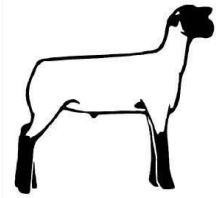




Bringing a Sheep to the Fair?

Here's some things you need to know...



Arrival

Friday, July 15—4:00pm-9:00pm

Saturday, July 16—6:00am-8:00am

The process for animal arrival, health checks, and check-in will be the same as last year. When you arrive at the fair, go directly to the sheep barn and locate the superintendent. You will present the following to your superintendent:

Your Certificate of Veterinary Inspection (CVI, or health papers), and self-certification form. The self-certification can be found at <https://mda.maryland.gov/AnimalHealth/Documents/livestock-exhibitors-self-certification.pdf>

After the superintendent checks you in, you will be directed to your pen/stall where your animals will be housed for the week. Pens/stalls are assigned by the department superintendent.

These are the only times in which your animals can arrive at the fair.

Weigh-In

Market lambs will be weighed Saturday July 16, in an order posted on the 4-H information board located in the show ring. In order sell in the 4-H Livestock Sale, market lambs must weigh between 90-150 pounds and meet grading qualifications.

Required Orientation/Set-Up

Exhibitor Orientation and fair set-up will be Wednesday, July 13 at 6:30p.m. If you are unable to make orientation please contact Ashley Travis at ashley90@umd.edu

Stall Signs & Decorations

Exhibitors may decorate their animal's stalls. Be sure decorations are out of reach of the animal to prevent getting tangled on your animal or them chewing it.

It is nice to have a thank you sign at your pens thanking your sale buyers from last year.

Show Times

The sheep shows will be Sunday, July 17. Sheep showmanship will start at 9:00am (oldest to youngest), followed by the breeding sheep show (shown by breed and age). The market lamb show will start thereafter.

Please be ready for your show 10-15 minutes prior. Classes will not wait for you. Always pay close attention to when your class is coming up next to be ready in the line-up.

Dismissal

Market lambs being sold through the 4-H Livestock Sale will leave starting very early Friday, July 22. Any market lambs not sold through the sale, or breeding sheep are released on Saturday, July 23 starting at 7:30pm. All animals must be off the fairgrounds by 6:00am on Sunday, July 24.

Exhibitors are required to assist with barn clean up and tear down Sunday morning July 24, starting at 6:00am.

Are you packed?

Below is a list of items to be sure you have packed for your project.

- Feed & Feed Pans
- Show clothes
- CVI and Self-CVI
- Halter
- Show tack
- Water bucket
- Soap to bath animal
- Registration Papers (if registered breeding)
- Brushes

Text Message Reminders

This year we are going to try using the "Remind" app to text reminders of event times, updates, changes, or when volunteer help is needed. To sign up for text message reminders: **Text @agexpo2022 to the number 81010.**

The remind app will be set-up approximately two weeks prior to the fair.

Other general reminders...

Have a question or need help?

There are several people you can ask questions to or if you need help with something.

- **Sheep Superintendent: Joe Frey**
- Your 4-H Club Leader
- Another 4-H Volunteer or Member

4-H Dress for Shows/Sale

Exhibitors are to wear 4-H dress for all shows and the sale.

What is 4-H Dress Code?

Beef, Dairy Steers, Sheep, Swine, Meat Goats, Cats, Rabbits, Cavies, Poultry, Dogs—Tan or green slacks or skirt, white or tan collared shirt, with green or black tie or neck piece.

Dairy Cattle and Dairy Goats—white slacks or skirt, white collard shirt, green or black tie or neck piece.

Horse exhibitors can wear appropriate riding clothes, and must wear helmets, long pants, hard soled shoes with heels, and ASTM protective head gear when mounted.

In addition, no farm names or other identification shall appear on show clothes. No hats are to be worn in the show ring **OR** during the sale. Safe, appropriate attire, including footwear is required at all times. Jewelry does not qualify as a neckpiece due to safety reasons.

Animal Movement

Animals must always remain in and around the barn area. No animals should be near the track, campers, or midway. Please be cautious when moving animals during times when the public is present in order to create a safe environment for the public to visit the barn.

Quality Assurance (AHQA)

Exhibitors must be current with AHQA by July 1. AHQA is required once per age division or if a species project is added. If you have questions regarding your status, please contact Ashley Travis at ashley90@umd.edu .

Horsemanship Standards

Horse exhibitors must be current with MD 4-H Horsemanship Standards to participate in horse classes at the fair. If you have questions regarding your status, please contact Ashley Travis at ashley90@umd.edu.

Entry & Parking Passes

Exhibitors can pick up entry and parking passes Friday, July 15 from 4:00-8:00pm. You must have a red ticket from your department superintendent indicating that you have checked in your entries before you can purchase passes.

Stall Assignments

All pens will be assigned by the department superintendents. In no circumstances should pens be moved without approval from the departments superintendent or a 4-H/FFA Team member.

Animal Exhibitors

Exhibitors must show their own animals. Requests for a substitute showman must be approved prior to the show by Ashley Travis and the department superintendent. Acceptable reasons are for cases of illness or emergency only: such as a previous injury preventing the 4-Her from exhibiting; or if the member is unexpectedly injured or becomes acutely ill while at the fair. In the event that an exhibitor has two entries in the same class, the exhibitor must report to the department superintendent and identify the additional showman to show the second animal.

Animal Show Preparations

All livestock should be prepared for the show prior to entry into the show ring. No products are to be used on the animal to enhance show ring appearance (show foam, adhesive, show glow, oils, artificial colorings, sprays, fly repellants, etc.).

4-H Conduct

All exhibitors must comply with the 4-H Behavioral Youth Code of Conduct and the Maryland 4-H Code of Animal Science Ethics.

Sportsmanship

It is important for people to be fair and generous competitors, good losers, and graceful winners. What are the Six Pillars of character and how do they apply to sportsmanship?

Trustworthiness—A good sport has integrity, is honest, loyal to friends, and keep their promises.

Respect—A good sport treats others the way they want to be treated.

Responsibility—A good sport is accountable for their actions and show self-restraint.

Fairness—A good sport treats all people fairly and plays by the rules.

Caring—A good sport shows concern and compassion for others

Citizenship—A good sport gives service to their club and community.