SHEEP DIVISION

JUDGING THURSDAY, SEPTEMBER 12, 12:00 P.M.

Superintendent - Bobbi Taylor

Assistant Superintendent - Chris Taylor

BREEDING CLASSES - Junior Division - #10500, Senior Division - #10502

All Breeding Sheep are shown together. Ewe Lambs exhibited as market animals may not be exhibited.

<u>Class</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
1 Aged Ewe, 2 years and older	33	25	19	13	6
2 Yearling Ewe, 1 to 2 years	33	25	19	13	6
3 Pair of Ewes, any age	33	25	19	13	6
4 Sr. Ewe Lamb, 7-12 months	33	25	19	13	6
5 Jr. Ewe Lamb, 0-6 months	33	25	19	13	6
6 Pair of Ewe Lambs, Jr. or Sr.	33	25	19	13	6
7 Champion Ewe	Rosette				
8 Reserve Champion Ewe	Rosette				
9 Yearling Ram	33	25	19	13	6
10 Ram Lambs, Jr. or Sr.	33	25	19	13	6
11 Champion Ram	Rosette				
12 Reserve Champion Ram	Rosette				
13 Best Pair - Ram & Ewe, of any age	33	25	19	13	6
14 Pen of 3 Lambs (both sexes represented)	33	25	19	13	6
15 Pen of 4 Head, any age, (both sexes represented)	33	25	19	13	6
16 Exhibitor's Flock (1 ram, any age, 2 ewes, 2 ewe lambs)	33	25	19	13	6

MARKET LAMBS

Market lambs must be wethers or ewe lambs with a minimum weight is 85 lbs. (maximum variance 5 lbs.) with lamb teeth. Number of classes is subject to change depending on sheep weights and numbers appearing at the fair. All sheep are to be in place by 6:00 p.m. on Tuesday, September 10. Lambs weighing less than 85 lbs. (maximum, variance 5 lbs.) will be in prospect class. Prospect class lambs are not eligible for the Junior Market Animal Auction. No drenching is allowed (See Prohibited Acts in the General Rules section for details). Once animals are stalled they must stay within the stall, wash and show arena area. Animals are allowed to be walked in the area between the livestock barn and rodeo arena from the front of the goat barn and the arena bathrooms.

<u>Class</u>	U.S. No. 1
1 Heavyweight	39
2 Middleweight	39
3 Lightweight	39
4 Prospect	39
5 Grand Champion	Rosette
6 Reserve Grand Champion	Rosette

PEE WEE CLASS - DIVISION #10503

1 Pee Wee