

Division A-14 – Breeding Sheep

ALL LIVESTOCK TRAILERS AND TRUCKS MUST BE PARKED IN DESIGNATED AREA IMMEDIATELY AFTER LIVESTOCK IS UNLOADED.

SEE THE BEDDING POLICY UNDER DEPARTMENT A – ANIMAL SCIENCE - GENERAL REGULATIONS.
ALL EXHIBITORS MUST CLEAN STALLS OUT ON SUNDAY EVENING PRIOR TO LEAVING FAIR GROUNDS. THE FAIR BOARD RESERVES THE RIGHT TO WITHHOLD ALL PREMIUMS FOR EARLY DEPARTURE AND FOR STALLS LEFT UNCLEANED.

Registered and Commercial Classes

1. All sheep must be identified at the Extension Office by May 15 of this year using the proper identification forms.
2. Purebred sheep must be registered and registration papers inspected when checked in on Wednesday.
3. Registered sheep will show by breed. All crossbred breeding sheep will show in commercial class.
4. Sheep shown in market class cannot be used in breeding sheep classes.
5. Discovering 4-H'ers will show in separate non-competitive classes. They will receive a special Discovering 4-H ribbon and \$5.00 premium. Discovering 4-H'ers are not eligible for showmanship classes.
6. All reproductively intact sheep (ewes and rams) must have an individual Scrapie Flock of Origin identification tag.
7. No intact male sheep over 8 months of age may be shown.
8. Premiums will be awarded according to group placings:

Purple or Blue ribbon winners	\$5.00
Red ribbon winners	\$4.00
White ribbon winners	\$3.00

Classes for registered and commercial breeding sheep

Use class number and designate breed name or commercial on entry form.

- Class 1 – Ewe lamb (born after Jan. 1 this year) registered
- Class 2 – Ewe (born Jan. 1 – Dec. 31 last year) registered
- Class 3 – Ewe (born prior to Jan. 1 last year) registered
- Class 4 – Ram lamb (born after Jan. 1 this year) registered
- Class 5 – Ewe lamb (born after Jan. 1 this year) commercial
- Class 6 – Ewe (born Jan. 1 – Dec. 31 last year) commercial
- Class 7 – Ewe (born prior to Jan. 1 last year) commercial
- Class 8 – Ram lamb (born after Jan. 1 this year) commercial
- Class 9 – Educational exhibit – see index