Open Meat Goat Show Rules

Have Questions?? Contact Kylee Zapalac - (979) 743-1755

Rules:

- 1.) Goat show is open to all Junior Exhibitors in Texas.
- 2.) Arrival: Saturday, September 2, 2023
- 3.) Goats will be weighed in by 9:30 a.m., Saturday, September 3, 2023. Goats will be weighed one time only and divided into weight classes, the number of classes to be determined by the committee.
- 4.) Show will begin at 10:30 a.m. Saturday, September 3, 2023. Showmanship to follow.
- 5.) Goats will be released upon completion of showing.
- 6.) The goat used for the Showmanship show must be owned by the exhibitor's immediate family and entered in the market show.
 - Pee Wee division will not have a fee and prizes will be provided.
 - Junior & Senior will be jackpot Showmanship, \$10 entry fee will be collected upon entering the show ring. 100% of the Showmanship fees will be paid back to the 1st and 2nd of each division.

Showmanship will be divided into three age groups as follows:

- Pee Wee Division (7 years & younger) No Fee
- Junior Division (8-13 years of age)
- Senior Division (14-19 years of age)
- 7.) All ages will be determined as of September 3, 2023.
- 8.) No painting, powdering or artificial coloring is allowed.
- 9.) Goats must be uniformly shorn to 3/8 inch or less above the knee and hocks.
- 10.) Goats shall be free of any health or skin illnesses.
- 11.) Goats will be required to have horns tipped, with no sharp points allowed. No tipping of horns on the show grounds.
- 12.) Animals that endanger exhibitors shall be removed from the show.
- 13.) Entry fees are \$20.00 per head, paid at check-in.
- 14.) Prize Money: 60% of gross fees as a minimum payout.
- 15.) Exhibitors will be allowed to use halters or collars in the show ring.
- 16.) This is a Market Meat Goat Show. Doe kids are allowed to show but will be judged as a market meat goat.
- 17.) Only pelleted shavings allowed

* All doe kids must have the scrape premise identification ear tag applied before they are allowed on the show grounds!