

Portage County 4-H Saddle Horse Rules

The following are in addition to the Uniform Rules for 4-H Horse Shows

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PAS - PERFORMANCE AGAINST STANDARD (State Fair Selection)

1. Visit the state webpage for more information and patterns <https://ohio4h.org/statewide-programs/animal-sciences/horse>
2. The horse project animal on which an exhibitor qualifies at a PAS show is the animal that must show at the Ohio State Fair.
3. At PAS shows with two Judges, the exhibitor who has a score from a previous show must declare the judge whose scores will count for them before they enter the first class.
4. At the Portage County PAS show, Exhibitors must ride at the Intermediate or Advanced levels to qualify to attend the Ohio State Fair.
5. At the Portage County PAS show, Walk-Trot and Novice riding level exhibitors and Small Equine handlers may participate in GROUND CLASSES, i.e., Showmanship, Ground Roping, and Small Equine to qualify to attend the Ohio State Fair.
6. Exhibitors must qualify in 2 classes to attend the State Fair.
7. At PAS shows, bits must be approved.
8. At PAS shows, all animals entering a 14-2 (58") and under class must be measured.
9. At PAS shows, with two Judges, Gymkhana exhibitors may try to qualify under the second judge in the classes in which they did not qualify under the first judge.
10. **Exhibitors must provide a copy of their animal's current negative Coggins test (dated after January 1st of the current calendar year) with their PAS entry form. The copy of the animal's current negative Coggins test must be also included with their county's PAS verification form that is submitted to the Ohio 4-H Horse Program and Ohio State Fair entry department. (New for 2020)**

ROTATING TROPHIES IN PORTAGE COUNTY

11. To win a Rotating Trophy from Portage County, the exhibitor must belong to a Portage County 4-H club and participate at the PAS show at Portage County.
12. The Rotating Trophies will be awarded to the individual with the highest score for pleasure classes or the lowest score for gymkhana classes at the PAS show.
13. All Rotating Trophies (one horse/one rider) will be presented at the Randolph Fair during the Awards ceremony. The present holders of the Rotating Trophies shall present them to the new winners and plaques shall be purchased for the present holders to keep.
14. **Skillathon Rotating Trophy is based on highest test score. If Skillathon is not offered during the year due to the Symposium, an optional test will be offered along with the Symposium.**
15. **In the event of a tie, the Judge will decide on a tie breaker the day of the show or the trophy will be held by each winner for 6 months. If there are more than two in the tie, the Rules Committee will decide how the tie will be broken.**
16. Rotating trophies must be returned to the Rotating Trophy Committee at the PAS show so they can be prepared for the current year's Award Ceremony.

RULES FOR HORSE 4-H PROJECT MEMBERS

17. Attending the Portage County Randolph Fair is not required to complete a 4-H year.
18. A member must go to Randolph Fair with the club they belong to as of April 1st. No other club may take them.
19. **Whichever is offered during the current year, participating in the Symposium or Skillathon is mandatory for a Horse 4-H member to attend the Portage County Randolph Fair. Participating in Skillathon at the Ohio State Fair will count as completion of Skillathon at the County level; however, proof of participation will be required. Individual Horse Bowl and Hippology members may be exempt from the Symposium or Skillathon upon recommendation from the Horse Bowl/Hippology advisors.**
20. Each advisor receives a calendar of deadlines to meet for their club to attend Randolph Fair. Please meet these deadlines by turning in all paperwork, completed accurately, when due.

21. Each club is required to purchase from the Extension Office one Uniform Rules for 4-H Horse Shows (#179) book each time it is updated (usually every two or three years) and one set of Portage County Horse 4-H Rules, each time it is updated (usually annually).
22. Each advisor, member and parent is responsible for reading, knowing, and following all current rules (State, County, and special divisions).
23. Special needs exhibitors at the Portage County Randolph Fair must choose whether they wish to show in the Special Needs Class or in regular classes. Switching back and forth is not permitted.
24. Mentally or physically challenged youth who are over the 4-H age of 18 but wish to remain in the Horse 4-H Program may petition the Horse Rules Committee to remain in Horse 4-H until the age of 21. Letters of support are required from a parent and the club advisor and a doctor's statement may be requested by the Rules Committee.
25. Suggestions for additions and/or amendments to Portage County 4-H Horse Show rules may be presented to a member of the Portage County 4-H Horse Rules Committee, in writing. The Rules Committee will discuss the request and present a decision to the Portage County 4-H Horse Committee.

PORTAGE COUNTY FAIR RULES FOR HORSES

26. Persons who are not affiliated with 4-H are not permitted to ride horses before, during, or after club riding meetings at the Randolph Fairgrounds.
27. Any accident or incident that occurs on the Randolph Fair Grounds at any time or during any event must be reported to the Randolph Fair Board on the "Incident Report" form available in the Entry Booth or from the Randolph Fair Board office.
28. Stalls are property of Randolph Fair Board. Stalls assignments are made by the Horse Fair Committee, based on required paperwork that is submitted by Club Advisors by the announced deadline. One tack stall will be assigned per club. Aisles between barns and driveway areas at both ends of barns are to be kept clean and clear of tools, manure, hay, etc.
29. If your club brings an equine to Randolph Fair that is not shown in a class, the advisor, the member, and the parents will be required to appear before the Rules Committee and the Randolph Fair Board Representative to explain the reasons.
30. An equine must score at least a 4 on the Body Condition Chart and not have more than a Grade 3 lameness level to attend the fair... (see Uniform Rules)
31. A horse needing to leave the Randolph Fairgrounds prematurely must have a veterinarian's release and permission from the Randolph Fair Board. If an animal leaves the Randolph Fairgrounds during Randolph Fair it may not return to the Randolph Fairgrounds during the current Randolph Fair.
32. All animals must be thoroughly bathed before coming to the Randolph Fair.
33. Exhibitors who use the wash rack must provide their own hose with a shut-off handle and clean it of manure afterward. Place all manure in specified places for pickup – do not wash it down the drain.
34. If you must bathe your horse on Sunday, you must finish by 5:00 pm.
35. No use of cell phones, ipods, ear-buds or other attention-distracting equipment while handling, walking, or riding a horse.
36. 4-H equine projects are permitted in the rings, the paddock, and the Saddle Horse barn areas only; not the campgrounds, parking areas, Draft Horse area or ring, or on the Midway. Animals are not permitted to mingle with the public.
37. No one may be on horseback anywhere except in a ring or in the paddock. All horses/ponies must be led at a walk, unmounted, between barns and rings.
38. Horses/ponies may be ridden in the rings only. If you are mounted in the paddock, you may walk only.
39. Moving out of Randolph Fair: Things that may be removed from the horse area on Sunday are: extra equipment such as saddles, bridles, extra feed pans, carts, extra hay or feed: Only items that do not have to do with the overall look of the display. This activity should be spread throughout the day, not begun at 7:30 PM. Please respect this opportunity to remove some items before 8:00 pm.

40. No tack boxes, decorations, or exhibit items may be removed before 8:00 pm. Do not remove your horse's water bucket or hay.
41. Any individual who removes an exhibit animal from the grounds before 8:00 PM Sunday night (under other than approved procedures) may be banned from Randolph Fair the following year.
42. All stalls must be stripped to the dirt after fair, all bedding and manure removed.
43. No staples or nails may be placed in the aluminum siding on the barns.
44. Ropes between barns are permitted by the Randolph Fair Board. Eye bolts to be placed only in the wood.
45. Club decorations may not obscure the "No Smoking" signs or the "Emergency Contact" signs during Randolph Fair.
46. Rowdiness, use of alcoholic beverages, and rudeness to show officials, spectators or exhibitors will not be tolerated. In a case of misconduct on the part of any exhibitor, whether the offense occurs on the grounds or in the show ring, whether before, during, or after the show, it is within the jurisdiction of a recognized show to disqualify, for cause, an exhibitor and/or his/her entries, to require him/her to forfeit his/her winnings and ribbons at the show, and to have the horse removed from the grounds with no liability for damages.

SADDLE HORSE COMMITTEE RULES FOR AND DURING FAIR

47. **Influenza shots must be given between April 1 and July 28 of the current year. Horse owners giving their own shots must provide a purchase receipt as well as a signature from the club advisor confirming that the horse received the shot in order for stalls to be assigned.**
48. A maximum of two equine may be registered per member, per project (example riding, driving and small equine) member must specify which is primary and secondary. Secondary equine must be approved by the rules committee before it can be taken to fair.
49. **Advisors are responsible for knowing the body condition and lameness scores of their members projects before they arrive on the fairgrounds.**
50. The Executive Board of the Saddlehorse Committee (President, Vice-President, Treasurer, and Secretary), and the Chair of the Rules Committee ("the group"), have full and final say regarding horses coming to fair. If any individual in the group receives three complaints of unruly behavior of a 4-H horse, observed at a riding meeting or a horse show, the advisor(s) will be notified. Then one or more of the group will attend a riding meeting and/or horse show to observe said animal. The group will make a decision regarding the horse attending the Portage County Randolph Fair.
51. **The Action Committee members with the majority of 5 or more and the Fair Board Species Rep can send a horse home during check-in without waiting for the vet.**
52. All 4-H equine projects are to be stalled in the horse 4-H barns with their club.
53. After the Horse Fair Committee has assigned one stall per member, if enough stalls remain for all driving-only or small equine animals to be assigned stalls, those second animals may come to the Randolph Fair for the week also.
54. If you are an acting club with acting advisors and receive a pass to go to fair you must; participate in concession stand duty, work a show at fair and complete a night watch.
55. A Horse 4-H club that also includes other species projects must have a knowledgeable adult or advisor in the horse area at all times.
56. Only adults (not 4-H members) may operate the PA equipment and the timer equipment.
57. Before Randolph Fair (Sunday and Monday), horses are to be ridden in Ring B only and walked in Ring A only - you may not take an animal out of the ring/barn area.
58. 4-H horse members are the only people allowed to sit on or ride a 4-H project animal at any time during Randolph Fair. No visitors, children, friends, or family members may sit on or ride at Randolph Fair. Exception: Advisor & Alumni may ride in the Advisor/Alumni classes but may "warm up" no more than one hour prior to the first class. Advisors and Alumni must sign Waiver of Liability forms.
59. In case of an unsafe situation, a person designated by the Club's advisor may handle or ride an unruly animal under the supervision of the advisor.

60. An advisor or adult must be present when either ring is in use. Activities in the main ring after 10:00 pm must have adult supervision.
61. The only person(s) permitted to be in the show rings at any time during the Portage County Randolph Fair are 4-H members who may be accompanied by only their club advisor(s) or own parent(s).
62. If an animal is sick and must be walked, an advisor or parent must be present AFTER 11:00pm.
63. A 4-H'er may ride only his or her own project animal at Randolph Fair. No one may ride another's equine. If an emergency arises, the advisors, members, and parents involved must apply to the Rules Committee for an exception to this rule and complete all required paperwork before using the other animal.
64. If an emergency arises with a member's project animal, with prior permission from the Horse Fair Committee, a Vet's certificate, and a signed Waiver of Liability form, a driving project, already on the grounds, may be used as a substitute riding animal by the 4-H member whose project animal is not able to be ridden.
65. Headgear (see Uniform Rules): per the State of Ohio, currently-approved, properly-fitted ASTM/SEI safety headgear, with the chin harness securely fastened at all times, is mandatory for 4-H members riding or driving an equine.
66. Footwear for Randolph Fair: when riding (but not in a class), boots, muckers with a heel, or other adequate (adequate means they must have heels) riding shoes will be worn. At the barns, no open toe footwear, sandals, or flip-flops at any time. Tennis shoes are at the discretion of the club's advisor. No bare feet at anytime, anywhere on the Randolph fair grounds.
67. Tack for riding to exercise your horse is a bridle with a bit or a hackamore (no halters and leads) and a saddle.
68. No riding double.
69. No riding bareback.
70. Occasionally specific times and rings may be designated and posted for walk-trot or contest or driving. During these times or in a ring designated as walk-trot, contest, or driving, all users of that ring or time must conform to the designated use.
71. Lunging is permitted in the rings when other activities are not taking place. Please be careful and considerate of others in the ring.
72. Round pen at the end of the Open Rabbit barn is for lunging only. One horse at a time. No riding, grazing, free lunging (must be on lunge line) or leaving unattended. 15 minutes per session.
73. No riding is permitted in the rings between the hours of 11:00pm – 6:00am.

RIDING LEVELS

74. Driving and Small Equine handling does not consider an Exhibitor's riding level.
75. Riding levels for mounted exhibitors, in Portage County are: Walk-Trot, Novice, Intermediate, Advanced.
76. Riding level depends on the riding ability of the rider as determined by the ribbons earned not on the animal. Even if the rider changes seats or mounts, his/her status must either stay the same or move "upward".
77. A rider may not drop back to Walk-Trot at any time, for any reason. A rider may never show at a lower level.
78. A class must contain 5 or more entries and must call for a canter in order for placing in it to affect a rider's level.
79. Placing in classes which do not call for a canter, (such as showmanship, halter, costume) or being the assistant in a class (such as sack race) do not affect a rider's level.
80. Regardless of placings during Randolph Fair, participants' levels do not change during the week.
81. Placing in a Fun Day class at Randolph Fair will not advance a rider from his/her present level.
82. Riders who choose to ride at a higher level, win or lose, must remain at the higher level; they may not revert to the lower level.

WALK-TROT (RIDING LEVELS)

83. Walk-Trot status includes participants of all ages.
84. Walk-trot classes will follow regular state rules except for eliminating the canter.
85. In walk-trot classes, whips or crops are permitted to saddle seat and hunt seat riders but the length shall be appropriate to the size of horse and rider. See Uniform Rule book for details.
86. A 4-H member may enter walk-trot classes for no more than two (2) years unless (a) a Walk-Trot Exception Request form is approved by the Horse Rules Committee or (b) until he wins one (1) first (1st) place in a class of five (5) or more that calls for a canter.
87. The number of first (1st) places won during these two years does not change your status as long as they are walk-trot classes.
88. Walk-trot exhibitors may, if they choose, enter classes at open shows which call for a canter, but when a Walk-trot exhibitor wins one (1) first (1st) place at any show (see exceptions above), in any performance class that calls for a canter and consists of five (5) or more entries, that exhibitor moves to novice standing, or if an exhibitor wins High Point at Fair, their advisor(s) and Rules Committee will discuss the exhibitor's ability to move up.
89. At Randolph Fair, Walk-Trot riders may not choose to show "up" at a higher level. On Fun Day riders who are in their last year of Walk-Trot may choose to ride in Novice classes.

NOVICE (RIDING LEVELS)

90. A cantering exhibitor becomes a novice after 2 years as a Walk-Trot rider and remains a Novice until he/she wins a total of five (5) first (1st) places in performance classes, at any place, at any time, that call for a canter and consist of five (5) or more entries, or if an exhibitor wins High Point at Fair, their advisor(s) and Rules Committee will discuss the exhibitor's ability to move up.

INTERMEDIATE (RIDING LEVELS)

91. An exhibitor becomes an Intermediate when he/she wins a total of five (5) first (1st) places and remains an Intermediate until he/she wins an additional five (5) first (1st) places for a lifetime total of ten (10) first (1st) places in performance classes, at any place, at any time, that consist of 5 or more entries and call for a canter, or if an exhibitor wins High Point at Fair, their advisor(s) and Rules Committee will discuss the exhibitor's ability to move up.
92. At Randolph Fair, Intermediate riders, in their last year in 4-H, may choose to show on either Intermediate Day or "up" on Advanced Day.

ADVANCED (RIDING LEVELS)

93. An exhibitor becomes Advanced when he wins a lifetime total of ten (10) first (1st) places in performance classes, at any place, at any time, that consist of five (5) or more entries and call for a canter.

SHOWING AT THE FAIR

94. "OPEN" classes (at the Portage County Randolph Fair) means any age horse and any 4-H member, regardless of riding level, may participate in these classes in addition to the classes in their division.
95. Refunding class entry fees for horse members. Money will not be refunded if member and/or horse comes to Randolph Fair at all or if family is camping for another member in another specie. Money may be refunded after Randolph Fair if: The Horse Fair Committee receives a completed Request For Class Fees Refund form before Randolph Fair starts and one of the following fits the situation: 1) parent loses job and family is not coming to fair at all; 2) the horse dies or goes lame and stays home, and the member brings no other horse; 3) the member can't come to Randolph Fair at all (sick, injured, away).
96. Spotters are permitted in the ring at any time.
97. If the second animal is stalled for the week as a driving Project only, it may not be ridden by the member in any classes during Randolph Fair.

98. A member who has both a riding project animal and a driving project animal at Randolph Fair may use the driving project animal in Open Ground classes as long as he does not take the riding project animal in the same class. A 4-H member may enter any class only one time.
99. An exhibitor who shows Hunt Seat may choose to show Showmanship using a leather halter and lead in place of a bridle.
100. At the closing of the gate if either the horse's shoulder touches the ground or the rider accidentally touches the ground it will result in a disqualification.
101. No one shall approach the judge for any reason without first obtaining permission from the Steward and without his presence.

WALK-TROT (SHOWING AT THE FAIR)

102. Walk-trot riders will not be asked to drop stirrups in any class.
103. Walk-Trot does not do riding patterns.
104. Use half the ring when appropriate; that is, put the barrel or pail in the middle of the ring. For Ball in the Barrel, Grocery Race, Dash for Cash, Treat on a Pail, etc. so the show moves more quickly.
105. If a walk-trot exhibitor breaks into a canter more than one time or for more than three strides while showing in a gymkhana walk-trot class, the exhibitor will be disqualified.

NOVICE (SHOWING AT THE FAIR)

106. Novice riders will not be asked to drop stirrups in any class.
107. Novice does not do riding patterns.

DRIVING SHOW (SHOWING AT THE FAIR)

108. Adult headers are recommended
109. Each exhibitor will be permitted to have one other 4-H member or an adult as groom and the groom will be permitted in all driving classes.
110. The Show Committee must have entries perform class routine according to size draft, light horse, small equine but judged as one class.
111. The Show Committee must divide the entries into "narrow" "medium" and "wide" wheelbase divisions and adjust the spacing within the obstacles to accommodate these divisions. Widths for obstacles are to be at least 20" wider than the widest wheelbase per division.
112. A course diagram and applicable time allowed must meet the judge's approval and be posted at least one hour before the start of the class.
113. A practice obstacle must be provided for use in a specified area. Times for the use of this area may be controlled by the show committee.
114. Light driving classes call for changes of gait as "walk," "park gait," and "road gait."
115. Draft classes call changes of gait as "walk" and "trot."
116. Reinsmanship classes are called as "walk" and "trot."
117. Lineup must be side to side, not head to tail.
118. Obstacle classes are driven at the trot but there will be no penalty for walking.
119. A 20 second penalty per obstacle will result from:
 - dismounting of either driver or groom;
 - taking of reins by groom;
 - knocking down, dislodging, running over, or refusal at any obstacle, including start and finish markers.
120. Elimination from an obstacle class will result for: cantering 3 steps or more; breaking of harness or vehicle; failure to cross the starting line within one minute after the signal to proceed is given; refusal of three (3) obstacles.

121. A driver may not compete more than once in the same obstacle class or in classes which use the same course.
122. A horse may not be entered more than once in the same obstacle class or classes which use the same course.
123. Ties for first place must be broken by a drive-off. Ties for lower placings may be broken by coin-flip upon agreement of the tied parties.

EASY GAITED (SHOWING AT THE FAIR)

124. At the Randolph Fair, Easy Gaited horses can show on Tuesday in the open ground classes, or driving classes, on Wednesday evening during the Easy Gaited Show, and Sunday, Fun Day.
125. If the rider of an Easy Gaited horse chooses he may show in gymkhana classes on his appropriate show day and also show in the Easy Gaited show as long as the total number of classes does not exceed 5.
126. Easy Gaited horses cannot show in pleasure classes on any other day.
127. Gaits are Show Walk and Show Gait. No canter.
128. If an Easy Gaited exhibitor breaks into a canter more than one time or for more than three strides while showing in a gymkhana Easy Gaited class, the exhibitor will be disqualified.

SUNDAY FUN DAY SHOW (SHOWING AT THE FAIR)

129. 4-H rules discourage Sunday morning shows unless a meaningful service is held first. Our Matin "sing-along" honors this requirement; please participate in this activity. Horses may not venture beyond the end of the barns into the ring area during this time.
130. On Fun Day (Sunday), exhibitor clothing requirements will be proper attire for your seat or boots, long pants, riding shirt or club t-shirt, number, and currently-approved, properly-fitted ASTM/SEI safety headgear with the chin harness securely fastened at all times.
131. On Fun Day (Sunday), exhibitors may ride in English, Western, or Australian tack.
132. On Fun Day (Sunday), paddock space is limited. For safety, exhibitors may not report to the paddock area until their class has been called. You may not wait in the paddock for your next class; wait in your barn.
133. All participants must sign up for their classes between 8am - 9:30am. There will be no changes after 9:30am.
134. Intermediate and Advanced will be split by contest vs pleasure.
135. Fair number has to be on member or tack (for example pinned to the saddle pad).
136. Expectation is all advisors need to plan to help out
137. All teams must have 1 person W/T – encouraged to have an actual Walk-Trotter but in the event one is not willing to participate the team may designate one rider to W/T.

ALUMNI-ADVISOR SHOW (SHOWING AT THE FAIR)

138. This show is open to any current or past Portage County 4-H horse advisor, past Portage County 4-H horse members (including those 4-H members attending college and unable to attend the fair week), and parents, and grandparents of current Portage County 4-H horse members.
139. All proceeds from the Alumni-Advisor classes go into the Horse Alumni Scholarship fund.
140. On Advisor & Alumni day, the exhibitor may "warm up" no more than one hour prior to the first class.
141. Any animal already on exhibit at Randolph Fair may be shown.
142. GENERATION GAP PLEASURE – The exhibitor partners with a 4-Her who is at least 10 years younger. Each team member rides (works) one way of the ring at a walk and trot only. Team must use the same horse.
143. GENERATION GAP SHOWMANSHIP - The exhibitor partners with a 4-Her who is at least 10 years younger. Each team member does half the pattern which will be posted. Team must use the same horse.

CONTEST CLASSIC (SHOWING AT THE FAIR)

Cloverleaf Barrels

Qualifying Classes

Pole Bending

Stakes Race

Keyhole Race

The Contest Classic Show Committee will announce the participants based on:

1. The top 4 places from each qualifying class; the qualifying classes that have been split for the Advanced day show, will be combined and sorted by the top four run times per qualifying class (not split) to determine who does or does not qualify for Contest Classic.
2. Last-year-in-4-H status of members who wish to participate but have not qualified by placing; and
3. When a rider double qualifies, the committee will bump down to 6th place in that class to promote equal representation from each class.

On Thursday before representation is determined, last-year junior fair horse advanced members may pre-register to fill possible openings on a first-come, first-serve basis.

A list of those who qualified will be posted at the entry booth.

A designated holding area will be set aside during the competition for grooms and Exhibitors.

Exhibitors will have a minimum of 1 hour after the daily show ends to prepare for Contest Classic.

Judges will place each class one through ten. Ten place ribbons will be awarded.

Places will count as follows: 1st = 10 pts; 2nd = 9 pts; 3rd = 8 pts, etc.

The order of go will be determined by drawing numbers for each class.

There will be 10 minutes between each event for tack changes.

The 10 minutes time will be counted down by the Announcer.

Participant Responsibilities

Safety is of the utmost importance and Exhibitors need not be afraid to address safety issues!

All tack must be checked by the judge for each class before Exhibitors enter Ring A to warm up.

Only Advanced junior fair horse Exhibitors may enter.

If an Exhibitor qualifies for both Versatility and the Contest Classic, he/she must choose one; he/she may not compete in both.

The horse used in the Contest Classic must be the same horse on which you qualify. If that horse is sick or injured, the Rules Committee will determine if another horse may be substituted.

Proper attire is required for each of the classes.

Exhibitors will have a minimum of 1 hour after the daily show ends to prepare for Contest Classic.

Each Exhibitor may have up to 2 grooms to assist him/her in the class, with 1 groom attending tack at all times.

It is strongly suggested that only junior fair horse 4-H members assist in the Contest Classic.

Approach the Steward if you have any problem with lost, missing, damaged, or unsafe equipment or tack.

Exhibitors must be completely tacked up and in Ring A by the end of the 10 minutes.

Exhibitors who have no tack changes may enter and begin riding in Ring A at any time.

Once an Exhibitor enters Ring A, he/she may not exit until called to run.

Exhibitors may exit Ring A and go to Ring B when called "in the hole."

The Judge must check all tack in the paddock for EACH CLASS before you enter Ring A to warm up.

Any rider who doesn't meet these requirements will be disqualified as per 4-H rules.

VERSATILITY (*SHOWING AT THE FAIR*)

Showmanship

Qualifying Classes

English Equitation

Horsemanship

Cloverleaf Barrels

The Versatility Committee will announce the participants based on:

1. The top 3 places from each qualifying class;
2. Last-year-in-4-H status of members who wish to participate but have not qualified by placing; and
3. When a rider double qualifies, the committee will bump down to 6th place in that class to promote equal representation of each seat, up to 26 maximum class size.
4. If a non-riding project animal places in Showmanship, thereby qualifying for Versatility, the other qualifying Showmanship class entries move up.

On Thursday and Friday, before representation is determined, 4-Hers who did not qualify but who are in their last eligible year of 4-H and who are advanced riders, may pre-register to fill possible openings, on a first-come, first-served basis, up to 26 entries. To be considered for these spaces, the member must sign up at the Entry Booth during the day before Versatility begins. People from this list should be contacted in time for them to prepare for Versatility.

A list of those who qualified will be posted at the entry booth after the Advanced Show.

A holding area will be set aside during the competition for the entrants, their tack, and the grooms.

Entrants will have one hour prior to the start of the competition to prepare.

Judges will place each class one through ten.

Ten places are awarded. Places count as follows: 1st=10 pts; 2nd=9 pts; 3rd=8 pts, 4th=7 pts, 5th=6 pts, etc.

Points for all four classes are totaled to determine the winner and subsequent placings.

In the event of a tie, the exhibitor with the highest horsemanship or equitation score will be the winner.

There will be a 10-minute break between each event for tack changes.

During the 10 minute break, the Announcer will count down the time: 10 minutes, 5 minutes, 3 minutes, 2 minutes, 1 minute, Time, and may remind the participants of the appropriate appointments and equipment, using the State Rule Book.

The Steward should be in the ring during the 10-minute break to answer participants' questions and excuse them to go to the restrooms.

No extra items may be brought to the ring from a restroom break. Everything needed for the class must be brought at the beginning of the class.

The Participant must complete all tack and appointment changes be mounted within the 10-minute break between events.

Riders mounted before the end of the 10 minute break may walk their horses until the announcer dismisses the grooms from the ring and announces the beginning of the 2 minute warm-up period. Riders may only walk while grooms are in the ring.

There will be a 2-minute riding warm-up provided for the entries, during which time entries should correct any further tack problems. Any safety issues should be directed to the Ring Steward.

Safety is of the utmost importance and entries need not be afraid to address any issue!

Questions from spectators must be addressed politely to the Paddock person who will contact the Steward for discussion and/or clarification.

Spectators speaking directly to a contestant will disqualify the contestant.

Participant Requirements

If a 4-Her qualifies for, but chooses not to participate in Versatility he should inform the show committee immediately.

This class is limited to Advanced Riders who qualify on their Randolph Fair show day with a 1st, 2nd, or 3rd place in one of the qualifying classes: Showmanship, English Equitation, Horsemanship, and Cloverleaf Barrels.

Each rider must show in all four events and use the same horse during the versatility show.

Proper attire is required for each of the classes.

Tack for showmanship: An exhibitor who shows Hunt Seat may choose to show Showmanship using a leather halter and lead in place of a bridle.

The horse used in Versatility class must be the same horse on which you qualify. If that horse is sick or injured, the Rules Committee will determine if you may substitute another horse.

Each rider may have up to 2 grooms to assist him in the class. It is recommended that grooms be 4-Hers. One groom shall be in attendance of the tack at all times.

Grooms may not converse with participants while class is in progress.

A holding area will be set aside during the competition for the entrants, their tack, and the grooms.

Entrants will have one hour prior to the start of the competition to prepare.

There will be a 10 minute break between each event for tack changes.

During the 10-minute break, the Announcer will count down the time: 10 minutes, 5 minutes, 3 minutes, 2 minutes, 1 minute, Time, and may remind the participants of the appropriate appointments and equipment, using the State Rule Book.

The Participant must complete all tack and appointment changes be mounted within the 10-minute break between events.

During this time, approach the Ring Steward if you have any problem with lost, missing, damaged, or unsafe equipment or tack.

Riders mounted before the end of the 10 minute break may walk their horses until the announcer dismisses the grooms from the ring and announces the beginning of the 2 minute warm-up period. Riders may only walk while grooms are in the ring.

There will be a 2-minute riding warm-up provided for the entries, during which time entries should correct any further tack problems.

Safety is of the utmost importance and any safety issues should be directed to the Ring Steward.

When you are tacked up for the Gymkhana classes, be sure the Judge checks your tack before you run.

General Rules for Gymkhana Classes

(Cloverleaf Barrels)

Participants must use western-type equipment. See Ohio Uniform Rules for Horse Shows for legal bit and tack information.

Clothing requirements are the same as for Western Horsemanship.

All exhibitors must wear currently-approved, properly fitted ASTM/SEI safety headgear with the chin harness securely fastened at all times while riding. See Ohio Uniform Rules for Horse Shows for approved safety headgear guidelines.

The Judge must check all contest tack before the Participant enters the ring.

If the safety headgear falls to the arena floor while the rider is in the arena they will be disqualified.

Each rider must work individually throughout the course.

Once across the starting line, broken equipment is not a reason for a rerun.

The judge may require alternation or removal of equipment the judge regards as too severe.

Abuse as, determined by the judge, causes disqualification.

Any rider who doesn't meet these requirements will be disqualified as per 4-H rules.

CLASSES AT THE RANDOLPH FAIR

DRIVING CLASSES

144. See State Rule book for Driving Evaluation, Driving Reinsmanship, Harness Showmanship and Pleasure Driving.
145. RIDE AND DRIVE - The exhibitor rides (mounted) for half the class and drives for half the class. The same horse must be shown by the same person in both sections. Up to 2 grooms or attendants may assist with un-saddling and harnessing. Additional attendants may help with vehicles. Removing the bridle while a horse is hitched to a vehicle calls for instant elimination. A single horse is to be shown (A) under saddle both ways of the arena at a walk and trot; to stand quietly, and to rein back; (B) in harness to a suitable pleasure vehicle, both ways of the arena at a walk, park gait, and road gait; to stand quietly, and to rein back. Judged 50% on performance, manners, way of going under saddle, and 50% on performance, manners, way of going, and suitability in harness.
146. DOUBLE JEOPARDY (AND GENERATION GAP DOUBLE JEOPARDY) - Two drivers, one run per project animal. Two ribbons awarded; points awarded to project member. Driven over a prescribed course of 8-10 obstacles (number can be adjusted to accommodate, the driving area), at the trot with no penalty for walking. Faults are scored as penalty seconds added to the times. 20-second penalties apply for either driver or groom exiting the vehicle inappropriately, or for the groom taking the reins out of turn. The first driver proceeds through the course to the designated finish line. At the end of the first drive, the vehicle comes to a complete stop. The timer is paused. Switching drivers safely: The driver retains control of the reins. The groom exits the vehicle and heads the equine while the driver slides over on the seat into the groom position. The groom takes the driver seat position and the reins are passed to him/her. The new driver signals the timer when he/she is ready. As the equine moves forward, the timing resumes. Places are determined on a low total time basis.
147. GAMBLERS CHOICE - Driven over a course of unnumbered obstacles, each carrying a specific point value at the trot with no penalty for walking. Each driver has the same amount of time (no more than 2 minutes), announced at the beginning of the class, to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed. After crossing the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice but not in succession. If driven a third time, no further points will be awarded. No obstacle may be re-driven once it has been disturbed (exception: obstacles which are designed to be knocked down). A 20 second penalty applies per move, knock-down, or running over an obstacle. 20-second penalties apply for either driver or groom exiting the vehicle inappropriately, or for the groom taking the reins out of turn. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again. In this class the circling rule does not apply. If a horse should refuse or run out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The refused obstacle may be attempted later and, if correctly driven, the appropriate points will be recorded. A signal will sound at the end of the allowed time and the driver must stop. If the signal sounds when the competitor is committed to an obstacle but it is not completed, no points will be awarded. If the obstacle is completed, the appropriate points are awarded. Placings are determined on a high score basis. If a tie occurs, the winner is determined by the number of higher point obstacles completed.
148. GROUND DRIVING - The driver is on foot and, for safety, will maintain an appropriate distance from the horses' rear legs at all times. Tack can be driving harness or a halter, leather hackamore, or open bridle with snaffle bit. The driving lines will pass through either a surcingle or through stirrups properly positioned and secured. Lines may be leather, rope, or web without chains. Proper driving attire is required. Class routine will be determined by the Show Committee and may include walk, trot, rein back, and, possibly, a pattern. Scoring is based on the following: safety during the class (20 points); control, smoothness of handling, and ability to negotiate the course (80 points). Points are divided equally among different maneuvers required for the pattern.

149. **DRIVING REINSMANSHIP** - A driving class in which entries are judged primarily on the ability and skill of the driver. To be shown both ways of the arena at a walk, slow trot, and working trot. Drivers required to rein back. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure eight and/or perform other appropriate tests. Judged 75% on handling of reins and whip, control, posture, and overall appearance of driver; 25% on condition of harness and vehicle, and neatness of attire.

PLEASURE CLASSES

150. **COMMAND CLASS** - This class is to be judged on the ability of the rider and his mount to attain various announced gaits (commands) in a specific number of steps (determined by the judge) or be eliminated from competition and asked to move to the center of the ring. All seats may participate in this class. Commands can be given in any order or series of orders; examples of commands: walk, trot, extended trot, canter, hand gallop (when 10 horses are left), back, halt, reverse (used alone means reverse and stop); reverse may be followed by another command: reverse and walk, reverse and trot, etc. As contestants are eliminated they are to line up in order (beginning at the opposite end from the gate) for purposes of placing.
151. **GOLF BALL AND SPOON** - Show Committee provides: Enough golf balls for each participant, identical metal spoons with a marker of tape on the handle, behind which the fingers must remain. The hand holding the spoon must be extended from the body and in clear view at all times. Gaits must be taken immediately, or as directed by the judge or rider will be eliminated. Riders who lose the golf ball move to the center of the ring, using caution. The judge may ask for various feats.
152. **ROAD HACK** - Judged on performance, manners, and condition of the horse. The class must work both ways of the ring at a flat-footed walk, normal trot, extended trot, easy canter and controlled hand gallop. Light contact with the horse's mouth shall be maintained. Excessive speed shall be penalized. No more than 10 horses will be galloped at a time. Tack, clothing, and equipment same as pleasure classes. Classes may be divided between horses and ponies or Western and English.

COSTUME CLASS

153. **COSTUME CLASS** - All mounted 4-H members are required to be in full tack and to wear properly fitted, currently-approved, ASTM/SEI headgear. This class is judged according to the classes offered on the entry sheet and at the judge's discretion. Each contestant or group entry shall be limited to one number. One trophy and one set of ribbons awarded to entry. The contestant who signs up for the class is the only one charged with the class. Extra participants must be 4-H members, advisor, or adult for the classes held at the Randolph Fair. The class shall be judged at a walk only.

FUNDAY (SUNDAY) CLASSES

154. **GROCERY RACE** - A timed event. Show Committee provides: numerous different pieces of plastic fruit in a container, barrel, starting cones. Starting cones are placed about 20' feet from the fence at the gate end of the ring A barrel, holding the container of fruit, is placed about 20' feet from the fence at the other end of the ring. For walk-trot classes only: Place the barrel about the middle of the ring. The competitor enters the ring at a walk, is told which kind of fruit to look for, and when ready rides between the starting cones to the far end of the ring. He/she must pass between the barrel and the fence, stop and find the right fruit, show it to the ringmaster, replace it in the container, and ride back between the starting cones (dismounting is permitted but not required as long as the rider uses a halter over or under the bridle and a 6' lead (no chains over or under the nose). Dumping or spilling the fruit container to find the fruit or knocking over the barrel disqualifies the run.

155. RIDE AND RUN - A timed event. Show Committee provides: Timing cones, marker cones. Rider should provide a halter under the bridle and a 6' lead; no chains permitted over or under the nose). Timing cones are placed about 20' from the gate end of the ring. A marker cone is placed at the opposite end of the ring, a reasonable distance from the rail. For walk-trot classes only: Place the cone about the middle of the ring. The mounted competitor enters the ring and rides to the far end of the ring. He/she dismounts behind the marker and, leading the mount, runs back between the timing cones.
156. DOWN AND BACK - Equipment: Barrel, set 20' off the fence at far end of the ring. Horse crosses starting line, runs around the barrel, runs back to the finish line. A knock-down during the run incurs a 5 second penalty. Off course is eliminated. For walk-trot classes only: Place the barrel about the middle of the ring.
157. DASH FOR CASH - A timed event. Show Committee provides: Slips of paper the size of a dollar bill, barrel, starting cones. Starting cones are placed about 20' feet from the fence at the gate end of the ring. A barrel holding a piece of paper, representing a dollar bill, is placed about 20' feet from the fence at the other end of the ring. for walk-trot classes only: Place the barrel about the middle of the ring. The competitor enters the ring at a walk, and when ready rides between the starting cones to the far end of the ring. He/she must pass between the barrel and the fence, pick up the cash and ride back between the starting cones.
158. GOLF BALL IN THE BARREL - A timed event. Show Committee provides: a golf ball, barrel, timing cones. Starting cones are placed not less than 20' feet from the fence at the gate end of the ring. For walk-trot classes only: Place the barrel about the middle of the ring. For other levels: A barrel is placed about 20' feet from the fence at the far end of the ring. The competitor enters the ring at a walk, and when ready rides between the starting cones to the barrel. He/she must pass between the barrel and the fence, put the golf ball into the barrel, where it must remain (bouncing out disqualifies the run), and rides back between the starting cones. Knocking over the barrel disqualifies the run.
159. FLAG RACE - A timed event. Show Committee provides: Flag, 2 barrels, 2 buckets half-full of sand, marker cone, timing cones. Place two barrels and a marker cone in the ring. The right and left barrels are against the fence and each holds a bucket half-full of sand. The marker cone is placed a reasonable distance from the rail at the end of the ring opposite the gates. The starting line is marked by rubber cones placed about 20' from the gate end of the ring. The rider must cross the starting line outside the cones, race to the first barrel and grab the flag. He must pass between the marker cone and the fence, go on to the next barrel where he plants the flag stick into the bucket of sand, and cross the finish line. Missing the flag, dropping the flag, the flag bouncing out of the second bucket, missing the second bucket, or the horse going off course disqualifies the ride. Moving the marker cone exacts a 5 second penalty.
160. RIDE AND RUN - A timed event. Show Committee provides: Timing cones, marker cones. rider should provide a halter under the bridle and a 6' lead; no chains permitted over or under the nose). Timing cones are placed about 20' from the gate end of the ring. A marker cone is placed at the opposite end of the ring, a reasonable distance from the rail. For walk-trot classes only: Place the cone about the middle of the ring. The mounted competitor enters the ring and rides to the far end of the ring. He/she dismounts behind the marker and, leading the mount, runs back between the timing cones.
161. TIMED OBSTACLE COURSE - A timed event, not to jump. Exhibitors use proper attire for your seat and any style of riding equipment (English or Western). Show Committee provides: 4 to 6 obstacles set up similar to a Trail course, such as a series of cones or poles, go between or around hay bales or barrels, ground rails, move object from place to place, bridge (must be negotiated at the walk), turn around in box, do figure eight, etc. The entry who completes the course in the least amount of time is the winner. Each knockdown costs a 5 second penalty. Failure to negotiate the obstacle in the designated gait will result in disqualification.

162. TREAT-ON-A-PAIL - A timed event (1 minute limit). Show Committee provides: An apple (quartered for safety sake and so it doesn't roll off), a 5-gal bucket, ring master. One treat at a time is placed on the upside down bucket. For walk-trot classes only: Place the bucket about the middle of the ring. The participant trots or canters (can run at any speed, depending on the level or age of riders) to the bucket. The rider may not dismount. As soon as the animal eats the treat off the bucket, they run back across the finish line. or, At the end of one minute, the ring master dismisses the rider and they run back across the finish line.
163. TEAM SHOWMANSHIP - Will be judged by the top 2 versatility showmanship 4-Hers with adult supervision (move down the line if they decide to not to do it) use your own horse – each participant will complete ½ pattern which will be posted Sunday morning.
164. 3 CONE TWIST - A timed event. Show Committee will set up 3 cones equally distanced apart. The mounted competitor enters the ring and weaves the cones down and back. Knocking a cone adds 5 seconds to the run time. A horse going off pattern disqualifies the rider.
165. SACK RACE - A timed event. Show committee provides several sacks. The rider is the entry and must provide a halter over or under the bridle, and a 6' lead ;(no chains permitted over the nose.) Participant rides to the far end of the ring, passing between the marker and the fence, where a partner waits with one leg in the sack. Rider dismounts and puts one leg in the sack, too. They run to the finish line, leading the horse. Both partners must keep 1 leg in the sack and one must hold the horse for the entire length of the course. One trophy and one set of ribbons will be awarded to the winning team, based on qualifying times.
166. MUSICAL SACKS - Show committee provides sacks, music, spotters. Marker cones are placed 10' inside the fence. This event will be walk/trot only – no matter what your riding level....there will be no cantering....all levels may participate in this class. Organize your sacks in the middle of the ring – one sack less than the number of entries in the class are spaced evenly around the inside of the marker cones. Maintaining forward motion, riders take the requested gait around the rail to the music, once music stops the rider must cause his/her mount to put a foot on the nearest bag and keep it there until the music starts again. A rider may not reverse direction; if a bag is passed the rider must go forward to the next bag. The one who does not get a bag is eliminated removing a sack each time until there is 1 sack left. The last bag is placed in the center of the ring the participants must take the rail and maintain the requested forward gait until the music stops. The first horse to plant a foot on the bag is the winner. (maximum of 10 competitors in the ring at one time)
167. WATER RELAY - Not a timed event, each team member takes 1 turn. Show Committee provides 2 buckets, water and cups. Set up a barrel at the starting line with a bucket filled with water on the barrel, placed another barrel 20' from the fence at the far end of the ring with an empty bucket on top. Winner is determined by the fullest bucket. Teams must consist of 4 horses/riders (must ride your own horse), 4-Hers are encouraged to interact with other clubs and each team must have 1 W/T competitor and must have a minimum of 2 different riding levels in addition to the W/T team member. No more than 2 teams in the ring at one time. All exhibitors will walk/trot – there will be no cantering. Each team member will exit the same gate they entered when finished.
168. EGG RELAY - A timed event. Show Committee provides the eggs and holders. Place one cone at the starting line and the second cone on the opposite end of the arena about 20' off the fence. Teams must consist of 4 horse/riders (must ride your own horse), 4-Hers are encouraged to interact with other clubs and each team must have 1 W/T competitor and must have a minimum of 2 different riding levels in addition to the W/T team member. No more than 2 teams in the ring at one time. All exhibitors will trot – there will be no cantering. Two team members will enter the ring and proceed to the other end to wait their turn. The remaining 2-team members will line up at the start cone, the next participant can approach the cone to be ready once the participant in front them starts the race. When a team member has completed their leg of the race, they are to exit the gate. The team done first wins. Dropping the egg

adds 10 sec to the team's time – if the egg drops, the next person will get a new egg from the show committee and can start once their team member reaches them.

HIGH POINT OF THE DAY

There will be High Point and Reserve trophies for each division.

Pleasure division:	Contest division:	Driving division:	Easy Gaited division:	Small Equine division:
1. Showmanship	1. Cloverleaf Barrels	1. 4-H Pleasure Driving	1. Showmanship	1. Showmanship
2. Equitation	2. Pole Bending	2. 4-H Driving Reinsmanship	2. Equitation	2. Small Equine Hunter
3. Pleasure	3. Stakes Race	3. 4-H Gambler's Choice	3. Pleasure	3. Small Equine Jumper
4. Horsemanship	4. Keyhole Race	4. 4-H Double Jeopardy		
5. Road Hack		5. 4-H Ground Driving		
6. Ranch Pleasure				

169. Points toward High Point of the Day are awarded to the 4-H member; not the project animal.
170. You cannot combine Pleasure points with Contest points or Driving points with non-driving points.
171. In the event of a tie, the exhibitor who has accumulated the most first places in the day's show will be declared the winner. If the number of first places held is equal, the exhibitor with the most second places will be the winner. If necessary, the review will move down the placings until the tie can be broken (most third places, most fourth places, etc.). If the exhibitors have the exact same placings all the way down, the winner will be chosen by a random drawing.

BARN WATCH

172. If you require the assistance of a Sheriff's Deputy, phone 330-296-5100 and ask for a Deputy to meet you.
173. Do not handle other peoples' horses except in an extreme emergency – go get the club's head advisor
174. Members whose horses sleep lying down or exhibit some unusual (but normal for them) trait should put a written note on the stall door so Barn Watch knows if your horse is acting strangely or normally for him.
175. Each club provides several adults for one night of Randolph Fair to work in three shifts (**11:00pm-1:00am; 1:00am-3:00am; 3:00am-5:00am**) as Barn Watch. Bring flashlights and cell phones.
176. Each group of two is to carry a clipboard showing who is responsible for each shift and their camper numbers. On the clipboard, they note anything that might be useful for the next shift to know and pass it to the next shift.
177. There will be no horse club barn watch on Sunday night but Security will be on the Randolph Fairgrounds until 8:00 AM Monday.

PORTAGE COUNTY FAIR BOARD RULES FOR MEMBERS & CAMPING

178. All Randolph junior fair exhibitors must be in their camping areas by 11:00 p.m. curfew unless they are with a parent or advisor.
179. All 4-H members must carry their overnight passes when they are away from the camping area after 11:00 pm

180. All youth under 18, who do not have exhibits at the Randolph Fair or are not accompanied by their parents, must be off the Midway by 11:00 P.M. or 30 minutes after the last grandstand show is over, if after 11:00 P.M.
181. There must be a responsible adult for each camping space during fair.

PORTAGE COUNTY RANDOLPH FAIR - CODE OF CONDUCT

Anyone attending events either as an exhibitor, advisor, volunteer, parent, spectator, superintendent, judge, committee member or fair official must conduct themselves in a manner consistent with this Code of Conduct and according to the Rules and Regulations of the Portage County Agricultural Society, dba Randolph Fair. These codes of conduct and rules are not limited to the show ring, but are applicable to any event held at the Portage County Randolph Fairgrounds including, but not limited to meetings, workshops, clinics, contests, shows, county fair, etc. Consequences to violating this code of conduct may include, but are not limited to:

- Verbal warning
- Written warning
- Removal from Fairgrounds
- Suspension, reduction and/or loss of premiums
- Suspension, reduction and/or loss of auction proceeds
- Loss of future show privileges
- Loss of privilege to be on Fairgrounds property

The act of making an entry in the fair, participating, and/or attending such events on the Portage County Randolph Fairgrounds is giving verification that you will abide by the code of conduct and understand the consequences of and penalties provided for actions prohibited by the code.

Exhibitors, Advisors, Volunteers, Parents, Family Members, Spectators, Superintendents, Judges, Committee Members, and Fair Officials Must:

- Be responsible for your own behavior/conduct and uphold high standards for the group and accept consequences for inappropriate behavior
- Support and abide by the rules set forth by Fair Board, Superintendents, Committees, and Clubs
- Practice good citizenship, leadership, and self-governance
- Follow the direction of staff
- Demonstrate positive sportsmanship and attitudes at all times
- Be courteous and respectful to others
- Use appropriate language at all times
- Respect and adhere to guidelines of the Portage County Randolph Fair Code of Conduct and all rules and regulations that apply to participation/competition

*Behavior, Conduct, and Activities **Not Permitted** at events held at the Randolph Fairgrounds and at Ohio State University Extension Activities related to the Randolph Fair:*

- Unsportsmanlike, unethical, immoral conduct
- Improper language, (i.e., profanity)
- Bullying, intimidation, belittling
- Possession or consumption of alcohol (Except at Fair Board approved events-ex.: wedding rentals)

- Possession or consumption of illegal drugs, including the use of tobacco by a minor
- Possession or use of weapons or
- Possession or use of harmful objects with the intent to harm or intimidate others
- Destruction of property (i.e., graffiti)
- Violation of established curfew
- Disrespect for adults, other participants, volunteers, staff, and or leaders of the event
- Postings, listings, pictures that are deemed inappropriate on fairgrounds or on Social Media forums

The Portage County Randolph Fair Board of Directors reserves the right to remove any person, at their discretion, from the grounds who violates the Rules & Regulations and/or the Code of Conduct. The Portage County Randolph Fair Board of Directors reserve the right to amend, change or add to these rules and regulations as they, in their judgment, may deem advisable.

All Randolph Fair Board of Directors decisions are FINAL.

3/13, 7/18