserve	Grand
7. Showmanship	White	Red	Blue	Reserve	Grand

Exhibitor cannot win Beef Excellence/Idaho Cattlemen Award more than once.

D. Average Daily Gain Award

E. Idaho Angus Association Awards

In order to qualify animals must be 51% black in color, have no Brahma or Dairy influence, and have exhibited at an Idaho Fair.

1. The Outstanding Black Angus Market Project

The animal must be at least 51% Black Angus.

The divisions of both quality and fitting and showing are to be considered.

An exhibitor may receive the outstanding Black Angus market project award more than once but not two years in a row.

2. The Outstanding Black Angus Breeding Project

The animals must be at least 51% Black Angus. Females and bulls are eligible.

The divisions of both quality and fitting and showing are to be considered.

An exhibitor may receive the outstanding Black Angus market project award more than once but not two years in a row.

Points System for Idaho Angus Awards

Quality Point Placing		Showmanship Placing	
Grand Champion	40	Grand Champion	40
Reserve Champion	30	Reserve Champion	30
Blue	20	Blue	20
Red	15	Red	15

3. Idaho's Top Black Angus Carcass-\$100 This is a state award. Carcass information is sent by the Extension Office to the Idaho Angus Association.

4. Idaho's Top Black Angus Ultrasound Carcass-\$100-This is a state award. Ultrasound information is sent by the Extension Office to the Idaho Angus Association.

In order to qualify animals must be 51% black in color, have no Brahma or Dairy influence, and have exhibited at an Idaho Fair. Criteria for judging will be based from the Certified Angus Beef Formula.

BIRDS, POULTRY, AND WATERFOWL

Dress Code: Long sleeved collared white shirt must be to the belt or tucked in and ankle length pants, closed toe shoes or boots no open toed shoes or sandals

Leasing of animals is permissible. See page 12 for more details.

All Poultry members are required to complete barn duty.

At least 1 Educational/Prefair Clinic is required for all poultry members.

Market Poultry

1. Must own and provide primary care, proper housing, and feed for your market animals for no more than eight (8) weeks.
2. Minimum requirement is five (5) broilers.
3. No medicine allowed.
4. Exhibit three (3) birds as uniform as possible

Or

A display or poster related to your project.

Pullets/Laying Hens

1. Must own and provide primary care, proper housing, and feed for your animals for at least 90 days. In cases of death, 90 day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. Minimum requirement is five (5) pullets/hens. Chicks should be obtained early in the year so that they will be in production in the fall. If pullets are to be continued as a laying project, at least 10 pullets are suggested but not required to start.
3. Exhibit three (3) pullets and/or 1 dozen eggs if birds are in production.

Or

A display or poster related to your project.

Family Flock

Pet chickens, game birds, waterfowl, or pigeons

1. Must own and provide primary care, proper housing, and feed for your animals for at least 90 days. In case of death, 90 day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. Game birds must be purchased, not captured in the wild, unless permission has been granted by Idaho Fish and Game.
3. Exhibit 1 or a pair of birds.

Or

A display or poster related to your project.

May use a different bird for quality and showmanship classes as long as both birds are recorded in the record book.

Poultry Non-Animal

1. Complete 5 Animal Science activities.
2. Exhibit poster or a display related to your project.
3. All general rules apply

CAVY

Dress Code: Long sleeved collared white shirt to the belt or tucked in and ankle length pants, no open toed shoes or sandals.

All Cavy members are required to complete barn duty.

At least 1 Educational/Prefair Clinic is required for all cavy members.

1. Own and provide primary care, housing, and feed for at least 90 days. In case of death, 90-day ownership rule will be decided by the Small Animal Chairperson on a case by case basis. Leasing of animals is permissible. See page 12 for more details.
2. Members must work in the Cavy Advancement Program Step 1-5.
3. Members will complete skills options and personal development options each year.
4. Exhibit the animal in Fitting and Showing
And/Or
A display or poster related to the project

Cavy Non-Animal

1. Members must work in the Cavy Advancement Program Step 1-5.
2. Members will complete skills options and personal development options each year.
3. Exhibit a poster or display related to the project.
4. All general rules apply.

DAIRY

1. All female dairy cattle 4 months of age & older must be bangs vaccinated prior to fair.
2. Possession date of dairy heifers is April 1st of the project year. In the event of sickness or death of the dairy heifer, the Dairy Chairman and 4-H Office will be notified, and the member has 15 days to find a heifer replacement
3. Leasing of animals is permissible. See page 12 for more details.
4. No "sale barn" heifers will be allowed.
5. All UNBRED dairy heifers will be pipetted at the initial weigh-in for a small fee. Pipetting will be done to ensure the heifer is not a freemartin and is a quality project.

6. Each member must attend a dairy seminar or clinic as sanctioned by the Dairy Working Group. In the event a participant is unable to comply, the Dairy Working Group Chairperson may authorize a leader's recommended alternative.
7. The dress code is in Traditional Form, all white clothing and no hats.
8. All breeds will be shown separately unless numbers dictate combining
9. Dairy Quality Classes
 - A. Junior heifer calf-Born on or after Jan 1 of current year.
 - B. Senior heifer calf-Born on or after August 1 to Dec. 31 of previous year
 - C. Junior yearling heifer-12-17 months old
 - D. Senior yearling heifer -18-24 months old not in milk
 - E. Milking Cow
 - F. Cow/Calf
 - G. Dry Cow

DOG

Dress Code:

Showmanship, Obedience

GIRLS: dresses, culottes, skirts (which must be knee length or longer), dress pants. Tops must maintain an appropriate neckline and not show any skin at the waist. Closed toe shoes

BOYS: dress pants or slacks, dress shirts, closed toe shoes

No open-toed shoes, sandals or high heels. *No flip flops at dog practices or fair shows.*

Agility

Casual neat clothes-Just above knee length shorts acceptable, short or long sleeve tops which must maintain an appropriate neckline and not show any skin at the waist.

Closed toe shoes or boots. No flip flops at dog practices or fair shows.

1. Provide primary care for and train 1 or more dogs for at least 90 days. The dog may be registered or unregistered, crossbred male or female. In case of death, 90-day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. All general rules apply to dogs.
3. The Service Dog in Training Project is designed for 4-H members using a project dog that is being raised and trained in conjunction with a recognized service dog program or organization. Members must participate in the standard showmanship classes for which the member is eligible and may participate in the Service Dog Obedience Class.
 - A. For the Service Dog Project, if a puppy trade occurs, members are to notify the Dog Working Group Chairman and Extension Office of the date the trade occurs and the return date.
4. If a member's dog is deemed out of control and/or dangerous at practices or shows by a 4-H leader, a parent or guardian must accompany the member to practices and shows until the leader deems the dog is safe. If the dog continues to be out of control/dangerous, the dog will not be allowed to participate in the 4-H dog program.
5. Puppies must be 3 months old as of January 1st of current year to be eligible to be shown at the fair. Exception: Service Dogs must be 4 months old by July.

6. All dogs 4 months and over must have a current rabies vaccination. 5 way or 7-way vaccination to include kennel cough is recommended.
7. Verification form for vaccinations must be signed by leaders, members, and parents with a receipt or bottle label attached. This form with attachments must be included in the member's record book.
8. A different dog may be used for showmanship, obedience, and agility as long as all dogs are recorded in the member's record book as projects.
9. Leasing of animals is permissible. See page 12 for more details
10. **All 1st year members must attend a dog educational clinic or seminar as sanctioned by the Dog Working Group.** In the event a participant is unable to comply, the Dog Working Group Chairperson may authorize a leader's recommended alternative.
11. All dogs will be brought in and taken home the day of the show, always crated or on a lead and never left unattended on fair grounds.
12. Females in season will only be allowed to participate in showmanship in order for the member to complete their project.
13. There will be no professional groomer grooming dogs 2 weeks prior to fair and until a dog is finished showing at the fair.
14. The judge may remove from competition, any dog that is not kept under control by its handler, any handler who deliberately interferes with another competitor or his dog, any handler who abuses his dog in the ring or shows unsportsmanlike conduct, and any spectator who shows unsportsmanlike conduct or who interferes with the show
15. Participation is required in Showmanship class. A showmanship lead of 1-31/2 feet is required. A showmanship lead is narrower and cannot be purchased at local pet stores. It can be purchased online. See your leader for more information. Snake chains are allowed.
 - A. Scoring for showmanship will be Blue-185-200 Red- 170-184 White-169 & below
16. Participation in Obedience, Agility, & Costume Classes is optional.
 - a. To Show in Agility you must Show in Obedience.
 - b. For Obedience a 6 ft. lead of nylon or leather is required.
17. 4-H Obedience Classes
 - A Neither dog nor handler has had experience at this level
 - B Either the dog or the handler has had previous experience at this level. Members in the same family may use the same dog for obedience

4-H Service Dog Obedience Classes

 - A. Neither dog nor handler has had experience at this level
 - B. Either the dog or the handler has had previous experience at this level. Members in the same family may use the same dog for obedience.

Pre-Novice (all exercises are on leash)

Heel on leash

Figure 8 on leash

Stand for Exam

Recall

Long sit (1 min)

Long down (3min)

Scoring:

180-200

160-179

159 and below

Blue Ribbon

Red Ribbon

White Ribbon

A dog/handler team receiving three blue ribbons with parents and leaders approval may advance to the next level the following year.

Novice (on and off leash)

Heel on leash and Figure 8

Stand for Exam (off leash)

Heel free (off leash)

Recall (off leash)

Long sit (1 min off leash)
Long down (3 mins off leash)

Graduate Novice (on and off leash)

Heel on leash
Stand for Exam (off leash)
Heel Free and Stand for Exam (off leash)
Drop on Recall (off leash)
Long sit (3 mins, handler out of sight)
Long down (5 mins, handler out of sight)

Open (off leash)

Heel free and Figure 8
Drop on recall
Retrieve on Flat
Retrieve over High Jump
Long sit (3 mins, handler out of sight)
Long down (5 mins, handler out of sight)

Utility (off leash)

Signal Exercise
Scent Discrimination – Leather
Scent Discrimination – Metal

Utility (off leash)

Directed Retrieve
Moving Stand and Examination
Directed Jumping

What is Agility?

Patterned after equestrian show jumping, dog agility combines the elements of a dog's agility, briskness, confidence, and a handler's control over an obstacle course designed for dogs. It is a fun sport with great spectator appeal.

Purpose of Agility

- Add new members and maintain established members in the dog project.
- Provide positive motivational training methods and interactions with the dog
- Enhance a working relationship between the dog and handler.
- Provide a better-conditioned dog and handler.
- Promote good sportsmanship and citizenship.
- Promote a better-rounded handler/dog team.
- Add confidence to both dog and handler.
- Provide a variety of competitive areas for the Dog Project.

Scoring

1. Ribbons will be based on 85-110 points, blue; 70- 84 points, red; 0-69 points, white.
2. One Grand Champion and one Reserve Champion (awarded only to blue placing scores) may be given to the highest score and second highest score in each class and age division.
3. Members in the same family may use the same dog for agility.
4. The judge will penalize any handler receiving outside assistance. In severe cases, the handler will receive a white ribbon. The show committee is also responsible for investigating any incidents of outside assistance reported to them.
5. Any dog refusing an obstacle for the third time will be asked by the judge to go on to the next obstacle. Anyone not obeying the judge's order will be eliminated - receiving no ribbon.
6. A dog unable to complete the course for ceasing to work for a significant period of time as defined by the judge, or being out of control will receive a white ribbon.
7. Handlers may use voice commands, signals, or both. Handlers are encouraged to talk or cheer their dogs through the course. There is no penalty for multiple commands or verbal encouragement, but all must be in the spirit of good sportsmanship.
8. Any dog fouling the ring during competition - once they have entered the ring to run their course - will be faulted at judge's discretion. Handler will be asked to clean equipment with vinegar, or some other odor-neutralizing substitute, should be on hand to clean fouled equipment. Fouled equipment may be removed from the course at the judge's discretion, and all dogs running the course previously may, at the judge's discretion, be required to rerun the course again.
9. Any dog which commits to a contact obstacle (A-frame, dog walk, see saw) with all four paws, and then bails off during a competition will be told by the judge to omit the obstacle and go on to the next. Any handler not obeying the judge will be eliminated, receiving no ribbon. ("Four Paw Rule")
10. Poor sportsmanship will not be tolerated. Any handler exhibiting poor sportsmanship such as swearing, yelling at their dog, pulling on their dog's fur or body parts, excessive corrections, loud complaints about other exhibitors or the judge, etc., will be eliminated - receiving no ribbon.

11. A dog/handler team receiving three blue ribbons with parents and leader's approval may advance to the next level the following year.

Safety Rules

Because the safety of both dogs and handlers is of paramount importance, the following rules will be enforced.

1. Individual members must attend a least 10 instructional sessions in agility with the dog they are entering in agility competition. Dogs and handler must be trained on all equipment within a specified class to compete. Either 4-H classes or those of an experienced trainer with verification will be accepted.
2. Dogs must be a minimum of 12 months old to compete in agility classes/competition. It is recommended that dogs be a minimum of 12 months old to begin agility training and larger breeds be at least 18 months old. This is because for most breeds the growth plates in the bones are still developing until the average age of fourteen months - even later for large breeds. The final determinations for training age and the type of training must be made by the owner and trainer.
3. No dog with a physical or mental condition that would significantly impair their performance may participate. Some examples of these include (but are not limited to) hip dysplasia, disc problems, severely slipped stifles, shoulder problems, overweight, or advancing age. All 4-H'ers are strongly encouraged to consult their veterinarian before beginning agility training. A judge, superintendent, chairman, or 4-H leader at county events will have the authority to stop the performance of any dog whose soundness they question.
4. Dogs that show signs of aggression toward humans or other dogs will not be permitted to participate.
5. Agility competitions must be performed on a level, shock absorbent surface that provides good footing for the take-off and landing of jumps. Outdoors on short grass, dirt, or any other footing commonly used in horse areas is ideal. It is recommended that dirt be packed hard enough to prevent injury to either dog or handler. A fully matted or carpeted area may provide an acceptable alternative. The judge will inspect the area to be used, and if it is unacceptable, will request a different location. In extreme cases, the show may need to be canceled.
6. The use of completely fenced area is encouraged (but not required).
7. All participants will be allowed one practice run. A familiarization period will be offered in the Elementary and Pre-Novice classes prior to opening the course for walk-through at all agility events. It will consist of walking over each contact obstacle and each tunnel. Familiarization for Novice is recommended but not required. At events where time may be of issue, obstacles other than contacts may be omitted at the discretion of the organization putting on the trial. This is not a training session. All obstacles except the see-saw and chute (collapsed tunnel) must be taken in reverse direction of the course.
8. A supervised warm-up area consisting of only a single jump will be provided in a specified area outside the ring. No obstacle or jump shall be permitted elsewhere on the show grounds for training, warm-up, or other preparatory purposes.
9. Judges will inspect all equipment prior to beginning the show, and may modify the requirements to the extent necessary to eliminate any piece of unsafe equipment.
10. All agility jumps must be of the type that have a displaceable bar or plank.
11. The Superintendent is the final authority regarding 4H dog agility competition.

Additional rules

1. Training aids and treats are not permitted on the course during familiarization or competition. Exception: First year beginners and cloverbuds may use treats.
2. When a collar is used (required in Pre-Agility, Beginner, Elementary, and Pre-Novice, optional in Novice) it must be a plain, well-fitting buckle or clip/quick release collar with no tags or other attachments. Training collars, pinch

collars, electronic collars, head halters, and fancy collars are not permitted. No slip leads or slip collars may be used during familiarization or competition.

3. Handlers may not jump over the jumps with their dogs.
4. Handlers may not touch their dogs or an obstacle while running the course unless dog goes off course and needs direction back to the obstacle.
5. Pre-Agility and Beginners using a leash must hold it at all times except when the dog is going through a tunnel. After each tunnel, the leash must be picked up before the next obstacle is executed. A 6 foot obedience leash is required.

6. Jump heights are as follows:

Dog's Height	Height of Jump	Long Jump Width
	Pre-Agility and Beginner	
10" or under at the withers	4"	N/A
14" or under at the withers	8"	N/A
Over 14" at the withers	12"	N/A
	Elementary and Above	
10" or under at the withers	4"	8"
14" or under at the withers	8"	16"
18" or under at the withers	12"	24"
22" or under at the withers	16"	32"
Over 22" at the withers	20"	40"

7. A competitor can choose to jump at a higher level if they feel their dog is able and they are training at that level, but they must have their leader's permission.
8. Dogs may be measured by judge or show personnel.
9. All courses must have clearly designated starts and finishes. All obstacles must be sequentially numbered with numbered cones or some other movable system. The numbers must be a minimum of 4" tall.
10. All competitors in agility must be active in their county's dog project and exhibit in showmanship at the county fair.
11. Size of show ring to be large enough to accommodate obstacles.
12. Obstacles on the course should be spaced approximately 18' apart. In no case shall obstacles be spaced any closer than 12' apart.
13. A member may show only one dog in agility.
14. Any 4-H member may lease a dog for agility (per 4-H dog show rules - must provide the care and training for that dog pursuant to established 4-H dog show rules).
15. Individual Counties shall determine the initial level at which each dog / handler team competes. The safety of the team shall be the primary consideration when making this placement.

Disabled Handlers

4H Members with disabilities are encouraged to take part in Dog Agility. The judge is to consider each case individually and make a fair and suitable adjustment for judging disabled handlers. The Judge's decision is final, as it is for all handlers in agility competition.

Courses and individual course times may be altered to accommodate handlers with disabilities. Hearing or verbally impaired handlers may use clickers or squeakers to aid in running their dog through the course.

Judges may use flags or relay a signal to a course steward who will use a flag to communicate to the handler, if necessary.

When a course time adjustment is necessary, it is suggested to have the handler "test run" the course without their dog, going from obstacle to obstacle at a reasonable rate for the handler. The Judge will record the time using a stopwatch and determine an adjusted Course time for that handler, making sure to record the adjusted course time on the appropriate score sheet.

All Disabled handlers needing an adjusted Course Time should inform the Agility Superintendent as soon as possible that they would need an adjusted time. The Superintendent will inform the Judge as early as possible.

Standard Agility Classes Descriptions / Requirements:

Beginner

This is a simple "S" shaped, "M" shaped, or "U" (horseshoe) shaped course consisting of 8 to 11 obstacles.

The following obstacles are used:

- A-frame (8 foot, apex at 4'0"; 9 foot, apex 4'6")
- Pause table at 8" (dog in sit position for 5 cumulative seconds)
- Open tunnel (2 to 3)
- Bar Jumps (4 to 6)

This class is timed, but no time limit set.

All dogs will be shown off leash.

Elementary

This is a simple "M", "S", or "U" (horseshoe) course and consists of 10 to 12 obstacles.

The following obstacles are used:

- A-frame (8 foot, apex at 4'5"; 9 foot, apex 5'0")
- Pause table at 8" for dogs jumping 4" to 16" and at 16" for dogs jumping 20" (dog in specified sit or down position for 5 consecutive seconds)
- Open tunnel (2 to 3)
- Closed tunnel (Chute)
- Dog Walk (at elevation of 24")
- Bar Jumps (3 to 5)
- Broad Jump

This class is timed, but no time limit set.

There is no time limit provided the dog is willing and working.

PreNovice

This course is slightly more challenging than a figure 8 and consists of 12 to 14 obstacles. The following obstacles are used:

- A-Frame (8 foot, apex at 4'8"; 9 foot, apex 5'6")
- 8' or 12" dog walk.
- Pause table at 8" for dogs jumping 4" to 16" and at 16" for dogs jumping 20" or 24" (dog in specified sit or down position for 5 seconds)
- Open tunnel (2 to 4 depending on availability)
- Closed tunnel
- Tire jump
- Broad jump
- Bar Jumps (4 to 6) or in place of bar jumps the following other jumps may be used:

- Wing jumps
- Panel Jump
- Double bar

The standard course time is 75 seconds.
All dogs must be shown off leash. The use of an approved collar is mandatory.

Novice

This course is slightly more challenging than a figure 8, similar to the AKC Novice class with the addition of weave poles and consists of 13 to 15 obstacles.

The following obstacles are used:

- A-frame (8 foot, apex at 4'8"; 9 foot, apex at 5'6")
- Pause table (dog in a specified position for 5 consecutive seconds)
- Open tunnel (at least 1)
- Closed tunnel (Chute)
- Dog walk (Full Height)
- Tire jump
- Broad jump
- Double Bar Jump
- Six weave poles
- Bar Jump (3 to 5) or in place of bar jumps the following jumps may be used:
- Wing jumps
- Panel Jump

All dogs must be shown off leash. The handler may decide if the dog is shown with or without a collar.

The standard course time will be computed at 2 yards per second, but not exceeding 75 seconds.

Open and Excellent

These classes will use the AKC regulations for agility trials:

If a conflict of rules, the 4-H agility rules supersede the AKC regulations.

Equipment requirements are the same as the novice class, except for the following additions:

- Additional bar jumps to meet the required number of obstacles
- Weave poles 6 to 12 (if available)

Obstacle Specifications and Performance Requirements

Section 1. Obstacle and Jump Specifications.

This should allow for the variances in the venues of NADAC, COCNA, CPE, DOCNA (Dogs On Course North America)

The following specifications will apply to all obstacles. When no tolerance or range is given for a dimension, a tolerance of 4.0 percent is implied. Tolerances do not apply when a range is specified.

Section 2. Obstacle Performance.

The correct performance of each obstacle is listed immediately following the specifications for the obstacle.

Section 3. Obstacles.

A-Frame: The A-Frame is constructed from two panels, the top surface of which is constructed from wood or a wood-like substance. The panels are 35 to 49 inches wide, and their lengths are both within 2 inches of either 8 feet or 9 feet. Panels shall be of a consistent width and connected so as to eliminate gaps large enough to fit a dog's foot or toe.

The maximum height of the A-Frame is within 1 inch of 4' 8" when 8-foot panels are used and 5'6" when 9-foot panels are used. The height of the A-Frame must be adjustable to 24" and 36".

Slats are placed across the width of the panels to provide footing. A frame may or may not use slats. If slats are used, they are 3/8" to 3/4" thick and 3/4" to 2" wide, and they extend within 1/4" of the panel sides. Slat edges shall be rounded or beveled so as not to be sharp, 1/4" radius recommended. The centers of the slats are spaced at 12-inch intervals with a 2-inch tolerance, and no slat is within 4 inches of the top of a contact zone.

The top surface is painted and has a rough, non-slip surface. (Alternating layers of sand and flat, latex paint are recommended.) Contact zones are painted on the lower 42 inches of both panels with a 1/4-inch tolerance. The color of the zone contrasts with the rest of the panel, but it may not be white, black, or brown. Bright yellow contact zones are recommended.

Performance: Dogs must ascend one panel and descend the other in the direction designated by the judge and they must touch the contact zone on the down side only, with any part of one foot prior to exiting the obstacle.

In Beginners and Elementary only, the dog must enter and exit the A-Frame squarely. Cones may be placed 1' to 2' out from each corner and in line with the sides of the A-Frame to assist the handler in guiding their dog straight on and straight off the A-Frame.

Dog Walk: The Dog Walk consists of a center section and two ramp sections, the surfaces of which are made from wood or a wood-like substance. All sections are 12 inches wide, plus or minus an inch, and all are either 8 feet long or 12 feet long. Planks shall be connected so as to eliminate gaps large enough to fit a dog's foot or toe. Within a 2-inch tolerance, the top of the center section is 36 inches above the ground when using 8-foot sections and 48 inches when using 12-foot sections. The height of the Dog Walk must be adjustable to 24" as well.

The top surfaces of all sections are painted and have rough, non-slip surfaces. (Alternating layers of sand and flat, latex paint are recommended.) May or may not use slats. If slats are used, they must conform to those described for the A-Frame and are placed across the width of the ramp sections to provide footing. Contact zones are painted on the lower 42 inches of both ramps with a 1/4" tolerance, using the color specification described for the A-Frame.

Performance: Dogs must ascend one of the ramps, touching the "up" contact zone with any part of one foot, cross the center section, and descend the other ramp in the direction designated by the judge. They must touch the down contact zone with any part of one foot prior to exiting the obstacle. Elementary only, the dog must enter and exit the Dog walk squarely. Cones may be placed 1' to 2' out from each corner and in line with the sides of the Dog walk to assist the handler in guiding their dog straight on and straight off the Dog walk.

Pause Table: The top of the Pause Table is a 36-inch square, plus or minus 2 inches, with a non-slip surface (carpeting may be used.) The vertical edge of the top of the table top must be 3" or greater in height and it is recommended that the table edge be of a color in contrast to the running surface and ring gating. The height of the table must be adjustable to 8", 16" and 24" inches (within 1 inch).

Performance: Dogs must pause on the table for five seconds in either a sit or a down position, as specified by the judge prior to the beginning of the class. If the dog breaks the position before the count is completed, then the count is resumed where left off when the dog is again in the desired position. In Pre-Agility and Beginners only, the sit position will be specified.

Open Tunnel: The Open Tunnel is a flexible tube of durable material that is capable of being formed into curved shapes. The two openings are either round or approximately rectangular, with a height and width of 24" plus or minus 2". Its length is 10 to 20 feet and it is secured in position to prevent a dog from moving it. No portion of a tunnel holder that is underneath the tunnel shall be more than 1 1/2" thick and tunnel supports when used in locations other than the beginning and end of the tunnel shall not have a rigid upright (i.e., steel/wood) that is capable of fitting between the ribs thus possibly projecting into the tunnel.

Performance: Dogs enter the end specified by the judge and exit the other end. In Pre-Agility and Beginners only, the Open tunnels will not be curved tighter than a 90-degree angle.

Closed Tunnel (Chute): The Closed Tunnel consists of a rigid entrance section to which a chute is attached. The entrance section is 24 to 36 inches long, with the opening either 24 inches in diameter or 24 inches in width and

height, with a 2-inch tolerance. The top edge of the opening shall be cushioned to prevent dogs from scraping their back when entering. The bottom inside surface of this section must have a non-slip surface, which may be provided by attaching a non-slip material. If the entrance section is cylindrical, the non-slip surface must extend to a height of at least 6 inches. The entrance section is either so heavy that dogs cannot move it when passing through the chute; or else it shall be secured in place. The major portion of the tunnel is formed by a chute, which is constructed from an opaque, lightweight, rugged, cloth-like, water-resistant material, such as rip-stop nylon or pack cloth. It has only two openings, one of which is attached to the end of the entrance section, and one through which dogs exit the tunnel. The circumference of the chute flares from the circumference of the opening section to 96 inches at the exit. The length of the chute is such that the overall length of the Closed Tunnel is 12 to 15 feet. In the Elementary class (and below), the Closed portion of the chute may be as short as 8' long.

Performance: Dogs must enter the rigid entrance section and exit through the fabric chute.

Weave Poles: The Weave Poles consist of 6 to 12 poles that are either stuck in the ground or mounted in a base. (The base design is recommended.) The poles are 1 to 1-1/4" in diameter and at least 36 inches high, and they are uniformly spaced at intervals of 20 to 24 inches in a straight line. The Weave Poles must flex at the base so as to accommodate large dogs. It is recommended that if a rigid support is used at the base of each weave pole it does not exceed 4" in total height as measured from the ground to the top of the rigid support. (It is required that stripes be taped or painted on the poles to make them more visible to the dogs.) If a base is used, it may be no thicker than 1 inch and no wider than 4 inches, and it must be supported so as not to interfere with a dog's performance.

Performance: Dogs must enter the Weave Poles by passing between poles #1 and #2 from right to left. They must then pass from left to right through poles #2 and #3 and continue this weaving sequence until they pass between the last two poles. If the sequence is broken, the dog must restart the correct sequence, either at or anywhere before the location of the error.

Bar Jumps: Bar Jumps consist of bars that are supported by bar supports that are mounted to uprights. The supports must be positioned so that the tops of the bars can be set within 1/4" of six different jump heights (4, 8, 12, 16, 20, and 24 inches). Unless a jump is specified as a One Bar Jump by the judge, all jumps shall have at least two bars. In the Novice classes, the lower bar shall be placed at about 1/2 the height of the top bar. In all other classes lower bar placement shall be determined by the judge. The bars must be either cylindrical with 1 1/4" to 1 ~" diameters, or square with 1 1/4" to 1 ~" sides. Constructed from wood or plastic, they must be 4 to 5 feet long and striped for visibility. (Bars cut from 1-inch PVC, Schedule 40, are recommended.) The bottom of the bar sits on top of the bar supports such that the bar is easily displaced. If rectangular bars are used, the top of the support must be flat and no wider than the bar it is supporting. If cylindrical bars are used, the supports may be no wider than the bar, and they should have a lip that is no more than 1/8" higher than the support, although lips up to 1/4 inch are allowed. Bolts used as bar supports are allowed if they comply with all other provisions of this section and if bars can be made displaceable from both directions. Bars "held" in place by Velcro™, magnets, etc. are not allowed. The inside of the uprights must be at least 32 inches tall, and the upright must be 1 to 48 inches wide. (An inside height of 42 inches and a minimum width of 3 1/2 inches are recommended for visibility. Widths less than 30 inches are recommended to facilitate handler movement on the course.)

Performance: Dogs must jump over the top bar, without displacing it or the lower bar, in the direction indicated by the judge.

Panel Jump: The Panel Jump uses up to six cross-boards to give the illusion of a solid wall from the jump height to the ground. Specifications for the board supports and uprights are the same as for the Bar Jump. The cross-boards are 4 to 5 feet long, 3 to 4 inches wide, and no thicker than 1 inch. The top board for all jump height classes shall be a maximum of 4" high. Panels are to be supported 1 1/4" to 1 ~" inches below the top of the board so as to be easily displaceable.

Performance: Dogs must jump over the top board, without displacing it or any of the lower boards, in the direction indicated by the judge.

Double Bar Jump: The Double Bar Jump consists of two parallel bars positioned at the

jump heights specified for the Bar Jump. It may be built as a special jump or assembled from two Bar Jumps. The distance between the centers of the bars is one-half the jump height (within a 1/2 -inch tolerance), to a maximum of 12 inches. In addition, two more horizontal bars are placed approximately below the top bars, at about half the height of the top bar, with the back bar higher than the front. Alternately, the bottom bars may be placed under the backbar and crossed to the ground creating an "X." All other specifications are the same as for the Bar Jump.

Performance: Dogs must jump over the top bars, without displacing either one or the lower bars, in the direction indicated by the judge.

Triple Bar Jump: The Triple Bar Jump consists of a series of three ascending bars. The horizontal distance between adjacent bars is one-half the jump height, while the vertical distance is one-quarter the jump height. The table below lists the heights of the tops of the bars and the horizontal distance between the centers of the bars. Tolerances on these values are 1/4 inch for the heights and 1/2 inch for the horizontal distances.

Jump Height	Bars At Horizontal	
4 inches	4	2
12 inches	6, 9, 12	6
16 inches	8, 12, 16	8
20 inches	10, 15, 20	10
24 inches	12, 18, 24	12

Performance: Dogs must jump over all the bars without displacing any, in the direction that starts with the lowest bar.

Tire (Circle) Jump: The Tire Jump, some-times called the Circle Jump, consists of a tire (or a circular object that resembles a tire) suspended from a rectangular frame. The inner diameter of the tire is 24 inches plus or minus an inch, and the wall is 3 to 8 inches thick. There must be at least 8 inches between the outside of the tire and the sides of the frame, and the frame must be tall enough to accommodate the tire at the six different jump heights, as specified for the Bar Jump. The uprights of the frame shall be secured to the base and the base weighted or secured properly to the running surface so as to discourage tipping. The jump height is measured from the ground to the bottom of the tire opening.

Performance: Dogs must jump through the tire opening in the direction specified by the judge. Dogs may touch the jump as they go through the opening.

Other Jumps: Other jumps are permitted. Their uprights and bar supports must conform to the specifications for the Bar Jump, as do the jump heights. The top cross-piece over which the dogs jump must have a top edge that is flat for 4 to 5 feet, be no thicker than 1-3/4 inches, and it must be supported on the bar supports so as to be easily displaceable. At least one more crosspiece must be used, as specified for the Bar Jump.

Performance: Dogs must jump over the top crosspiece, without displacing it, in the direction indicated by the judge.

Responsibilities of the Agility Judge and other Show Helpers

Helpers:

The following list of helpers is suggested for the smooth operation of your agility show:

- Judge
- Gate Steward (one)
- Ring Stewards (a minimum of two, preferably three)
- Leash Runner
- Score Sheet Runner
- Scribe (one)
- Timer (one - must be the same person for all dogs in a class)
- Course Builders (several-they may also do the other jobs listed previously).

- Table Stewards

Judge's Responsibilities:

- Insuring safety (to the extent reasonably possible).
- Insuring that the handlers, dogs, and spectators have a good experience.
- Using courses designed by the agility committee, or designing the course and submitting it to the designated individuals for approval.
- A judge may use a course designed by the agility committee or design one and submit it for approval. Judges are reminded that in Beginner and Elementary classes, the course must be simple "U" (horseshoe), "M", or "S" design, which includes all of the required obstacles. Each obstacle must easily lead to the next, and be spaced at a distance of 12' to 18' between obstacles.
- Measuring all dogs. (See rule #28 on page 3 for jump heights.)
- Walking the course after the course builders have set it to verify that it has been correctly set (double check distance between obstacles, positions and angles of obstacles, etc.)
- Give the briefing to the competitors. The briefing should never include suggestions on how to handle the course, but this does not prohibit the judge from answering the questions about the permissibility of certain actions under the rules. The briefing should include:
 - a) The course time.
 - b) A demonstration of the table count.
 - c) What actions will result in elimination.
 - d) That absolutely no unsportsmanlike conduct will be tolerated in the ring or elsewhere on show grounds.
 - e) Treats and other aids will not be permitted.
 - f) Reminders about use of the lead and touching dogs and obstacles.
- Judge the class.
- Meeting with all stewards and briefing them about their responsibilities. The briefing must include but is not limited to) the following:

Gate Steward

- How many dogs to keep on deck.
- When the next dog should enter the ring.
- Where leashes and collars should be left.

Ring Stewards

- Where they should be positioned.
- Their duties ~ to straighten the closed tunnel after each dog; reset any knocked down bars; reset jumps for next height, others as necessary (straighten weave poles etc.)

Scribe

- Explain the arm signals to be used. Usually, one arm up with an open hand means to record an "S" for a standard fault on the score sheets.
- Both arms up with hands open means to record an "F" for failure to perform obstacle.
- Record the time from the timekeeper's stopwatch exactly as it reads. Do not convert it to seconds. Remind them to always watch the judge not the dog/handler.
- Be sure to ask any questions about the previous dog's score before the next dog runs, therefore, eliminating any confusion.

Timer

- Make sure the timer is comfortable with the stopwatch and how to use it.
 - Explain that the timer should show the stopwatch to the scribe to copy onto the scoresheet.
- What they should do if the stopwatch malfunctions - always check the stopwatch as soon as the dog is past the start line to verify that it is working. If it is not working, blow the whistle to restart the dog/handler before they reach obstacle 2 or 3.
- Be sure the timer clearly understands where the start/finish lines are and that the time begins and ends when the dog (not necessarily the handler) crosses the line.
 - Explain how the timer will be told that the judge (and scribe) is ready for the next dog to begin.

Table steward

- Explain how to fill out the rest of the score sheet from the scribe's notes.
- Answer any questions

Example of a Judge's Show Timetable

- Prior to show date - allow enough time - obtain copies of approved course designs, or submit your course designs for approval.
- 1 hour before the show - review the show site for safety and appropriateness. Fill in gopher holes, divots, water holes, etc. If necessary, find another suitable location for the show. Review all equipment for safety (sturdiness) and verify that it meets regulations.
- 1 hour before - review the course with the course builders. Assist in setting the first course.
- 40 minutes before - walk the course for distance and positioning. Do not place bars on jumps other than the one to be used in familiarization.
- 30 minutes before - meet with the ring stewards and other helpers for their briefing. Remember to include directions for familiarization and what to do if there is an error or question.
- 20 minutes before - begin measuring dogs.
- 10 minutes before - give a 10-minute warning to the exhibitors for familiarization. Advise them on which jump height will start and follow, etc.
- 5 minutes before - have the gate steward begin lining up handler/dog teams for familiarization.
- Show Time - begin familiarization. Remember that this is familiarization-not training. Dogs will be allowed a maximum of three attempts to successfully perform any one piece of equipment, and may perform each only one time. All Elementary exhibitors should do familiarization together. Pre-Novice exhibitors will do theirs before their class, as will Novice exhibitors.
- Immediately after familiarization - the ring stewards should set the jumps for the first height. Call all handlers for the judges briefing. After the judges briefing, allow handler 5-10 minutes to walk the course.
- Handlers walk the course without their dogs!
- Give a 2-minute warning so the first handler can get their dog. Clear the course. Double-check all obstacles again. Verify that the timer, scribe and other helpers are in their places. Send in the first dog/handler team.

Resource List

United States Dog Agility Association (USDAA)
PO Box 850955
Richardson, TX 75085-0955
Visit their website at: <http://www.usdaa.com/>

A variety of helpful items are available. A complete list is available by writing to them. Some of the more valuable resources are:

USDAA Official Rules and Regulations
Construction Plans for Dog Agility Obstacles by Kenneth Tatsch
Junior Handler Agility Training Manual-Level One by Ruth Van Keuren
Junior Handler Agility Training Manual-Level Two and Three by Ruth VanKeuren
Agility Score Sheets and Score pads

You may also write for information about how your 4-H program can hold a licensed UJHP agility trial. You may register your dog with them and show in their events. Yes, they register mixed breeds.

United Kennel Club (UKC)
100 East Kilgore Road
Kalamazoo, MI 49002
Visit their website at: <http://www.ukcdogs.com/>

Note that our 4-H program is not modeled after this style of agility, but it may be of interest to you.

American Kennel Club (AKC)
51 Madison Avenue
New York, NY 10010
Visit their website at: <http://www.akc.org/>

Elmore County 4-H agility rules adapted from Washington State 4-H agility and is partially modeled after AKC agility. There are several similarities and several differences too. You may be interested in showing AKC style or receiving their information. They do not register or allow mixed breed dogs in their competition.

North American Dog Agility Council (NADAC)
HCR2 Box 277
St. Manes, ID 83861
Visit their website at: <http://www.nadac.com/>

Have requirements for (adult and junior handler) titles similar to regular USDAA. Note That their Novice Jr. Handler title is most like the Senior USDAA Jr. Handler level.

Dogs on Course North America (DOCNA)
P.O. Box 83238
Phoenix, AZ 85071-3238
www.docna.com

GOATS/SHOATS/GEEP

Dress Code: White collared long-sleeved shirt to the belt or tucked in, ankle length pants, and closed toed shoes or boots for all classes.

Members will be allowed to show their animal as either pet/breeding, market goat or pack goat whether you have a pygmy, dairy, meat goat, shoat or geep. Members must declare at the beginning of the project year what they are using their goats for.

All goats must have scrapies tag.

It is highly recommended that all goats be dehorned or tipped with the exception of market where it is required that they be dehorned.

All members must show in showmanship at the fair unless doing a pet project in which they may choose to exhibit a display or poster related to their project. Members must own/lease their animals for a minimum of 90 days prior to fair with the exception of a market project which ownership must be a minimum of 70 days before fair show. If an animal becomes unavailable due to illness or death a replacement animal may be presented for approval as long as animal has met all requirements. Leasing of animals is permissible. See page 12 for more details.

Breeding/Pet

Any breed of goat, whether a pet or intended breeding project.

- A. Members will learn how to look for conformation of a breeding animal and show them in classes respective of their age and get.
- B. Members showing pet goats will show in breeding classes for quality whether breeding or not. Members will show (no matter the breed) goats for breeding project in breeding quality classes.
- C. Udders for In-Milk classes should be full but not over tight. Milking the morning of the show will be allowed but not before class commences. If goats require milking, member must bring means of disposal for milk as we do not want it put in any fairground trash cans for reasons of spoilage and pests/parasites. Please check which class you will be showing in to see udder requirements
- D. See below for class list.

Market Goats

Members will learn how to raise goats for the purpose of meat. Any goat may be shown in this project. Remember, Pygmy Goats are also a meat goat.

- A. Members must track feed, housing, weight gain/loss for a minimum of 60 days.
- B. Members must provide proof of ownership in order to sell. A bill of sale or breeding record will suffice.
- C. Goats must be born on or after December 1st immediately prior to the show year to show and sell. Only weaned goats will be allowed to show and sell.
- D. All market goats must be dehorned.
- E. No minimum weight at initial weigh-in.
- F. Minimum final weight must be 65 lbs to sell. No maximum weight. There is a 2 lb. leeway. Market goats will be weighed only once.
- G. All male market goats must be wethered completely.
- H. All goats should be fit according to meat goat standards. No slick shearing. Clipping must be done with a #5 blade or bigger.
- I. A feeder class will be available for animals that didn't make weight. These animals will be judged the same as a market class but will not sell.
- J. Goats shown in meat goat quality cannot be shown in breeding classes.

Pack

Members will learn the use of goats as a pack animal and how to display what they've learned over the year in an obstacle course.

- B. Open to wethers, does and doelings, six months of age or older. Please do milking prior to event.
- C. Any breed of goat is permitted.
- D. All pack goats must wear flat buckle collar and be shown in packsaddle.

Showmanship Classes

A pygmy or small breed goat a chain or flat buckle collar will be used with a lead strap no longer than 14".

A dairy or meat goat of a large breed, a choke chain or chain collar will be used. No lead strap allowed.

- A. Cloverbud
- B. Junior
- C. Intermediate
- D. Senior

Quality Classes

Breeds will show together under Breeding Quality, Meat Goat Quality, and a Pack Goat Obstacle Course. If there are enough animals to warrant breeds showing separately, it will be determined by the Goat Chairman.

Breeding Quality Classes

Will show by breed unless 3 or more of breeds are not present, then classes will be combined, and animals will be judged by their breed requirements. The animals that best meet the standards for their breed will then place accordingly. If no grand or reserve awards are given for separate breeds, no best of show awards will be placed.

Does

Junior Does

1. Baby Kids.....April 1st to show date
2. Junior Kids.....4 months to under 6 months
3. Intermediate kids...6 months to under 8 months
4. Senior Kids.....8 months to under 12 months
5. Dry Yearlings.....12 months to less than 24 months, not having two year teeth.
6. Grand Champion Junior Breed Doe
7. Reserve Champion Junior Breed Doe

Senior Does-having freshened at least once

1. Under 2 dry.....not having 2 yr teeth
2. 2 years to under 3 years dry.....not having 3 yr teeth

3. 3 years to under 4 years dry.....not having 4 yr teeth
4. 4 years to under 6 years dry.....not having 6 yr teeth
5. 6 years and up dry
6. Dry Grand Champion Breed Doe
7. Dry Reserve Champion Breed Doe
8. Under 2 in milk.....not having 2 yr teeth
9. 2 years to under 3 years in milk.....not having 3 yr teeth
10. 3 years to under 4 years in milk.....not having 4 yr teeth
11. 4 years to under 6 years in milk.....not having 6 yr teeth
12. 6 years and up in milk
13. Grand Champion Breed Milking Doe
14. Reserve Champion Breed Milking Doe
15. Overall Breed Grand Champion Doe
16. Overall Breed Reserve Champion Doe
17. Best Udder of Breed from lots 8-12

Wethers

Junior Wethers

1. Under 6 months
2. 6 months to under 1 year.....not having 1 yr teeth
3. 1 year to under 2 years.....not having 2 year teeth
4. Grand Champion Junior Breed Wether
5. Reserve Champion Junior Breed Wether

Senior Wethers

6. 2 years to under 4 years.....not having 4 year teeth
7. 4 years to under 6 years.....not having 6 year teeth
8. 6 years and over
9. Grand Champion Senior Breed Wether
10. Reserve Champion Senior Breed Wether
11. Overall Grand Champion Breed Wether
12. Overall Reserve Champion Breed Wether

Production Classes

1. Produce of Dam.....two or more does from the same dam, freshened or not.
2. Junior Get-of-Sire.....to consist of two or more does never freshened from the same sire
3. Senior Get-of-Sire.....to consist of two or more does from the same sire, having freshened at least once
4. Dam and Daughter
5. Three Generations.....Grand-Dam, Dam, Daughter
6. 4-H Breeder's Trio.....three does all bred and owned by the same member.
7. 4-H Dairy Herd.....three or more milking does owned by the same member, does not have to be same breeding.
8. Best Junior Doe in Show.....Junior Champion of each Breed compete
9. Best Senior Doe in Show.....Senior Champion of each Breed compete
10. Best Junior Wether in Show..Junior Champion of each Breed compete
11. Best Senior Wether in Show..Senior Champion of each Breed compete
12. Best Udder in Show.....Best Udder of each Breed compete

Meat Goat Quality Classes-Classes will be by weight and to be determined after final weigh-in.

A feeder class will be available.

Pack Goat Obstacle Course-Class will be run by 4-H age groups.

4-H HORSE DIVISION

SEE 4-H HORSE SHOW GUIDELINES AND RULE BOOK FOR SPECIFIC RULES TO BE FOLLOWED. HORSE MEMBERS ARE TO FOLLOW ALL GENERAL RULES

LAMA

Lama spelled with one L refers to all the species that include llamas, s, vicunas, and guanacos.

1. Provide proper housing, food, and primary care for at least 90 days. Exhibit a poster, display, and/or project animals in showmanship and obstacle classes. Costume class is optional.
2. Leasing of Animals is permissible. See page 12 for more details.
3. All patterns will be posted 1 hour before the start of the classes.
4. The Lama Working Group will provide 2 educational clinics. All members will be required to attend at least 1 clinic. If a member is unable to attend the clinics, they must call the Lama Working Group Chairman for an approved alternative.
5. Special Awards: Alpaca High Point includes showmanship and obstacle, but to be eligible you must have participated in costume. Winner will be determined from the following table. Record Books will be used as a tie breaker.

High point award:

	<u>Obstacle</u>	<u>Showmanship</u>	<u>Record Books</u>
Overall Grand	10	10	12
Overall Reserve	9	9	11
Grand	8	8	10
Reserve	7	7	9
Blue	6	6	8
Red	0	0	7
White	0	0	6

6. Showmanship

Class Description: The showmanship class is judged solely on the handler's ability to prepare and present their lama at halter. The lama participates with the handler during the class to demonstrate the handler's preparation and style of presenting their lama to the judge of evaluation. The lama's quality is not part of the judging.

- A. The ideal showmanship performance consists of a poised, confident, neatly attired handler whose lama is prepared to a clean condition and performs the required movements with promptness and willingness.
- B. The judge shall describe to the exhibitors at ringside the pattern required just before the class begins. All ties will be broken at the judge's discretion.

Class Divisions: Junior, Intermediate, Senior

Class Procedures:

All handlers will enter the ring one after another in a group keeping a lama length apart. You may be asked to reverse direction. Walk with your lead held properly, never drag your lama.

- After all handlers have entered the ring, they will be asked to do their individual work.

The handler may be asked to perform the following maneuvers during the individual work.

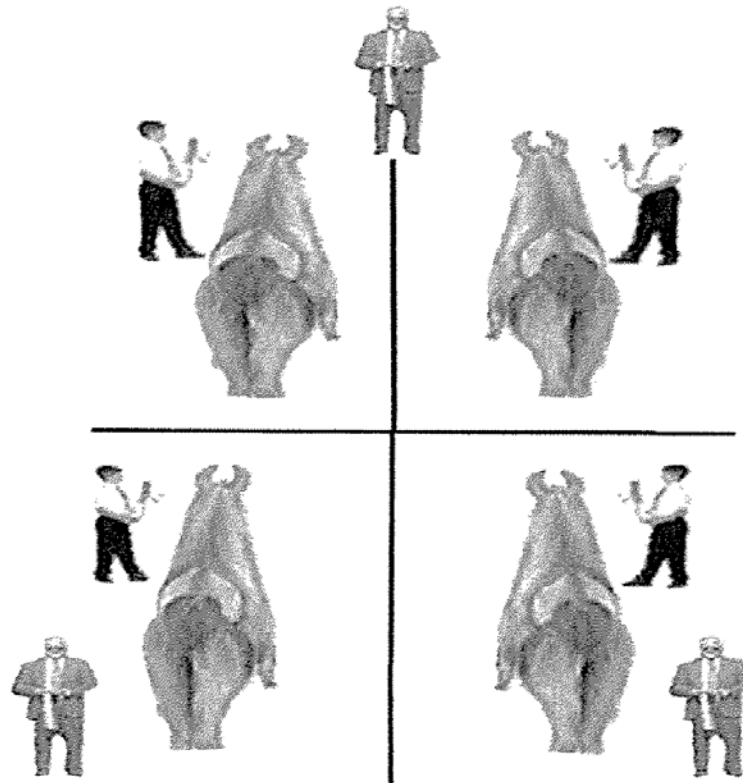
1. Lead forward at a walk or trot
 2. Back in a straight line 5 steps
 3. Come to a halt
 4. Turn 90, 180, 270, or 360 degrees
 5. Show teeth
- **Presenting Lama to Judge**
 1. Perform Pattern
 2. Walk directly toward the judge.
 3. Stop 4-6 feet from the judge.
 4. Set up animal square on all four feet.
 5. If the judge touches the animal, smooth the lama's fiber after the judge touches it.
 6. Change positions based on the position of the judge
 7. As you jog or walk back to your place in line, glance backward to be sure you are leading your lama in a straight line
 - The handler will be asked questions about their lama's in general or asked questions concerning names or locations of body parts. Don't bluff an answer. Simply say you don't know the answer.
 - The judge will have the handlers as a group line up side by side, set their lama's up squarely for inspection, and line up in profile sometime during the class. Keep showing even if the judge is at the other end. He may be watching you out of the corner of his eye.
 - When lining up and each time your animal stops, the lama should be set up square on all four feet. Your animal is set up properly when it is standing squarely on all four feet. All four feet need to be evenly spaced, not too close or too far apart. This means that your lama should be standing tall and not leaning backward or forward. The animal should look alert with head high.
 - To set your lama you move its head to place it temporarily off balance, to the right to move its left-hand leg back and to the left to move its right-hand leg back.
 - Avoid pulling forward and down on the lead which causes the back to go down and top line to round.
 - Only use the lead and not your hands or feet to properly position the feet.
- Showing Hints**
- Your lama should be clean and well groomed.
 - Make sure lama's toenails are trimmed.
 - Halters and leads need to be clean, in good repair, and well fitting.
 - Encourage your lama to walk out briskly on a slack or "J" line.
 - Never give the appearance of having to "drag" the lama or jerk on the lead.
 - Exhibitors should leave a safe distance between lamas (about 6 feet).
 - Never Crowd or come in contact with another lama.
 - The lama should be lead from its left side. The lead is in the exhibitor's right hand and at least 8 inches from the halter.
 - The extra lead should be coiled in a figure-eight and held in the exhibitor's left hand. Never wrap lead around the hand.
 - When lining up, the lama should be set up square on all four feet.
 - When making a turn, the exhibitor should always turn to the right unless it is a ¼ turn or less.
 - If asked to do a haunch or pivot turn, simply do a collected, safe turn where the lama's hind feet stay nearly in place.
 - Always travel to and from the judge in straight lines, so that the judge gets an accurate look at how the lama travels.
 - If asked to change positions in the line, leave your space by walking forward and clear of the line, then turn to the right, go back through your space in the line, and clear the line again. Turn the correct direction toward the new space you are to enter, and then enter the place in line from the rear.
 - If asked by the judge to back, the lama should respond to the handler's request willingly, back at least three steps, or how ever many steps the judge requests, then move forward to its original position.

- After the judge inspects the fiber or touches the lama, the exhibitor should reposition the fiber. If the exhibitor doesn't reposition the fiber after the judge has touched it, the exhibitor should be faulted and therefore lost points.
- Be natural. Over-showing, maneuvering, and fussing are objectionable.
- Keep a close eye on the lama's position and feet. Any faults should be recognized and corrected quickly.
- Sometimes no matter what you do to calm your lama it will simply not stand still in the line up. When this happens follow the procedure for moving out of line:
 - Walk forward out of line
 - Haunch turn to the rear (180 degrees turn)
 - Walk through the line and past the other lamas in the line.
 - Haunch turn toward the front (180-degree turn), walk back into line
 - Reset your lama to square.
- Don't be distracted by anything or anyone outside the show ring.
- Never talk to another showman. It is bad manners and distracting.
- Don't talk to the judge unless he speaks to you first. If you don't understand, ask him to repeat the questions or instruction.
- You may speak to the ring steward if absolutely necessary.
- Be courteous and show good sportsmanship at all times
- Don't wear logos, emblems, or a name tag.
- Don't wear flashy jewelry...show your lama, not yourself.
- Smile and enjoy. It will show!
- Smile, Smile, Smile, watch the judge and Smile, Smile, Smile.
- After the judge makes his selections, he will call you out and place you. Don't quit showing, he may change his mind after he sees how he has lined up the places.

LAMA SHOWMANSHIP QUADRANTS

FRONT END - OPPOSITE SIDE

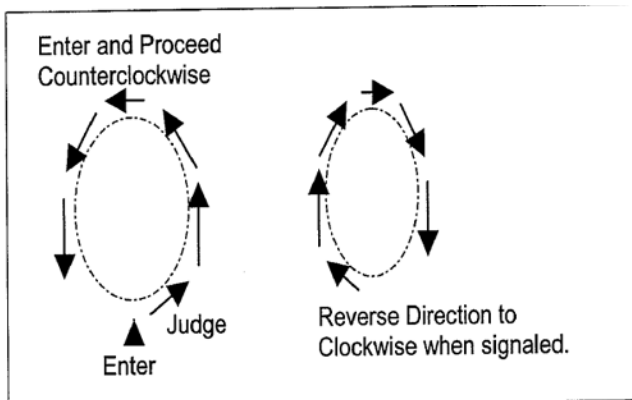
JUDGE IS AT THE FRONT HALF OF THE LAMA - HANDLER IS ON THE OPPOSITE SIDE OF THE LAMA



BACK HALF - SAME SIDE

JUDGE IS AT THE BACK HALF OF THE LAMA - HANDLER IS ON THE SAME SIDE OF THE LAMA

- The exhibitor should stand facing the lama at a 45-degree angle off its shoulder; switching sides when necessary.
- If the judge moves to the left of your lama, move smoothly and cross over in front of your animal and stand on the animal's right side. As the judge walks up and down the lineup, when he/she goes by you, immediately make sure you cross over to the opposite side of the llama and stand in that show position. This allows the judge to have full view of your llama.
- An exhibitor should always be able to see the lama and the judge.
- **Sample Showmanship pattern**
Enter the arena at a brisk walk, turn to the right and circle the arena once counter clock-wise. When the signal is given, reverse your direction and circle the arena once clock-wise at a walk. Line up as directed by the Judge or Ring Steward leaving six to eight feet between lamas.



Sample Individual Showmanship Work:

The actual pattern for individual work will vary from judge to judge.

One example follows: The judge will move down the line-up across the arena from you. When directed, leave the line-up at a walk and walk toward the judge. Back your lama 4 steps, settle and walk forward 4 steps.

Square your lama for inspection. Reverse through a 180 degree haunch turn and trot back to your original place in the line-up.

Scoring: Scoring is from 0-100 points with

- 25% possible points toward overall preparation and appearance of the handler and their lama, and the equipment used (halter and lead); and
- 75 % toward presentation of the lama by the handler (how you show your lama, follow directions, leading, turning, stand in relation to the lama, backing, stopping, showing to the lama's advantage and your control when in line and working.

Blue Ribbon- 85-100 points

Red Ribbon- 70-84 points

White Ribbon-69 and below

Grand Champion Blue & Reserve Champion Blue out of each division will compete for overall grand and reserve champion.

7. Obstacle Course

Class Description: The obstacle class demonstrates a team effort between the handler and their lama through a variety of obstacles. The lama participates with the handler during the class to demonstrate its level of training

and willingness to cooperate with its handler and is a partner in the score over the course. The lama's quality is not part of the judging.

- A. The ideal performance consists of a poised and calm team that performs the required movements with promptness and willingness on a loose lead.
- B. The judge and exhibitors will perform one walk through of the course just prior to the first team's performance. This is a handler only "walk through" without the lama

Class Divisions: Novice-1st year Member and/or Animal, Experienced 2-4 years, Advanced 5 years and up

Course:

1. The Novice division course will consist of the 5 mandatory obstacles with the ranked ones easy, plus 5 approved obstacles with ranked ones easy for a total of 10 obstacles.
2. The Experienced division course will consist of the 5 mandatory obstacles plus 5 approved obstacles prepared for any combination of easy to medium difficulty for a total of 10 obstacles.
3. The Advanced division course will consist of the 5 mandatory obstacles plus 5 approved obstacles prepared for any combination of medium to advanced difficulty for a total of 10 obstacles.

Mandatory obstacles.

1. Bridge with step/s or ramp or both (one obstacle)
2. Jumps with heights of 8 inches (easy-novice), 12 inches (medium-experienced), 18 inches (medium-advanced) Multiple jumps must be separated by at least 5 feet.
3. Flexibility or maneuverability
4. Change of pace.
5. Backing-straight five steps (easy-novice), straight more than five steps (medium-experienced), two directions as an "L" (medium-advanced)

Additional approved obstacles

1. Load in trailer up to 12 inches rise
2. Go through a date or door
3. Walk over a teeter totter
4. Go under limbo bar
5. Pick up a foot: left front foot (easy), right front foot (medium), hind foot (difficult)
6. Walk through tires
7. Demonstrate a safety tie
8. Haunch turn, whole lama inside a rope circle
9. Forehand turn, front feet only inside a rope circle (easy), or tire (medium to difficult)
10. Side pass over rail on ground, one direction only (easy), both directions (medium)
11. Change of surface, walk over tarpaulin, plastic, sand, or plywood (easy), through water or rattling material (medium)
12. Demonstrate a Quick Release Knot
13. Demonstrate willingness to complete other new obstacles approved by the judge as safe for both lama and handler.

Class Procedure:

Each team performs in the ring solo. The next team will enter the course when the previous team has exited the ring.

1. Lamas must make an attempt at each obstacle.
2. Lamas will have 3 attempts to maneuver each obstacle correctly. After the 3rd attempt, the handler and llama must move to the next obstacle.

Scoring

1. The scoring on the first obstacle begins as soon as the team enters the gate or beginning cones and ends half way between the first obstacle and the next obstacle and so forth.

2. The scoring on the last obstacle ends when the team passes the exit cones or the exit gate which is indicated at the end of the course. After completing the course, the team leaves the ring and awaits the completion of the course by all teams.
3. Each obstacle in the course is worth 10 points. The team begins each obstacle with the maximum 10 points. Points or point increments will be deducted based on the team's performance over each obstacle as they move through the course. Each team's point total will then be tallied with the winner having the highest point total.
4. Ties are to be broken using ranked obstacles named by the chairman prior to the beginning of the class.

Any team that "breaks the pattern or goes "off course" during their performance cannot place higher than teams which completed the course correctly. Repeating an obstacle is not considered breaking the pattern.

7. Costume Class

- Costume Class to be judged by a panel of judges.
- Both the handler and lama should be in costume according to theme.
- Judging Criteria: Member required to actively participate in the construction/designing of a costume for themselves and their alpaca. Judging will be based on originality and complexity of costume, ability of handler and alpaca to show as a team (does alpaca handle challenges of the costume, such as dangling parts, leggings, etc.)
- The exhibitor submits a one-minute narrative along with their name and club.

Class Divisions: Novice-1st year Member and/or Animal, Experienced 2-4 years, Advanced 5 years and up

POCKET PETS

1. All Pocket Pet members are required to complete barn duty.
2. At least 1 Educational/Prefair Clinic is required for all pocket pet members.
3. Provide proper housing, food, and primary care for the pet for at least 60 days.
4. Exhibit a poster or display illustrating something you learned in the project OR
5. Exhibit project animal in corresponding species fitting and showing class.

An Overall Grand and Reserve for showmanship will be given to the top 2 showmen in any species, when there are less than 3 participants in that species.

RABBIT

All Rabbit members are required to complete barn duty.

At least 1 Educational/Prefair Clinic is required for all rabbit members.

Dress Code: White collared long sleeve shirt to the belt or tucked in, ankle length pants. No open toed shoes or sandals.

Leasing of animals is permissible. See page 12 for more details

Market Rabbit

1. Own 2 or more does and the appropriate number of bucks for at least 90 days. In case of death, 90-day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. Raise at least 1 litter per doe during the year.
3. Provide primary care, proper housing, and feed.
4. Market the young alive or processed for eating.
5. No medication to be administered within 90 days of sale.

6. Participate in a Showmanship Class.
7. Exhibit a pen of 3 fryers produced from matings of the members own buck & does.

Breeding Rabbit

1. Own 1 or more does for at least 90 days. In case of death, 90-day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. Provide primary care, housing and feed.
3. Raise at least 1 litter per doe, and keep or market the young.
4. Participate in a Showmanship Class.

Pet Rabbit

1. Provide proper housing, food, and primary care for at least 90 days. In case of death, 90-day ownership rule will be decided by the Small Animal Chairperson on a case by case basis.
2. Exhibit animal in fitting and showing
And/Or
A display or poster related to the project

Rabbit Non-Animal

1. All General Rules apply.
2. Complete 5 Animal Science activities.
3. Exhibit a poster or display related to the project.

SHEEP

1. Own and provide primary care for breeding animals at least 90 days before the fair.
2. Leasing of animals is permissible. See page 12 for more details.
3. For market lambs, members must own, provide primary care for a minimum of 70 days, and comply with the county feeding period for a minimum of 60 days.
 - A. **Barbadoes Market Lambs will be a 2-year project.**
 - 1st year-lambs will not sell. They will show in quality and showmanship.
 - 2nd Year lambs will be eligible to sell if meet the 70 lbs. minimum weight at final weigh in.
 - B. Barbados sheep- 1st year must be tagged and weighed In at initial sheep weigh in, to be tracked as a second year project. Second Year Barbados- must have shown the first year and have be weighed in the second year.
 - C. Hair Sheep Class- Barbados and Dorper sheep will show in their own quality class at fair.
4. All exhibit ewes and market ewe lambs, regardless of color or breed, **must** have official Scrapie ID tags.
5. Using a scale approved by the Extension office, the recommended minimum weight at initial Weigh in is 70 lbs. The recommended maximum weight at initial weigh-in is 90 lbs. If the member's lamb(s) weighs under 70 lbs. or over 90 lbs., the member may have seven (7) days to find a new lamb, have it weighed on scales approved by the Extension Office and complete the weigh-in contract.
6. Should any sheep exhibit signs of a health problem prior to initial weigh-in, it will be the member's responsibility to inform their leader who in turn shall consult a sheep resource leader or veterinarian as to the risk inherent in the problem. If the problem is determined to present short-term risk and not affect the project, arrangements must be made for a quarantined weigh-in.
7. The Sheep Committee will conduct the following at initial weigh-in:
 - A. All wether lambs will be inspected for retained testes; and
 - B. Administration of a broad-spectrum wormer will be offered upon request.
8. **Sheep Tail Docking Rule:**
Market lambs must be docked such that the tail dock is healed. Lambs exhibiting evidence of surgically removed tail vertebrae or redocking are ineligible.

- A. Animal Husbandry: Should a member's lamb develop symptoms of any type of rectal prolapse, at any time, the member is required to immediately initiate treatment. If symptoms persist during the fair, the chairman will consult with the member, parents, leader and the Sheep Working Group members with voting privileges. If necessary, the member will be asked to remove the lamb from the fairgrounds.
- B. Education: It will continue to be the duty of the SWG to emphasize the importance of a "liftable" dock, educate about the environmental causes and symptoms of prolapse, and the benefits to timely treatment procedures.
9. Each 1st and 2nd year member **MUST** participate in a sheep educational clinic or show, which will be approved by the leader. If this requirement is not met, the member will not be able to sell their lamb at the livestock sale. All other members are encouraged to attend a sheep specific seminar, clinic, or show.
10. Market animals must use sawdust or chips in pens at the fair instead of straw.
11. All market lambs must be slick shorn and dry at final weigh-in. Shearing recommended within one week prior to the fair.
12. Minimum weight at final weigh-in at the Fair will be 105 lbs. Exception: Barbados & Dorper 70 lbs.
- Only market lambs making this weight can be sold at the livestock sale. There is a 2-lb. leeway.
 - **Sheep will only be weighed once.**
13. All sheep must be healthy at final weigh in and any suspect sheep may be required by the Sheep Working Group to have a veterinarian approval prior to final weigh in.
14. Sheep shown in breeding classes are ineligible for market lamb classes and sheep shown in market classes are ineligible for breeding classes.
15. Lamb quality classes will be divided by the Sheep Chairman into as many classes as necessary to accommodate the number of lambs being shown starting with the lightest lambs to the heaviest lambs.
16. Judges of market lamb quality classes will be instructed to:
- A. ****Award white ribbons if deemed necessary, especially in cases where the project lamb is not finished and should not be sold to the public, with an explanation to the 4-H/FFA member as to why they received a white ribbon.
1. **White ribbon market lambs will not sell.**
- B. **Establish the sale order of the market lambs in the Overall Quality Class.**
17. Turn Back market ewe lambs not subject to carcass evaluation are available from the County Sales Committee for the floor price, first to the owner (4-H/FFA member) then to other youth members for fifteen minutes following the posting of available animals by the Sale Clerk. If more than one youth is interested in available animals, the order of selection will be determined by lottery.
18. A \$2.00 fee per lamb will be assessed for each lamb sold and these fees will be used to maintain a Sheep Working Group fund.
- In the event of a catastrophe, the fund will be used to assist in the purchase of a spare animal if one is available. The member must present in writing a request for funds to the Sheep Working Group.
 - The member needs to reimburse the sheep working group fund any amount over \$100 from the member's livestock sale proceeds.

19. Special Awards

Flock Management Award will include ALL breeding sheep, owned or leased by the member, and the member's highest placing market lamb. Market lambs that are bred by the member will receive a maximum of three (3)

additional points. The Quality point system (see below) will be used to determine points and Record Books will be used as a tie breaker.

Overall Grand and Overall Reserve will only receive points for these placings.

Market Lambs bred and owned will receive 1 point for one market lamb and 3 points for two market lambs.

Sheep Management Awards will include quality, showmanship, and record books with Average Daily Gain as a tie breaker. Members with 2 projects-the highest placing animal will be scored, and the second project is given 3 points.

	<u>Quality</u>	<u>Showmanship</u>	<u>Record Books</u>
Overall Grand	10	10	12
Overall Reserve	9	9	11
Grand	8	8	10
Reserve	7	7	9
Blue	6	6	8
Red	0	0	7
White	0	0	6

SMALL ANIMAL

An Overall Grand and Reserve for showmanship will be given to the top 2 showman in any species, when there are less than 3 participants in that species.

The following score sheet will be used for calculating the overall high point award:

	<u>Quality</u>	<u>Showmanship</u>	<u>Record Books</u>
Overall Grand	10	10	12
Overall Reserve	9	9	11
Grand	8	8	10
Reserve	7	7	9
Blue	6	6	8
Red	0	0	7
White	0	0	6

SWINE

1. Own, provide primary care, & comply with county feeding program of at least 80-100 days for market animals. Breeding animal's ownership is a minimum of 90 days.
2. **SWINE EDUCATIONAL CLINICS ARE MANDATORY FOR SWINE MEMBERS.**
3. **Leasing of animals is permissible. See Page 12 for more details**
4. Individually identify each animal with an ear tag at initial weigh-in.
5. Provide one or more forms of positive ownership at **initial weigh-in**
6. The Swine Working group recommends that all market swine projects weigh between 55 to 70 pounds at initial weigh-in. This helps to ensure that market swine projects will successfully make weight, without being overweight at fair.

7. Swine will not be fed swill. It is the leader's responsibility to make sure that the swine are on an approved, disease free, feed program. If swine projects are found to be consuming swill and/or garbage, the project will be terminated and/or removed from the fair.

- **Idaho Code 25-234 states in part: FEEDING GARBAGE TO SWINE.**

It shall be unlawful for any person to feed garbage to swine, or to deposit or receive such garbage on any premises where swine are kept, and no swine having fed on such garbage may be sold or removed from the premises. Garbage as used in this section means putrescible animal or vegetable wastes containing animal parts, resulting from the handling, preparation, processing, cooking, or consumption of food and which is collected from any source and includes animals or parts thereof as defined in section 25-3201, Idaho Code.

8. Minimum weight for finished market swine at final weigh-in at the Fair will be 220 lbs. There is a 2 lb. leeway

- Only market swine making this weight can be sold at the livestock sale.
- **Swine will be weighed only once.**

9. Swine under 220 lbs. will be classified as feeder swine and will be shown in a Quality Feeder Class. Feeder class swine will not compete for overall market swine quality, and will not sell at the 4-H Livestock Sale.

8. **SAWDUST WILL BE USED IN ALL SWINE PENS AT THE FAIR. THERE WILL BE NO STRAW USED. 4-H WILL PROVIDE SAWDUST FOR EXHIBITORS TO USE, IF EXHIBITORS CHOOSE TO USE SOMETHING DIFFERENT THAN SAWDUST; THEY MUST PROVIDE IT AT THEIR OWN EXPENSE.**

9. Every swine member will participate in barn duties at the fair, scheduled by the swine chairman.

10. For market swine the maximum pay weight will be 290 lbs.

11. Each market swine sold at the 4-H Livestock Sale will be assessed a \$2.00 per head fee to create and maintain a Swine Emergency Fund.

- This fund will be used for catastrophic events or emergencies that occur during Fair. Requests for funds will be presented to the Swine Working Group Chairman, who will gather a quorum of the Swine Working Group to consider the request.

12. Special Awards

Swine Management Award will be figured using the table below.

Members with 2 projects-the highest placing animal will be scored, and the second project is given 3 points.,
Average Daily Gain will be the tie breaker.

Breeding Swine Management award to be figured same as the swine management award.

	<u>Quality</u>	<u>Showmanship</u>	<u>Record Books</u>
Overall Grand	12	12	12
Overall Reserve	11	11	11
Grand	10	10	10
Reserve	9	9	9
Blue	8	8	8
Red	7	7	7
White	6	6	6

4-H HOME ECONOMICS DEPARTMENT

1. All 4-H members wanting to take Home Economics projects must have a completed enrollment form and dues into the Extension Office, to qualify for the year's project.
 - A. All general rules apply to this department.
2. All record books must be signed by the 4-H member, their leader, and the member's parent or guardian. Signature of the 4-H leader verifies that the record book, # OF ACTIVITIES IN PROJECT MANUAL ARE COMPLETED and exhibit is complete and ready to be judged. The record book and story are a part of every 4-H exhibit. Record books and exhibits must be turned in by the scheduled day and time. MEMBERS MUST HAVE TURNED IN A RECORD BOOK AND PROJECT MANUAL WITH REQUIRED # OF ACTIVITIES AND PARTICIPATE IN THE RECORD BOOK INTERVIEW TO SHOW AT THE ELMORE COUNTY FAIR.
3. Only 4-H leaders or their authorized representatives may enter and pick up 4-H exhibits.

CLOTHING

4. Preparation of clothing exhibits:
 - A. Garments which have been worn should be carefully laundered or cleaned and pressed before exhibiting.
 - B. Dresses, skirts, blouses, pants, etc. are to be brought on hangers and must be in a clean plastic sack or garment bag.
 - C. Each garment must have the name, year in project, clothing project title, and club name for the current year. This label needs to be attached to the garment.
 - D. No accessories are to be exhibited in any division of clothing projects
 - E. Project manuals will be exhibited with the record book when designated.

4-H FASHION REVUE CONTEST

All members enrolled in 4-H clothing projects are encouraged to participate in a 4-H Fashion Revue Contest. 4-H clothing leaders and members will be notified of judging procedure, place, and other pertinent information prior to the contest.

FOODS

5. Preparation of food exhibits:
 - A. Foods exhibited should be placed on disposable plates and covered with new plastic bags.
 - B. A label with name, year in project, project title, and club name must be attached to the exhibit.
 - C. Recipes and their source should be included with baked food items.
 - D. All posters should be 14 x 17 inches.
 - E. All displays should be 12 x 16 inches.
 - F. Canning exhibits should include the contents of the jar, the method of canning used, and the processing time on a label attached to the bottom of the jar.
 - G. No frozen or perishable products may be exhibited.

Project manuals will be exhibited with the record book when designated.

4-H MELTING POT OF PROJECTS DEPARTMENT

1. All 4-H members wanting to take miscellaneous projects must have a completed enrollment form and dues into the Extension Office, to qualify for the year's project.
 - A. All general rules apply to this department.
 - B. Check with the Extension Office to see what is required for exhibit.
 - C. A label with name, year in project, project title, and club name must be attached to the exhibit.
2. All record books must be signed by the 4-H member, their leader, and the member's parent or guardian. Signature of the 4-H leader verifies that the, record book, # OF ACTIVITIES IN PROJECT MANUAL ARE COMPLETED and exhibits are complete and ready to be judged. All record books and exhibits must be turned in by the scheduled deadline. The record book and story are part of every 4-H exhibit. MEMBERS MUST HAVE TURNED IN A RECORD BOOK AND PROJECT MANUAL/CHECKLISTS WITH REQUIRED # OF ACTIVITIES COMPLETED AND PARTICIPATE IN THE RECORD BOOK INTERVIEW TO SHOW AT THE ELMORE COUNTY FAIR.
3. The 4-H secretary's book is to be exhibited under *4-H Club Secretary's Book*.
4. The 4-H club historian scrapbook is to be exhibited under the *4-H Club Historian Scrapbook*.
5. The 4-H treasurer's book is to be exhibited under *4-H Club Treasurer's Book*
6. Only 4-H leaders or their representatives may enter and pick up 4-H exhibits.

4-H Shooting Sports

All shooting sports rules not specifically addressed will fall under the guidelines put forth in the Idaho 4-H Shooting Sport Rules.

4-H RULES FOR ARCHERY COMPETITION AT FAIR

CLASSES or STYLES: It is the responsibility of the shooter to make sure they are in the proper class before the start of the tournament.

DRESS CODE: All archers in 4-H competition matches are to wear appropriate show attire. A long or short sleeve show shirt, jeans or slacks, and boots or closed toes shoes.

GENERAL RULES:

1. Archers with special needs should contact the archery committee early so they can determine what can be done to accommodate the archer.
2. All archers must be signed up in the Shooting Sports project. You must complete your archery project to participate in the shoot at the Elmore County Fair. You are not required to participate in the archery shoot to finish your project, however all awards and ribbons for the project will be awarded based on the shoot at Fair.
3. Kisser buttons and/or peep sights must be permanently affixed and not moved during competition. Kisser buttons and /or peep sights are permitted in the Freestyle.
4. Consult the Idaho 4-H Shooting Sports Rules for additional rule and equipment clarification.
5. Sights may be adjusted at any time during the tournament.
6. No practicing will be allowed on the competition course prior to the start of any competition.

7. Always wear arm guards to protect you from String Slap, Clothing Interference or Broken Shafts. Wearing adequate eye protection (shooting glasses, safety glasses or safety goggles, or hardened prescription glasses) is strongly advised for all archery events.

DISQUALIFICATIONS:

1. A shooter will be disqualified if not currently enrolled in 4-H and the Shooting Sports Project.
2. Any shooter acting in an unsafe manner will be disqualified.
3. Unsportsmanlike like actions such as intentionally bothering another shooter by noise or actions or bothering the shooters equipment shall be reason for disqualification.
4. Disqualifications shall be at the discretion of the Archery Committee Members present. ALL complaints must be filed with committee members before the completion of the day's events. The ruling of committee members is final.

COURTESY:

1. Do not turn and leave the line when the person on either side of you is drawing or at full draw. Wait until both have shot and are nocking another arrow.
2. When stepping off the line, make sure your bow, stabilizer, or other equipment does not contact the archer on either side of you. Side step back one or two steps to give you more room.
3. Make sure your equipment bow, quiver, or arrows does not contact another archer when on the line.
4. Do not talk, hum, sing, or swear while on the line. Others do not want to hear you.
5. DO NOT bend over to pick up a dropped arrow. It is dangerous and distracting. Shoot your extra arrow that you should carry. Pick up the arrow when all shooters on your line have completed shooting.
6. Be courteous to other shooters when behind the line by controlling noise and activities to not create a distraction.

FREESTYLE: Any sight or scopes, any stabilizer, any rest, and any release aid may be used provided it is hand-operated and supports the weight of the bow.

BASIC BOW: Any bow, compound, recurve or long bow that is shot with fingers and without sights.

1. Archers shooting bare bow style will use bows arrows strings and accessories free of any sights, marks, or blemishes.
2. No written memoranda shall be used.
3. An adjustable arrow rest may be used to control space between the arrow and the face of the sight window.
4. The use of stabilizers is permitted.
5. No mechanical device will be permitted other than one non-adjustable draw check and level mounted on the bow. Neither may extend above the arrow.
6. Release aids are limited to fingers, tabs or gloves.
7. Ends or edges of laminated pieces appearing on the inside of upper limbs shall be considered a sighting mechanism and are illegal.
8. A cable guard shall be allowed if it is not in the sight window.
9. Arrow rests extending $\frac{1}{4}$ inch above arrows are illegal.

ARROWS: Arrows cannot be less than 6 grains of arrow weight per pound of bow weight. There are no point weight restrictions in any class.

BOWS: Peak bow weight in all classes is 70 pounds.

TOURNAMENTS: Archers should arrive early to allow for sign in, to check their bow, and make sure they are in the proper class. Leaders or adults can assist in determining if equipment is illegal in advance, in time to make changes. It is the responsibility of the archer to make sure he/she has a legal bow and is in the proper class.

3-D Competition: The 3D course is made up of 14 targets/2 arrows per target at varying unmarked distances. Total possible score of 280. Range finders and other devices used to calculate yardage are prohibited. No discussion of yardage is allowed until all arrows have been scored.

Min-Max Distance & Stake Colors

<u>Division</u>	<u>Min-Max Yardage</u>	<u>Stake Color</u>
Juniors:	5-20 yards;	Blue Stakes
Intermediates:	5-30 yards;	Red Stakes
Seniors:	5-40 yards;	Black Stakes

Two arrows will be shot at each target. Colored stakes are provided to indicate where an archer should shoot from according to age division. The tournament follows International Bowhunting Organization (IBO) rules which require the archer to touch the stake while shooting.

An arrow shot from the wrong stake will be scored as "0". Scoring is an X and 11pts for the very center vital ring, 10 points for the next ring out from the center vital ring, 8pts for the oblong vital ring, 5 for any other body shot, except hooves and antlers. A clean miss, hooves or antlers is marked as "M" and counts as 0. An arrow touching the line of a greater scoring area is scored at the higher value.

Pass-throughs, robin hoods and bounce-backs can be scored if witnessed and agreed upon by the group. If witnessed but not agreed upon, the archer may reshoot.

An arrow dropped or released accidentally will be scored a zero unless the archer can retrieve it while still touching the stake and reshoot it.

If too many arrows are shot, the highest score(s) are dropped and not counted.

In case of a breakdown the shooter has 45 minutes to repair or replace equipment. Missed targets will be made up at the end of the competition in the presence of tournament officials.

There will be a 5-minute time limit to find lost arrows. Enough arrows must be carried to complete the round.

All disputes shall be taken to the tournament official. If one is not available at the target, mark the cards and consult an official before turning in the cards.

Once the card is signed and turned in the score stands unless obvious corrections need to be made by tournament officials.

Tie breakers will be determined by tournament officials.