

WISCONSIN STATE FAIR

Presented By  U.S. Cellular

2020 RABBIT HOPPING ENTRY INFORMATION

Information may be updated if necessary until entry forms are posted in May.

Superintendent: Donna Towell, Mukwonago
Rabbit Hopping Office during Fair: 414.266.7052

ENTRY CLOSING DATES

Paper Entries – Postmarked by July 21st

Any paper entry postmarked after July 21st is considered late and late fees apply.

Online Entries – Completed by 5 pm Central Time on July 21st

Any online entry completed after 5 pm Central Time on July 21st is considered late and late fees apply.

ENTRY FEES

Limit: One Entry per class

Straight Line Course	\$2 per rabbit
Crooked Course	\$2 per rabbit
High Jump	\$2 per rabbit
Long Jump	\$2 per rabbit
Agility	\$2 per rabbit
Team Relay	\$2 per rabbit

LATE ENTRY FEES

\$10 per rabbit per course

Late entries must be mailed/postmarked no later than July 28th, and are subject to the Superintendent's approval

COMPETITION SCHEDULE

August 10th - Long Jump, High Jump, and Team Relay Competitions

Check in	7:30 – 9:30 am
Exhibitor Meeting	10 am - <i>Rules and expectations will be reviewed and strictly enforced</i>
Competitions	
Long Jump Warm up	10:30 to 11:00 am
Semi-Finals	11:00 am
High Jump Warm up	12:30 to 1 pm
Competition	1 pm
Long Jump Warm up	3:30 to 4 pm
Finals	4 pm
Team Relay	5 pm
Release	Upon completion of competition

August 11th – Straight Line, Crooked Course and Agility Competitions

Check in	8:30 – 9:30 am
Exhibitor Meeting	10 am - <i>Rules and expectations will be reviewed and strictly enforced</i>
Competitions	
Straight Line Course Warm up	10:30 to 11 am
Competition	11 am
Crooked Course Warm up	1 to 1:30 pm
Competition	1:30 pm
Agility Warm up	3:30 to 4 pm
Competition	4 pm
Release	Upon completion of competition

2020 Open Rabbit Health Requirements

Health Requirements: All rabbits must meet current Wisconsin Animal Health guidelines for exhibition.

Rabbits showing any evidence of disease may not be exhibited. All rabbits exhibited may be subject to quarantine or harvest if any contagious or infectious disease is discovered among any of the rabbits in the exhibit. If, at any time, any rabbit shows evidence of a contagious or infectious disease, it shall be **removed immediately** from the exhibit, quarantined or harvested as directed by the Wisconsin State Fair Veterinarian or the Wisconsin Department of Agriculture, Trade, and Consumer Protection Representative. Exhibitors must make arrangements for picking up their rabbit(s) within 8 hours of notice or rabbit(s) will be disposed of at the Superintendent's discretion.

Rabbit Hopping Specific Rules

Please note: Exhibitors may enter and bring **no more than one (1) rabbit per class.**

Example: Mike can enter/bring rabbit A in the Long Jump. He cannot enter/bring rabbit B for the Long Jump, but can enter/bring rabbit B for the High Jump and rabbit C for Agility.

ELIGIBILITY

Handler Requirements:

- **Age:** Open to competitors regardless of experience level. Handlers must be at least seven (7) years of age as of January 1st of current Fair year and must be no older than nineteen (19) years of age as of January 1st of current Fair year.
- The rabbit and handler are considered a team and may only compete as such. Each rabbit can only show under one handler.
- Due to the nature of this public venue it is of the utmost importance for the handler to never leave rabbits unattended in the competition area and to always use favorable animal handling techniques. Any rabbit mistreatment will result in immediate competition disqualification.
- Handlers must always display good sportsmanship and behavior. Poor sportsmanship and behavior may result in disqualification.
- **Carrying Cages:** All rabbits must be brought to/picked up at the Fair in a secure carrier with a solid bottom. Carriers should be placed in the designated staging area and away from any walkways after the rabbit is cooped. Limited cooping will be available.
- Rabbits may not leave the competition/staging area while at the Fair Park. A staging area will be available for the rabbits before, during and after the competition. Rabbits in the staging area must be removed by 9 pm. ABSOLUTELY no rabbits can be left in a vehicle while in the Fair Park.
- Handlers must wear appropriate shoes and clothing. Flip flops and open toed/heeled shoes are not allowed. All loose clothing and long hair must be under control so as not to interfere with the judge's view or get caught on equipment.
- All competitors acknowledge their participation in the event is an acceptance for the use of their likeness including, but not limited to, photos or video footage for use in print or electronic media.

Rabbit Requirements:

- **Breeds:** Rabbits do not need to be registered, pedigreed or purebred. All varieties except giant breeds can compete.
- **Ownership:** Rabbits must be owned and entered by the owner(s) only. Wisconsin State Fair Management reserves the right to inspect pedigrees or other titles of ownership. All animals are subject to a permanent identification and age inspection by representatives of the breed association, Wisconsin State Fair Veterinarian, or Wisconsin State Fair Management. Questionable age verification will be determined by Wisconsin State Fair Management and that decision is final.
- **Age:** Rabbits must be 5 months or older to compete.
- **Sex:** Bucks, does, spayed or neutered rabbits can compete.
- **Identification:** All rabbits are required to have a permanent identification tattoo in the left ear.
- **Health:** Rabbits must be free from infections, parasites, contagious or transmissible diseases.

- **Weight:** Rabbits weighing more than 9 ½ lbs. will not be allowed to compete. Rabbits in question will be weighed. Overweight, visibly pregnant or nursing does are not allowed to jump.
- **Harness and lead/leash:** Handlers must supply their own harness and lead/leash. Rabbits competing must wear an "H" style harness (with hook on the top and in back) with a 6' lead except for the agility course and the long/high jumps where it is optional. Mesh or string harnesses are not allowed.

Entries with proper information and fees must be submitted online or via mail to Wisconsin State Fair. Entries must contain complete information: rabbit name, permanent ear identification tattoo in the left ear, breed, and age. Any entries without proper information will be returned. See the "Open General Rules and Regulations" section on www.wistatefair.com for additional rules. There are no refunds of entry fees. Fees must accompany all applications for entry.

Entries for the **Medium and Difficult course levels** must have a Show Superintendent signed photo copy of an official event score sheet indicating the team (handler and rabbit) qualifies for this level, unless they have participated in previous Wisconsin State Fair Rabbit Hopping competitions.

Hopping Equipment: Competitors must treat all equipment with respect. Abuse of any equipment may lead to competition disqualification. Handlers are not allowed to jump over the rails or step on any agility obstacles.

- 1) **Lead/leash:** Should be marked with colorful tape 24" inches up from the clip.
- 2) **Straight and Crooked Courses:** Run courses are 3' wide and a maximum of 40' or 75' long with 8 to 10 wooden jumps will be set for each course. Rails are 24" long rectangle poles, weighing 2.6 ounces each and are set 2" apart (height). Posts are set 24" apart (width) and 5' to 6 1/2' apart (distance).

Easy Class - 8 jumps 5 feet between the jumps Minimum Height - 2 inches Maximum Height - 10 inches 50% of jumps must be 8 - 10 inches	Medium Class - 10 jumps 6 to 6 1/2 feet between jumps Minimum Height - 6 inches Maximum Height - 14 inches 50% of jumps must be 12 - 14 inches No more than 3 triple or double jumps	Difficult Class - 10 jumps 6 to 6 1/2 feet between jumps Minimum Height - 10 inches Maximum Height - 24 inches 50% of jumps must be 12 - 24 inches No more than 3 triple or double jumps
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- 3) High, long and agility jumps/posts are made with flat wood rail sets. Rails are rectangle poles 29" long, weighing 3.6 ounces each, set 2" apart (height). Posts are set 29" apart (width). Agility Obstacles include Start Platform, A-Frame, Tunnel, Tire Jump, Bridge, Teeter, and Jumps.
- 5) Dropped Rails: Runs in which rails have fallen (environment or placement) before the rabbit approaches the jump will be re-run with no penalty.

Check in: Each team (handler and rabbit) will be assigned a team number. The team number should be displayed on the handler's chest. Exhibitors competing with two rabbits will have two team numbers. Handlers **MUST** wear the proper number for each team.

Warm Up: The warm up course will **not** be set up the same as the competition course. Only one rabbit can warm up on the course at a time. Practicing or training on the course when the course is closed is not allowed.

Exhibitors are expected to feed and water their animals while at the Fair. Rabbits **MUST** always have access to fresh water. Frozen water bottles are allowed.

Teams must check in during the designated check in times or they will not be eligible to compete. No entry fees will be refunded for teams who miss check in or event competition.

Video reviews will **NOT** be considered. Decisions by Wisconsin State Fair Management are final.

STRAIGHT LINE, CROOKED COURSE AND TEAM RELAY COMPETITION RULES

- 1) **Course:** Only one team will be allowed on the course at a time. Each team will run the course two (2) times. Teams will be assigned a course for Run #1 and then they will move to the other course for Run #2. All teams will make their first run before attempting their second run. Teams may start from either end of the course. The team handler must inform the Gate Keeper which end they will start from.
- 2) The handler should be keeping pace alongside the course but can step on or cross the course between jumps if needed. Handlers may not stand behind their rabbit on the run or step over any of the jump rails and posts.
- 3) First and Last Jumps: These two jumps are considered free jumps and no faults will be counted on either jump. Lifting the rabbit over the last jump will not count as a fault but the handler cannot lift the rabbit until it reaches the marked lift line. Corrections and faults will be counted between the run space after the first jump and the lift line before the last jump.
- 4) Rabbits must hop through the course on their own free will. The handler may guide a rabbit forward by using a gentle touch on the back or rib area but may not yell or stomp feet to force the rabbit to hop.
- 5) The lead/leash cannot be held closer than 24" from the back of the rabbit and must remain loose as the rabbit passes over a jump.
- 6) The course is considered complete and the clock is stopped when the rabbit has touched all four feet on the ground after clearing the final jump.
- 7) **Team Relay:** Competitors must sign up for the Team Relay on their entry registration form. Competitors will be randomly selected and assigned to a relay team. Three 3 handlers/rabbits make up a relay team. Two team members/rabbits start on one end and the other team member/rabbit will start on the opposite end. Time will start when the first rabbit jumps the first set of rails and time will run continuously until the last (third) rabbit lands over the last set of rails.
- 8) **Scoring:**
 - a) Faults and corrections from run #1 and run #2 will be added together.
 - b) Time (nearest tenth of a second) from run #1 and run #2 will be added together using the official timer's recorded time. If a time is in question the back-up time will be considered.
 - c) Team Relay: All three team members' faults/corrections and run times will be added together for final place determination.
 - d) If a tie exists for the final placing the following criteria will break the tie:
 - i. Quickest accumulative time
 - ii. Least amount of corrections not converted to faults
 - iii. A run off (two new runs) will determine the higher place

AGILITY COMPETITION RULES

- 1) **Course:** The agility course is set as a square with 20' sides. The run is 2' wide with a ½' foam mat under.
- 2) All rabbits will run the course in the same direction. All teams will have two (2) runs.
- 3) The competition begins and ends on the start platform. Time is started once the rabbit has all four feet off the start platform.
- 4) Handlers are not permitted to step over the jump rails/obstacles or stand on the mat behind their rabbit. Handlers may step on or across the mats between the jumps/obstacles.
- 5) Rabbits must hop through the course on their own free will. The handler may guide a rabbit forward by using a gentle touch on the back or rib area but may not yell or stomp feet to force the rabbit to hop.
- 6) Rabbits must clear all jumps. Each rabbit will have three attempts at an obstacle before the judge will wave the rabbit on to the next obstacle. That obstacle will then be counted as a missed or skipped obstacle.
- 7) Agility Obstacles/Requirements:
 - a) **Start/End Platform:** All four feet of the rabbit must be on the start platform before it can start; time will not stop until all four feet are back on the platform at the end of the course.
 - b) **Jumps:** Rabbits must clear all jumps over the rails between the posts in the direction indicated by the judge without knocking down any rails/posts.
 - c) **A-Frame:** The rabbit must stay on the carpet going up the ramp, cross the apex and move down the ramp with all four feet touching the carpet in the direction indicated by the judge. Rabbits should not leap off the top of the A-frame.
 - d) **Tunnel:** The rabbit must enter the open end and exit the opposite end in the direction indicated by the judge.

- e) **Tire Jump:** The rabbit must jump through the tire opening in the direction indicated by the judge. There is no penalty if the rabbit touches the tire.
 - f) **Bridge:** The rabbit must stay on the carpeted part of bridge. All four feet must touch the bridge while walking up the ramp, across the bridge and down the other side. The rabbit should not jump off from the top of the bridge or skip the down ramp.
 - g) **Teeter:** The rabbit must stay on the carpeted surface of the teeter while stepping onto it. As the rabbit is moving across the teeter to the pivot point causing it to tilt the rabbit must have all four paws on the teeter as it descends to the ground. The teeter must touch the ground before the rabbit leaves it.
- 8) **Scoring:** Faults and corrections from run #1 and run #2 will be added together.
- a) Time (nearest tenth of a second) from run #1 and run #2 will be added together using the official timer's recorded time. If a time is in question the back-up time will be considered. The winner is determined by the least amount of faults and then the fastest time.
 - b) Tie-breaker Criteria:
 - i. Quickest cumulative time
 - ii. Least amount of corrections not converted to faults
 - iii. A run off (two new runs) will determine the higher place

HIGH JUMP AND LONG JUMP COMPETITION RULES

High Jump

- 1) Course is 2' wide and 20' long.
- 2) Starting height is 10" and will move up 2" until a winner is determined.
- 3) Each team gets three (3) attempts to clear a height. A team will continue at a height until the rabbit clears the jump or is eliminated with three (3) misses. Any rail knocked off is considered a miss. The third miss determines the team's final height.
- 4) Teams may approach the jump from either side during their 30 second approach time. If no jump occurs, it is counted as a miss.
- 5) A team may take a "Pass" at a height and continue when the next height is called.
- 6) **Scoring:** The highest cleared jump with the least number of misses determines placing.
 - a) Tie-Breaker Criteria: starting at the highest cleared height each attempt is compared until the competitors are differentiated by a miss or a higher start height.
 - b) If a tie still exists, a Jump Off will take place starting at the last height cleared.

Long Jump

- 1) Course is 2' wide and 20' long.
- 2) Each rabbit gets three (3) attempts to jump a distance during the Semi-Finals. Rabbits which clear 22" will qualify for the Finals. Any rail knocked off is considered a miss. The third miss determines the team's final distance.
- 3) Teams may approach the jump from either side during their 30 second approach time. If no jump occurs, it is counted as a miss. If the rabbit walks across the set rails it is considered a miss.
- 4) During the Finals a team may take a "Pass" at a distance and continue when the next distance is called. Rail distance will advance by 4" increments between 22" and 42". After 42" rail distance will advance by 2" increments.
- 5) **Scoring:** The farthest jump with the least number of misses determines placing.
 - a) Tie-Breaker Criteria: starting at the highest cleared height/length each attempt is compared until the competitors are differentiated by a miss or a higher start height.
 - b) If a tie still exists, a Jump Off will take place starting at the last distance cleared.

Scoring

Corrections: A correction is documented any time the handler bends at the waist and touches, snaps or clicks at the rabbit. If the handler bends at the waist and touches the rabbit excessively, it is the judge's discretion to add corrections.

Faults: are totaled in the official scoring system. Faults can be assessed by a specific action or accumulated by a number of corrections. Faults are accumulated by the following:

Straight Line/Crooked Course/Team Relay Faults:

- Three (3) corrections = 1 Fault.

- Team number not easily visible on handler = 1 Fault
- Handler's hand is closer than 24" on the lead = 1 Fault
- Each knocked down rail or post = 1 Fault
- Rabbit jumps outside of the jump posts = 1 Fault
- Lifting rabbit over a jump = 1 Fault (excluding first and last jump)
- Lifting rabbit over the last jump before the lift line = 1 Fault
- Sliding the rabbit more than 6" on the run = 1 Fault
- Exceeding 2-minute time limit. Every 15 seconds = 1 Fault (maximum 4 Faults)
- Rabbit jumps back (wrong way) over a jump = 5 Faults (TEAM RELAY ONLY)

Agility Faults:

- Four (4) corrections = 1 Fault
- Each knocked down rail or side post = 1 Fault
- All four feet do NOT touch the carpet on the obstacle = 1 Fault
- Handler lifts the rabbit off the ground = 1 Fault
- Sliding the rabbit more than 6" on the mat = 1 Fault
- Handler touches an obstacle = 1 Fault
- Not finishing an obstacle by leaping forward or off the side (A-Frame, Bridge, and Teeter) = 2 Faults
- Each time the rabbit steps off the mat = 3 Faults
- Skipping obstacles = 4 Faults

Disqualifications:

Warnings: (one warning bell) is given before a disqualification after the following actions:

- Handler displays improper handling of the rabbit.
- Handler holds the lead too tight, thereby restricting hopping.
- Handler receives assistance from spectators.
- Team is on the course before called to start.
- Team is not available at the start.
- The handler does not place the rabbit where it naturally would have landed after lifting it out of a failed jump.

Immediate Disqualification: (two warning bells)

- Team is not ready to start after a warning.
- The rabbit leaves the competition area.
- Negligent rabbit treatment (kick, hit, drop, throw, misuse of lead/leash).
- Handler loses the lead/leash as the rabbit is hopping over a jump.
- Handler uses feet to guide, push or move a rabbit.
- Handler steps on, walks over or moves jump rails/posts or obstacles.
- Exceeds maximum time limit.
- Rabbit jumps a jump/obstacle out of course order. All four feet must be on the obstacle before it is considered the "wrong way".
- Rabbit is lifted off the ground by the lead/leash.
- Re-jumping a completed jump (exception: Team Relay).

Class and Class Description		1 st	2 nd	3 rd	4 th	5 th	6 th and up
1	Easy Straight Line Course – Youth	\$20 & Award	\$18 & Award	\$16	\$14	\$12	\$10
2	Medium Straight Line Course – Youth	30 & Award	28 & Award	26	24	22	20
3	Difficult Straight Line Course – Youth	40 & Award	38 & Award	36	34	32	30
4	High Jump – Youth	30 & Award	28 & Award	26	24	22	20
5	Long Jump – Youth	30 & Award	28 & Award	26	24	22	20
6	Agility – Youth	30 & Award	28 & Award	26	24	22	20
7	Easy Crooked Course – Youth	20 & Award	18 & Award	16	14	12	10
8	Medium Crooked Course – Youth	30 & Award	28 & Award	26	24	22	20

9	Difficult Crooked Course – Youth	40 & Award	38 & Award	36	34	32	30
10	Team Relay	Award	Award	Rosettes to 6 th Place			
Do not enter	<i>Top Trainer – Youth</i>	\$50 & Award					
Do not enter	<i>Reserve Top Trainer – Youth</i>	\$25 & Award					

PREMIER EXHIBITOR (Top Trainer)

An award will be awarded to the exhibitor accumulating the most points in five individual classes. Points will be awarded as listed below.

Premier Exhibitor (Top Trainer) Points

Easy	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
5 Animals or Less entered per class	10	9	8	7	6	0	0	0	0	0
6 – 10 Animals entered per class	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3	2.2	1.1
11 Animals and Above entered per class	11.5	10.35	9.2	8.05	6.9	5.75	4.6	3.45	2.3	1.1

Medium	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
5 Animals or Less entered per class	11	10	9	8	7	6	0	0	0	0
6 – 10 Animals entered per class	12.1	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3	2.2
11 Animals and Above entered per class	12.65	11.5	10.3	9.2	8.0	6.9	5.7	4.6	3.4	2.3

Difficult	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
5 Animals or Less entered per course	12	11	10	9	8	07	0	0	0	0
6 – 10 Animals entered per course	13.3	12.1	11	9.9	8.8	7.7	6.6	5.5	4.4	3.3
11 Animals and Above entered per course	13.8	12.65	11.5	10.3	9.2	8.0	6.9	5.7	4.6	3.4

OPEN SHOW EXHIBITOR RULES AND REGULATIONS

ANIMAL CARE and EXHIBITOR SAFETY

1. All exhibits receive the best care and protection the surroundings will afford, but they are always subject to the owner's risk. All exhibitors are expected to conform to Wisconsin State Fair participation and exhibition policies. Failure to comply may result in award and prize money forfeiture, dismissal from the grounds, and being barred from immediate and/or future exhibitions. Wisconsin State Fair management reserves the right to interpret and enforce the rules and regulations; split or combine classes; accept or reject any entry entirely, partially, or conditionally.
2. All exhibitors are strongly encouraged to display positive animal care/welfare practices while at the Fair. Wisconsin State Fair management reserves the right to disqualify and/or remove exhibitors/entries deemed by Fair management not presenting positive care/animal welfare practices. Refer to the "General Rules and Regulations" section on www.wistatefair.com for statements about drug testing/unethical fitting and additional rules and information.
3. Due to animal wellness and safety concerns all animals are restricted to their assigned Barn area. Animals found outside of the designated areas will be immediately disqualified. The department superintendent has the discretion to approve special circumstances.
4. No animals are allowed at the designated Wisconsin State Fair off-site parking lots.

5. No animals other than those entered will be permitted in the barn (**no** newborn young).
6. Pets, whether on a leash or carried or in a container, are not permitted on site during the Fair, unless the pet is part of a Fair event, e.g. K-9 Sports. Service animals are, of course, permitted.
7. Once any animal/bird is checked in at the Fair they shall not be removed from the Fair unless released by the Superintendent or Wisconsin State Fair veterinarian.
8. **Animal Inspection:** All animals on the Wisconsin State Fair grounds are subject at any time to an animal health inspection by a Wisconsin State Fair management or a Wisconsin State Fair veterinarian.
9. **Animal Treatment:** While on the Wisconsin State Fair Park grounds, the Wisconsin State Fair on-site veterinarian must administer all medication.
 - A. The on-site veterinarian will inspect, treat, and record all information on an official 3-ply Treatment Record Form. There will be no charge for the Wisconsin State Fair Veterinarian to treat an animal. Only medication costs will be charged to exhibitors.
 - B. The on-site veterinarian trailer is on 5th Street north of the Double Deck Barn; the animal treatment tent for sheep, swine, poultry and rabbits is located just north of the Swine and Goat Barn. This is the only area to be used to administer treatments (oral, IM, IV, subcutaneous).
 - C. Exhibitors who violate the authorized treatment protocol may be disqualified.
10. For animal care, public safety and liability reasons exhibitors may not use space in or around their exhibits to conduct any type of direct contact/petting/feeding or photo opportunities geared toward fairgoers/public.

ENTRY INFORMATION

11. All entries must be made in accordance with the terms and conditions. There are no refunds of fees once entries have been accepted. Entries are not accepted over the phone. There is no swapping or reselling of entries.
12. Entries without complete information or fees will not be considered and will be returned. See the "General Rules and Regulations" section on www.wistatefair.com for additional rules. Wisconsin State Fair reserves the right to reject, accept, or conditionally accept any entry or late entry from any exhibitor.
13. Checks returned to Wisconsin State Fair from a financial institution for any reason will be charged a \$20.00 service fee. Payment must be made within 5 business days of notification from Wisconsin State Fair.
14. **Entries:**

Online Entry – To enter online, please go to www.wistatefair.com. Visa, MasterCard, Discover or American Express are accepted. Any online entry not paid by 7 pm Central Time on June 24th is considered late and late fees apply.

Paper Entry - Entries with proper fees may be submitted via mail to: Wisconsin State Fair Entry Department, 640 South 84th Street, West Allis WI 53214. Forms are available on www.wistatefair.com. Entries must be postmarked by the entry deadline dates listed for each department. Any paper entry postmarked after June 10th is considered late and late fees apply.
15. **Substitutions:** Animal substitutions must be submitted on an "Open Substitution Form". No exceptions.

UNTIL JULY 25th - Any substitutions within department will be allowed at no charge providing the animal being substituted was eligible at the time entries were made. Submit the completed "Open Substitution Form" located on www.wistatefair.com on or before July 25th to: Wisconsin State Fair Entry Department, 640 South 84th Street, West Allis WI 53214

AFTER JULY 25th (UNTIL CHECK IN) – Late substitutions will be allowed within department for a fee providing the animal being substituted was eligible at the time entries were made. The "Open Substitution Form" located on www.wistatefair.com with proper fees and registration paper must be submitted to show management at check in.
16. **Show Entry Capacity:** If barn capacity is exceeded, entries will be accepted using the following criteria in order:
 - a) Wisconsin exhibitors based on seniority of showing at the Wisconsin State Fair
 - b) New Wisconsin exhibitors
 - c) Out-of-state exhibitors based on seniority showing at the Wisconsin State Fair
 - d) New out-of-state exhibitors
17. **Class Eligibility**
 - a) **OPEN SHOW Ownership:** All animals must be entered and exhibited under the recorded owner's or co-owners' names as of the show entry deadline date and registered through their respective national breed association. The breed association original, a breed association duplicate, faxes, and emails directly from the breed associations to

verify registration will be accepted and checked by Wisconsin State Fair management or authorized breed association representatives.

- b) **Joint Ownership:** Animals owned jointly by two or more parties may be shown individually or in groups by any of the joint owners but cannot be shown by more than one owner at this show. No firm, farm, herd co-partnership or corporation will be given more than one exhibitor number.
- c) **Identification:** All animals are subject to a permanent identification and age inspection by representatives of the breed associations, Wisconsin State Fair on-site veterinarian, or Wisconsin State Fair management. Questionable age verification will be determined by Wisconsin State Fair Management and that decision is final.
- d) **Breeder/Exhibitor Definition:** The owner of the dam at the time of service shall be considered the breeder of the animal. Where a herd is registered in the names of different members of a family residing on one farm, and where the herd is one unit, all entries will be considered as exhibits of one breeder.
- e) **Any Other Breed Division:** Registered animals MUST show in the offered/published breed division. Commercial and/or Crossbred animals are not eligible for the Any Other Breed Division (Beef, Dairy Cattle, Sheep, Swine). If no breed division exists, the animal will be shown in the Any Other Breed Division if offered. Animals shown in the Any Other Breed Division must be registered through their national breed association. An animal registered with multiple national breed associations may only be shown in one breed division at the current Fair.
- f) **Champion Classes:** Only first and second place winners in the respective classes are eligible to compete for champion and reserve champion awards. All first-place animals are required to show in champion classes unless excused by the Superintendent.
- g) **Group Classes:** Only animals entered and shown in individual classes are eligible to compete in group classes. Exhibitors may exhibit only one entry in each group class.

EXHIBITOR VENDING: All exhibitors who sell non entered merchandise to Fairgoers and exhibitors from their assigned animal exhibitor space must obtain a vendor permit prior to selling any merchandise. All items sold MUST be pre-approved by Wisconsin State Fair. Permits for vending are \$25 per day. Contact the Agriculture Department at entryoffice@wistatefair.com to purchase a permit. Permits must be purchased prior to the Fair. Exhibitors requesting additional space for selling merchandise will be charged on a scale more in line with commercial Fair vendors ranging from \$60 to \$85 per frontage foot. Violators of this policy will not be allowed to sell merchandise and may be asked to leave the Fair Park.

FEED AND BEDDING SERVICE: Wisconsin State Fair will have limited amounts of feed and bedding for sale. Orders may be placed during the Fair but to assure availability exhibitors are encouraged to place orders in advance. **Advance Orders:** Order forms can be found on www.wistatefair.com in June. Orders can be mailed with entries, faxed (414.266.7057) or called (414.266.7052) into the Wisconsin State Fair Entry Office **AFTER JUNE 15th**.

All orders must be paid **at the entry office** in full before receiving an official exhibitor release. Check or credit card payments will be accepted. Checks should be made payable to Wisconsin State Fair. In the event of nonpayment, prize money will be withheld, and future entries will not be accepted until the balance is settled.

Feed and bedding orders will be delivered mornings and evenings during the Fair. Orders placed in the morning will be delivered that evening. Orders placed in the evening will be delivered the next morning. Please plan your needs accordingly.

SHOWRING EXPECTATIONS

- 18. Animals deemed uncontrollable and unsafe to exhibit will be dismissed from the showring and/or Wisconsin State Fair grounds. Show management retains the right to warn the exhibitor and dismiss any animal deemed unsafe or uncontrollable at any time. No prize money will be awarded if an animal is dismissed.
- 19. It is the exhibitor's responsibility to have entries ready to enter the showring when show management calls for the class to enter the ring. Animals must enter the show ring when the class is called. The judge, ring steward or show management has the right to determine the deadline for late arrivals and close the class. Any exhibitor who misses his/her class is not a contender for the prize money offered. Classes will not be re-run for any animals missing a class. If an animal misses a class, the animal cannot be put in another class to be judged.
- 20. All exhibitors are required to wear an official harness or clip to display the assigned (5"x 7") exhibitor number when in the ring. Violators will not be permitted to enter the ring.
- 21. All exhibitors must be properly dressed while in the show ring.

22. Judges have been carefully selected. All exhibitors making entry for the Fair accept these judges and agree to abide by their decisions. It is prohibited for exhibitors to contact or attempt to contact a judge pertaining to judging of classes after the judge has accepted the assignment of judging at the Wisconsin State Fair. No exhibitor should socialize, fraternize, or visit with a judge during the show(s). If any exhibitor, exhibitor's family member, employee, or adult facilitator attempts to interfere with the judge in any manner, the exhibitor shall forfeit all prize money awarded and may be excluded from further competition. The decision of the judge will be final in all cases. Judges will not be permitted to show in classes they are judging. Wisconsin State Fair reserves the right to change judges at any time.
23. The decision of the judge will be final in all cases except where mistake, fraud, misrepresentation, or collusion not discovered at the time of the award is proven. The Agriculture Director reserves the right to consult with the Wisconsin State Fair Agriculture Committee on any or all cases.
24. Each animal shall be exhibited to the entire satisfaction of the judges. After a class has started no animal(s) shall be permitted to leave the ring before the entire class has been judged/placed without the approval of the judge. Upon final placing, exhibitors are requested to remain in position in line or parade while the Judge is giving his/her reasons. Any violation of this rule will cause forfeiture of all prize money won by the exhibitor.
25. If only one exhibitor is competing in any class, the judge may recommend any placing at his or her discretion. Judges will not place unworthy entries.
26. Should a first placed entry be disqualified after winning its class, but before its respective division championship, the second and third place animals will move up to first and second in the class and compete for champion in the division. If a second-place animal is disqualified, the third-place animal will move up. Should a division animal champion be disqualified after winning its division but before selection of Grand Champion, the reserve division champion will move up to champion and compete for Grand Championship. In this case, no attempt will be made to replace the division reserve champion. If a division reserve champion animal is disqualified, no shifting upward will occur and no attempt to replace the reserve champion will be made.

STALLING and EQUIPMENT

27. Stalls and animals must be kept accessible to the public while the barn is open or as designated by the superintendent.
28. Exhibitors are encouraged to decorate their stalling area to promote a positive image of agriculture.
29. All waste, feed, manure and trash should be disposed of properly.
30. **Stall Equipment:** Exhibitors are encouraged to bring pen dividers for separating animals and designating tack areas. Pen dimensions in the Sheep Barn are 5' wide x 6' deep; in the Swine Barn, pens are 6' wide x 8' deep. No equipment is approved for use in the aisles.
31. **Extension Cords:** All cords must conform to manufacturer and Wisconsin State Fair recommendations for safety. No cords will be permitted in the aisles or in public areas (above or on a surface) without being properly secured. Wisconsin State Fair management retains the authority to determine what is acceptable.
32. **Fans:** The use of one (1) fan no larger than 24" in diameter per pen is allowed. All fans must conform to manufacturer and Wisconsin State Fair recommendations for safety. Overhead fans must be hung from the front wall on either side of the pen. Floor fans may only be used to move air for the entire display and must be kept out of the aisles. No other air movement devices are allowed. The Superintendent reserves the right to determine acceptable placement and usage.
33. **Generators:** The use of portable power sources is permitted. Generators must be kept a minimum of 5' from buildings in the designated locations on the Fairgrounds.
34. **Gas/Diesel/Propane Storage Containers:** Containers holding hazardous/flammable materials must be kept in the designated area.
35. **Livestock Scales:** No personal livestock scales are allowed on Wisconsin State Fair Park grounds. Exhibitors using an unofficial scale will be disqualified from participating and/or placing, and prize money in the shows will be forfeited.
36. **Show Equipment:** Show boxes, feed, bedding, and other show equipment used for the care of livestock must be kept neatly in the exhibitor's designated area and out of the public aisles. All livestock and livestock housing areas must be kept orderly and safe to demonstrate a positive image of animal agriculture to the public.
37. **Grooming Chutes/Grooming Stands/Milking Stands:** Chutes/Stands are only allowed in the barn aisles 60 minutes before a show until 30 minutes after the show. Exhibitors using chutes/stands must store them out of the public walkways. Chutes/Stands **MUST** be placed in tack areas or other designated areas when not in use.

38. Exhibitors may not bring their own skidsters or other machinery to offload any equipment or supplies. Wisconsin State Fair is not able to unload personal equipment and supplies.

Admissions, Parking and Lodging

FAIRGROUNDS ADMISSION

Exhibitor Admission: Limit of 50 admission tickets per exhibitor

Exhibitor Tickets Purchased from May 1 to July 15	\$5
Exhibitor Tickets Purchased after July 15 at Case IH Coliseum Entry Office	\$8

General Admission tickets purchased during the Fair at the Gate:

Adults (12 & over)	\$ 14
Seniors (60 & over)	\$ 8
Military/Veterans with ID	\$ 8
Youth, ages 6 – 11 years	\$ 8
Children 5 and under	Free

1. Exhibitor admission tickets are not downloadable; they will be mailed to the exhibitor.
2. All exhibitors and family members must have valid admission to enter the Fair Park August 6–16, 2020.
3. Each admission ticket can only be scanned once. If an exhibitor would like to exit and re-enter the Fair Park during the day, he or she **MUST** get his or her hand stamped at the admission gates.
4. Admission tickets which are wet, sun-damaged, lost or stolen will not be replaced. No refunds are given for any unused admission tickets.
5. Admission fees do not include vehicle parking.

EXHIBITOR PARKING

1. No refunds are given for any unused vehicle parking.
2. **Vehicle Parking:**
 - A. **Blue Ribbon Off-site Parking: Free**
 - i. Off-site Agriculture Exhibitor vehicle parking lot with easy access from I-94.
 - ii. This lot has 24-hour security, in and out privileges and overnight parking.
 - iii. A free shuttle will be run continuously from noon, Tuesday, August 4th through the duration of the Fair. The shuttle will pick up and drop off near Gate 5.
 - iv. Trailers are not allowed to park in this lot (see trailer parking below).
 - B. **General Fair Park Parking: \$12 per day/vehicle.**
 - i. Valid for one vehicle admission per day (no in and out privileges).
 - ii. Purchase upon arrival at any vehicle access gate (except Gate 5). Parking is not guaranteed.
 - iii. General Fair Parking cannot be upgraded to White Ribbon parking once purchased.
 - iv. No overnight parking is allowed
 - C. **White Ribbon General Fair Park Parking: \$18 per day/vehicle**
 - i. General Fair Park parking with multiple in and out privileges per day.
 - ii. Purchase prior to or during the Fair only through the Case IH Coliseum Entry Office.
 - iii. Each date parking pass will be valid only on the date printed on it. The date must be declared at the time of purchase.
 - iv. An unused White Ribbon parking pass may be exchanged in the Entry Office for another White Ribbon Parking Pass if requested **before** the printed date on the ticket.
 - v. Parking is not guaranteed. No overnight parking is allowed.
 - D. **Examples:**
 - i. Exhibitor Sally Smith purchased three (3) White Ribbon parking passes one each for August 6th, 7th and 8th. On August 6th, she realizes she no longer needs the parking pass for August 8th. She cannot receive a refund for the August 8th parking pass but can exchange it in the Case IH Coliseum Entry Office for a white ribbon parking pass for any of the remaining Fair days.
 - ii. Exhibitor Bill Smith purchased three (3) White Ribbon parking passes - one each for August 6th, August 7th and August 8th. On August 8th, Bill realizes he did not use his August 6th pass and instead wants a

parking pass for August 9th. Bill CANNOT exchange his unused August 6th pass or receive a refund since the parking pass expired. If Bill wants a White Ribbon parking pass for August 9th, he must purchase one for \$18 at the Case IH Coliseum Entry Office.

3. **Trailer Parking:** A free Wisconsin State Fair off-site trailer parking lot will be available and assigned upon arrival. All trailers **MUST** be parked offsite. Exhibitors cannot sleep in their trailers overnight or keep any animals in trailers at the offsite lots.

HOUSING OPTIONS

1. Wisconsin State Fair Livestock barns are not approved for overnight sleeping accommodations by the local fire department. Sleeping in the barns is not permitted.
2. **Campers/RVs:** Please contact the Wisconsin State Fair RV Park at 414.266.7035 for availability and rates. This is the only location on the grounds where camping is permitted.
3. **Hotels near Wisconsin State Fair Park:**
 - A. Hampton Inn & Suites Milwaukee West, 8201 West Greenfield Ave, West Allis, 414.436.2300.
 - B. Best Western Plus Milwaukee West, 5501 W National Ave, Milwaukee 53214, 414.671.6400
 - C. Days Inn by Wyndham Inn West Allis, 1673 S 108th St, West Allis, 414.778.2200.
 - D. Forty Winks Inn, 11017 W Bluemound Rd, Wauwatosa 53226, 800.946.5746.
 - E. Baymont by Wyndham, 2111 E Moreland Blvd, Waukesha 53186, 262.547.7770.
4. The Greater Milwaukee Convention Bureau (800.554.1448) has a list of all hotels in the greater Southeastern Wisconsin area.
5. A very limited number of rooms in the **Tommy G. Thompson Youth Center** are available August 13th (after 10 pm) through August 16th. If interested, please contact the Tommy G. Thompson Youth Center via email at dormreservations@wistatefair.com or by calling 414.266.7042 Monday – Friday from 8 am to 5 pm (Central time).
 - A. There is a limit of three rooms per reservation. A limited number of “one night only” rooms will be available.
 - B. **PLEASE NOTE:** No alcohol is allowed in the Tommy G. Thompson Youth Center.
 - C. **All open show exhibitors staying in the Youth Center must purchase a Fair admission wristband from the Youth Center (on the registration form or upon arrival).** The wristband will serve as admission into the Fair (**all exhibitors must have valid admission to enter the Fair**). Persons without wristbands **will not** be allowed on Youth Center lodging floors. Wristbands are **\$5.00 PER PERSON/PER NIGHT.**
 - D. There are no refunds of Youth Center fees.