

# WISCONSIN STATE FAIR

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## 2023 RABBIT HOPPING ENTRY INFORMATION

*Information will be periodically updated until online entries open. Please check for final updates.*

Superintendent: Donna Towell  
Rabbit Hopping Office during Fair: 414.266.7052

### ENTRY CLOSING DATE

#### **Online Entries only – Completed and paid by 7 pm Central Time on July 12, 2023**

Entries are only accepted online with credit card payment; no mailed entries will be accepted.

*Any online entry completed/paid after 7 pm Central Time on July 12<sup>th</sup> is considered late; late fees apply.*

**PLEASE NOTE:** *Entries may close earlier if show capacity is reached.*

### ENTRY FEES

#### **Limit: Two Entries per exhibitor per event – Fifty rabbits total per event**

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

**Completed and paid by 5 pm Central Time on July 19, 2023**      \$10 per rabbit per course

*All late entries are subject to space available and Superintendent approval.*

### COMPETITION SCHEDULE *Fair management reserves the right to post and/or announce changes to the schedule*

#### **August 7<sup>th</sup> – High Jump, Agility and Long Jump Events**

<b>Check In</b>	7:00 – 8:30 am
<b>Exhibitor Meeting</b>	8:45 – 9:00 am <i>Rules and expectations will be reviewed and strictly enforced</i>
High Jump Warmups	9:00 – 9:30 am
High Jump Event	9:30 – 11:00 am
Agility Warmups	11:00 – 1:00 pm
Agility Event	1:00 – 3:00 pm
Long Jump Warmups	3:30 – 4:00 pm
Long Jump Event	4:00 pm
<b>Release</b>	Upon completion of competition

#### **August 8<sup>th</sup> – Straight Line, Crooked Course and Team Relay Events**

<b>Check In</b>	7:00 – 8:30 am
<b>Exhibitor Meeting</b>	8:45 – 9:00 am <i>Rules and expectations will be reviewed and strictly enforced</i>
Straight Line Warmups	9:00 – 9:30 am
Straight Line Event	9:30 am – 12:00 pm
Team Relay Warmups	12:00 – 2:00 pm
Team Relay Event	2:00 – 3:00 pm
Crooked Course Warmups	3:30 – 3:30 pm
Crooked Course Event	3:30 pm
<b>Release</b>	Upon completion of competition

## 2023 Rabbit 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 to pick 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

1. Beginner and experienced competitors are welcome. All participants and exhibitors will receive the best care and protection the surroundings will afford, but they are always subject to the owner's risk.
2. Wisconsin State Fair management reserves the right to make discretionary decisions and to interpret all rules and procedures at events. Decisions by Wisconsin State Fair management are final.
3. All competitors acknowledge by entering in the competition that their participation is an acceptance for the use of their likeness, including but not limited to, photos and/or video footage for print or electronic media purposes.

### ELIGIBILITY

#### Handler Requirements:

1. **Age:** Open to competitors regardless of experience level. Handlers must be at least seven (7) years of age as of January 1<sup>st</sup> of current Fair year and must be no older than nineteen (19) years of age as of January 1<sup>st</sup> of current Fair year.
2. **Exhibitors may enter and bring no more than two (2) rabbits per event.**
3. The rabbit and handler are considered a team and may only compete as such. Each rabbit can show under only one handler.
4. Due to the public nature of this venue, it is of the utmost importance for the handler never to leave rabbits unattended in the competition area and to always use favorable animal handling techniques. Any rabbit mistreatment will result in immediate disqualification.
5. Handlers must always display good sportsmanship and behavior. Poor sportsmanship and behavior may result in disqualification.
6. **Carrying Cages:** All rabbits must be brought to and from 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.
7. 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.
8. 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.
9. All competitors acknowledge that their participation in the event is acceptance of the use of their likeness including, but not limited to, photos or video footage for use in print or electronic media.

#### Rabbit Requirements:

1. **Breeds:** Rabbits do not need to be registered, pedigreed or purebred. All varieties except giant breeds can compete.
2. All animals are subject to a permanent identification and age inspection by the 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.
3. **Age:** Rabbits must be 5 months or older to compete.
4. **Sex:** Bucks, does, spayed or neutered rabbits can compete.
5. **Identification:** All rabbits are required to have a permanent identification tattoo in the left ear. This identification tattoo must be provided at time of entry.
6. **Weight:** Rabbits weighing more than 9 ½ lbs. are not 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) for all events. A 6' lead or longer is required except for the agility course and the long/high jumps where it is optional. Mesh or string harnesses are not allowed.

**Entries:** To enter online, please go to [entry.wistatefair.com](http://entry.wistatefair.com). Visa, MasterCard, Discover or American Express are accepted. Only entries completed and paid by credit card online will be accepted; no mailed entries will be accepted. Any online entry not completed and paid by 7 pm Central Time on July 12<sup>th</sup> is considered late and will be charged late fees.

Entries will not be considered complete unless all required information is fully completed and full remittance is submitted online. **Entries must contain complete exhibitor information** (including properly completed form W-9) **and complete animal information** as required by each department (including for example: birthdate, ear notch, ear tag/scrapie tag, name, registration number, etc.). Entries without required information and/or fees, including department fees (including but not limited to horse fees, stall fees, pen fees, etc.) will not be accepted. See the "General Rules and Regulations" section on [wistatefair.com](http://wistatefair.com) for additional rules.

**Entries for the Medium and Difficult event levels** must have a Show Superintendent signed photocopy 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.

- Lead/leash:** Should be marked with colorful tape 24" inches up from the clip.
- Straight and Crooked Courses:** Run courses are 3' wide and a maximum of 40' or 75' long with 8 to 10 wooden jumps 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).

<b>Easy Class</b> - 8 jumps 5 feet between the jumps Minimum Height - 2 inches Maximum Height - 10 inches 50% of jumps must be 8 - 10 inches	<b>Medium Class</b> - 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	<b>Difficult Class</b> - 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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- High, long and agility jumps/posts are made with flat wood rail sets or comparable show equipment. 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.
- 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 front of the exhibitor. Exhibitors competing with two rabbits will have two team numbers. Handlers **MUST** wear the proper number for each team.

**Warm Up:** The warmup course will **not** be set up the same as the event 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 Park. 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 and judges are final.

## **STRAIGHT LINE, CROOKED COURSE AND TEAM RELAY EVENT RULES**

- 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 across the course 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.
  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 with their online entries. 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 number of corrections not converted to faults
      - iii. A runoff (two new runs) will determine the higher place

## **AGILITY EVENT 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 event begins and ends on the start platform. Time starts once the rabbit has all four feet off the start platform.
4. Handlers are not permitted to touch or 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 number of faults and then the fastest time.
- B. Tie-breaker Criteria:
- i. Quickest cumulative time
  - ii. Least number of corrections not converted to faults
  - iii. A runoff (two new runs) will determine the higher place

## **HIGH JUMP AND LONG JUMP EVENT 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 event. 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 event a team may take a "pass" at a distance and continue when the next distance is called. Rail distance will advance by 2" or 4" 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 is prodding the rabbit to move forward. *Some examples of corrections include* leash tugging, bends at the waist and touches, snaps or clicks at the rabbit, stomping of feet, etc.

**Please note:** This list is not all-inclusive. The judge has sole 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:**

- Three (3) 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).
- If the Handler is on the course and they lose or drop the lead/leash.
- 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)

**PLEASE NOTE: Two Entries per exhibitor per event**  
**Entries will be closed at 50 rabbits total per event**

Event (Class and Class Description)		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup> 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 <sup>th</sup> Place			

## Premier Exhibitor (Top Trainer)

An award will be presented to the youth exhibitor accumulating the most points in five individual events.

Top Trainer	\$50 & Award
Reserve Top Trainer	\$25 & Award

Points will be awarded as follows:

### Premier Exhibitor (Top Trainer) Points

Easy	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
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 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
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 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
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

## EXHIBITOR RULES AND REGULATIONS

### ANIMAL CARE and EXHIBITOR SAFETY

- 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.
- 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 [wistatefair.com](http://wistatefair.com) for statements about drug testing/unethical fitting and additional rules and information.
- 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.
- No animals are allowed at the designated Wisconsin State Fair off-site parking lots.
- No animals other than those entered will be permitted in the barn (**no** newborn young).
- 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.
- Once any animal 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 may be examined at any time while they are on Fair Park grounds by Wisconsin State Fair management or a Wisconsin State Fair veterinarian. Sheep prolapsing, showing symptoms/exhibiting ringworm, fungus or other contagious diseases will be disqualified. Any animal showing evidence of infectious, contagious or communicable diseases shall not be permitted to exhibit and must be removed immediately from the Fair Park. The decision of a Wisconsin State Fair veterinarian regarding the health of an animal and suitability for exhibition is **final** and not subject to appeal.
9. **Animal Treatment:** While on 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 5<sup>th</sup> Street north of the Double Deck Barn. The animal treatment tent for horses and cattle is on 5<sup>th</sup> Street; 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 are not allowed to move animals from the barn to the treatment areas without a Wisconsin State Fair veterinarian present.
  - D. Exhibitors who violate the authorized treatment protocol may be disqualified.
10. For animal welfare, 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

1. **Entries:** To enter online, please go to [entry.wistatefair.com](http://entry.wistatefair.com). Visa, MasterCard, Discover or American Express are accepted. Only entries completed and paid by credit card online will be accepted; no mailed entries will be accepted. Any online entry not completed and paid by 7 pm Central Time on July 12<sup>th</sup> is considered late and will be charged late fees.
2. 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.
3. Entries will not be considered complete unless all required information is fully completed and full remittance is submitted online. **Entries must contain complete exhibitor information** (including properly completed form W-9) **and complete animal information** as required by each department (including for example: birthdate, ear notch, ear tag/scrapie tag, name, registration number, etc.). Entries without required information and/or fees, including department fees (including but not limited to horse fees, stall fees, pen fees, etc.) will not be accepted. See the “General Rules and Regulations” section on [wistatefair.com](http://wistatefair.com) for additional rules.
4. Wisconsin State Fair reserves the right to reject, accept, or conditionally accept any entry or late entry from any exhibitor.
5. **Substitutions:** Animal substitutions must be submitted on an “Open Substitution Form”. No exceptions.
 

**UNTIL JULY 17<sup>th</sup>** - 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 [wistatefair.com](http://wistatefair.com) postmarked on or before July 17<sup>th</sup> to: Wisconsin State Fair Entry Office, 640 South 84<sup>th</sup> Street, West Allis WI 53214

**AFTER JULY 17<sup>th</sup> (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 [wistatefair.com](http://wistatefair.com) with proper fees and registration paper must be submitted to show management at check in.
6. **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 Wisconsin State Fair.
  - B. New Wisconsin exhibitors.
  - C. Out-of-state exhibitors based on seniority showing at Wisconsin State Fair.
  - D. New out-of-state exhibitors.
7. **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 wish to sell non-entered merchandise (no services) 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](mailto:entryoffice@wistatefair.com) to purchase a permit. Permits must be purchased at least 30 days 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 ensure availability exhibitors are encouraged to place orders in advance.

**Advance Orders:** Order forms can be found on [wistatefair.com](http://wistatefair.com) in June. Orders can be mailed or emailed to [entryoffice@wistatefair.com](mailto:entryoffice@wistatefair.com) after June 15<sup>th</sup>.

All orders must be paid in full **at the entry office** 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 afternoon/evening will be delivered the next morning. Please plan your needs accordingly.

### SHOWRING EXPECTATIONS

1. Animals deemed uncontrollable and unsafe to exhibit will be dismissed from the showing 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.
2. It is the exhibitor's responsibility to have entries ready to enter the showing 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.
3. 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.
4. All exhibitors must be properly dressed while in the show ring.

5. 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 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 Volunteer Adult Contact 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.
6. 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.
7. 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.
8. 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.
9. 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**

1. Stalls and animals must be kept accessible to the public while the barn is open (9am to 9pm).
2. No one is allowed to sleep in the barns.
3. Exhibitors are encouraged to decorate their stalling area to promote a positive image of agriculture.
4. All waste, feed, manure and trash should be disposed of properly.
5. **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 7' deep x 46" tall; in the Swine Barn, pens are 6' wide x 8' deep x 42" tall. Horse stalls are 10' x 10'. No equipment is approved for use in the aisles.
6. **Bedding:**
  - a. The use of sand for bedding is prohibited.
  - b. Exhibitors using carpeting must remove all carpeting prior to leaving the Fair.
  - c. Dairy Cattle: No more than 8 inches of straw pack is recommended. Large square bales are permitted but the use of motorized handling equipment is prohibited. Wisconsin State Fair is not responsible or liable for movement. Large bales left behind after the show may be subject to a removal fee.
7. **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.
8. **Fans:**
  - a. **Beef and Dairy Cattle, Horses:** The use of one (1) fan no larger than 24" in diameter per animal is allowed.
  - b. **Goats, Sheep, and Swine:** the use of one (1) fan no larger than 24" in diameter per pen is allowed.
  - c. 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. The Superintendent reserves the right to determine acceptable placement and usage.
  - d. No other air movement, chilling and/or cooling devices are allowed.
9. **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.
10. **Gas/Diesel/Propane Storage Containers:** Containers holding hazardous/flammable materials cannot be stored on the grounds.

11. **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.
12. **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.
13. **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.
14. 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 \$7

Exhibitor Tickets Purchased after July 15 at Case IH Coliseum Entry Office \$9

**General Admission tickets purchased during the Fair at the Gate:**

Adults (12 & over) \$18

Seniors (60 & over) \$13

Military/Veterans with ID \$13

Youth, ages 6 – 11 years \$13

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 3-13, 2023.
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 lot attendant, in and out privileges and overnight parking.
    - iii. A free shuttle will be run continuously from noon, Tuesday, August 1<sup>st</sup> 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:** \$15 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. No overnight parking is allowed
  - C. **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/Milwaukee, 1673 S 108<sup>th</sup> St, West Allis, 414.562.6816.
  - 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 & Visitors Bureau ([visitmilwaukee.org](http://visitmilwaukee.org); 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 10<sup>th</sup> (after 10 pm) through August 13<sup>th</sup>. If interested, please see the Youth Center information on the website for availability: [wistatefair.com/pdfs/competitions/entry\\_info/TGT\\_Open\\_Summary.pdf](http://wistatefair.com/pdfs/competitions/entry_info/TGT_Open_Summary.pdf).
- 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 **\$7.00 PER PERSON/PER NIGHT**.
  - D. There are no refunds of Youth Center fees.