

DEPARTMENT 950 – Dairy and Performance Goats

Junior Fair Goat Committee

Superintendent: Dakota Blausius

Committee: Amanda Socie, Cullen Shank, Jenica Rollheiser, Matt Nietz, and Addy Barton

Senior Fair Committee

Chair: Charlie Blausius

Committee: Jon Shinew, Christina Adams, Abby Miller, Amy Dauer and Courtney Swartz

All exhibitors will enter fair classes including showmanship and online add on sale using FairEntry – Entry Deadline is June 1 at 11:59 pm.

Each Dairy/Performance goat needs to have a legible scrapies tag, tattoo, or microchip (must bring your own reader) upon arrival at the fairgrounds which matches their entry in FairEntry.

FAIR SCHEDULE OF EVENTS:

Barn Open for Arrival: Saturday August 1, 2026. Check-In beginning at 9:00am on the track

- All Dairy/Performance goat trucks and trailers will enter the fairgrounds from Gate A on Haskins Road and will go to the track infield where they will get checked as they come off the trailer. Goats must be checked in on the track infield before they are allowed to enter into the barn.
- **IF THE GOAT DOES NOT HAVE PROPER IDENTIFICATION THEY WILL BE SENT HOME AND NOT ALLOWED TO STAY ON THE FAIRGROUNDS.**
- If any animal is found in the barn that has not been checked in, it will be forced to leave the fairgrounds and will not be permitted to show.

Mandatory Barn Meeting: Saturday August 1 at 1:00 p.m.

SHOW ORDER: Tuesday, August 4 @ 10:00 am in the Grove (if it rains it will be held in the Sheep Show Arena)

1. Dairy and Performance Goat Showmanship
2. Dairy Goat Classes
3. Performance Goat Classes

HEALTH AND CARE OF PROJECT:

1. ODA Livestock Exhibition Rules and Requirements for all livestock can be found in the Health Regulations and Inspection of Livestock section of the book.
2. The fair veterinarian is the only person(s) who may possess and administer controlled substances to an animal.
3. Exhibitors are responsible for daily care of their projects, including, but not limited to feeding, watering, cleaning pens and aisles and manure management (all manure must be dumped in appropriate areas). Failure to maintain a healthy and humane environment may result in disciplinary action, which could include forfeiture of premium monies, ability to participate in the online add on sale or expulsion from the show or future shows.

4. Water is the only acceptable topical substance to be used on show day. Example: oils, powders, or paints are unacceptable. If a substance is found, the goat will be disqualified from the show.
5. Pens must be cleaned out on the last day of fair (this includes tack pens). Once completed the exhibitor must check out with the designated fair personnel. Failure to do so will result in loss of the ability to participate in the add on sale.

GENERAL DAIRY/PERFORMANCE GOAT RULES

1. All Junior Fair Livestock Rules apply.
2. The pen tag that is placed on the pen by the Junior Fair Shall be visible at all times. This tag is not to be removed.
3. No barn decorations until Friday, July 25. Once pen assignments are on pens, do not move them. Tack space will be shared.
4. Do not tamper with another exhibitor's goats or pens.
5. All Jr. Fair Goat exhibitors are required to show their projects in the proper classification.
6. If a goat is brought to the Wood Co. Fair, it must be shown in a minimum of 1 class.
7. All male goats are barred except wethers.
8. Base date for the age of the animal is the day of show.
9. Exhibitors may show a maximum of 6 goats in Jr. Fair (this includes the maximum of 2 goats that may be shown in the market goat division and/or the maximum of 2 goats that may be shown in the breeding doe division). If market and/or breeding goats are not shown, an exhibitor may show any combination of 6 in the dairy and performance divisions. An exhibitor may use their market or breeding goat in performance classes.
10. **For clarification.** A maximum of 6 goats may be brought to the fair. And only 6 classes may be entered in total. Any goat brought to the fair must be registered in at least 1 class. However, 1 goat may be entered in multiple classes not to exceed 6 entries.
11. If dry, a doe must have milked once to be eligible for age classes 4-7.
12. Entries for Performance Classes may be of mixed breed and either does or wethers.
13. Drug testing will be done on Champion and Reserve Dairy Goats (that are in milk) immediately following the show.
14. A reasonable amount of time will be given to allow exhibitors to enter the ring or show arena. Beyond that time, the class will be closed, and disqualification will result.
15. The Junior Fair Dress Code will be in effect for all goat exhibitors. **(Dairy Goat exhibitors will be expected to wear show whites.)**

DAIRY GOAT CLASS SECTIONS AND CLASSES:

DAIRY BREEDS

Alpine, LaMancha, Nigerian Dwarf, Nubian, Oberhasli, Saanen, Toggenburg, All Other Dairy Breeds

DAIRY CLASSES

1. Jr. doe kid born after April 1
2. Sr. doe kid born Jan. 1-March 31
3. Yearling does under 2 yrs. not in milk
4. Yearling does under 2 yrs. in milk
5. Does 2 yrs. and under 3 yrs.

6. Does 3 yrs. and under 5 yrs.
7. Does over 5 yrs.
8. Wether only (all breeds & ages)

DAIRY CLASS AWARDS

- Jr. Dairy (Classes 1-3) Champion and Reserve Champion will receive Rosettes
- Sr. Dairy (Classes 4-7) Champion and Reserve Champion will receive Rosettes
- Top 5 Overall Grand and Reserve Champion and places 3-5 (from Classes 1-7) will receive Banners accordingly
- Wethers (Class 8) Champion and Reserve Champion and places 3-5 will receive Banners accordingly

ALL OTHER BREEDS

Fiber, Myotonic, Pygmy

ALL OTHER BREED CLASSES

9. Jr. doe kid born after April 1
10. Sr. doe kid born Jan. 1-March 31
11. Yearling does under 2 yrs. not in milk
12. Yearling does under 2 yrs. in milk
13. Does 2 yrs. and under 3 yrs.
14. Does 3 yrs. and under 5 yrs.
15. Does over 5 yrs.

ALL OTHER BREED (AOB) AWARDS

- Jr. AOB (Classes 9-11) Champion and Reserve Champion will receive a Rosette
- Sr. AOB (Classes 12-15) Champion and Reserve Champion will receive a Rosette
- Top 5 Overall Grand and Reserve Champion and places 3-5 (from Classes 9-15) will receive Banners accordingly

PERFORMANCE GOAT CLASS RULES AND GUIDELINES:

1. With each animal, you may only show in one beginner, intermediate, or advanced category of each performance class (pack, harness, obstacle). The only exception to this rule is advanced harness. Since entries may also be entered in a team hitch. Limit of 2 goats per class. (if the animal showed in a beginner class last year they must move up to intermediate or higher class for this year)
2. Once a goat has won a class, that goat may either remain at that level or advance to a higher level. It may not move to a lower level.
3. Animals in Performance classes must have the appropriate gear/equipment. See below for description.
4. No treats will be allowed in the performance show arena.

DESCRIPTION OF PERFORMANCE CLASSES AND MANDATORY EQUIPMENT

Pack ***All pack classes (Beginner, Intermediate and Advanced) will have weight determined by the age of the goat:

- Under 1 year: No pack and obstacles

- Over 1 year – Under 2 years: no weight in pack and obstacles
- Over 2 years -Under 3 years: 5% of the goats weight equally distributed into each pannier or each side of the day pack and obstacles
- Over 3 years – Under 4 years: 10% of the goats weight equally distributed into each pannier or each side of the day pack and obstacles
- Over 4 years and up: 15-20% of the goats weight equally distributed into each pannier or each side of the day pack and obstacles

Beginning Pack

- Equipment: Collar or Halter, Lead, Saddle & Panniers or Day Pack
- Performance: Animal willingness to work
- Animal: Strength, Ability or potential to carry weight
- Showmanship: Standard
- Weight: Added by the Judge or Committee Representative

Intermediate Pack

- Same as Beginning Pack with the additional obstacles.

Advanced Pack

- Same as Beginning and Intermediate but additional obstacles.

Beginning Harness

- Equipment: Halter and lead
- Performance: Animal willingness to work
- Animal: Ability to listen to voice commands through obstacles (Left, Right, Forward, Back & Whoa)
- Showmanship: Standard

Intermediate Harness I

- Equipment: Halter, Harness, Driving Lines
- Performance: Animal willingness to work line driving (no cart). Adult or (older) Jr. Fair leader to walk on the left side of the Jr. Fair member.
- Animal: Ability to listen to voice commands through obstacles (Left, Right, Forward, Back & Whoa)
- Showmanship: Standard

Intermediate Harness II

- Equipment: Halter, Harness, Driving Lines and Cart
- Performance: Animal willingness to work pulling a cart with the Jr. Fair member line driving behind the cart (no rider). Adult or (older) Jr. Fair leader to walk on the left side of the Jr. Fair member.
- Animal: Ability to listen to voice commands through obstacles (Left, Right, Forward, Back & Whoa)
- Showmanship: Standard

Advanced Harness I

- Equipment: Halter, Harness, Driving Lines and Cart
- Performance: Animal willingness to work pulling a cart with rider. Adult or (older) Jr. Fair leader to walk on the left side of the Jr. Fair member.

- Animal: Ability to listen to voice commands going through obstacles (Left, Right, Forward, Back and Whoa).
- Showmanship: Standard
- Team Hitch: 1 or 2
- *If a goat is unable to pull the weight of the rider, weights can be added to the cart in place of the rider. The added weight will be determined by the age and weight of that specific goat. The Jr. Fair member will then line drive the goat from behind the cart.

Advanced Harness II

- Same as Advanced but without an Adult or (older) Jr. Fair leader on the left

Beginning Obstacle

- Animal: Agility, style, conformation
- Showmanship: Standard plus ability to make animal perform
- Performance: 3 Obstacles
 1. Walk Over Logs (5) 1 foot apart – no touch
 2. Bridge. Voice Command. Up on command. Stand. Down on Command
 3. Cones – Negotiate 5 cones with voice commands. Right/left/forward/Whoa

Intermediate Obstacle

- Animal: Agility, style, conformation
- Showmanship: Standard plus ability to get animal to perform
- Performance: 5 Obstacles
 1. Walk Over Logs (5) 1 foot apart – no touch
 2. Bridge. Voice Command. Up on command. Stand. Down on Command
 3. 5 Cones Negotiate with voice commands. Right/left/forward/Whoa
 4. Dry pool. In on Command. Stand. Out Jump

Advanced Obstacle

1. Walk Over Logs (5) 1 foot apart – no touch
2. Bridge. Voice Command. Up on command. Stand. Down on Command
3. 5 Cones Negotiate with voice commands. Right/left/forward/Whoa
4. Wet pool. In on Command. Stand. Out
5. Jump (slightly higher than intermediate jump)
6. Possible tunnel or enclosure at the discretion of the Jr. Fair Committee