

Wayne County 4-H

2024 Goat Projects Calendar of Events

April

- April 1 **Enroll in 4-H Online-** (note: clubs may set an earlier deadline)
 April 11 **Quality Assurance-** 6:00pm-7:30pm- Fisher Auditorium

May

- May 7 **Quality Assurance-** 6:00pm-7:30pm- Fisher Auditorium

June

- June 1 **Obtain and care for you Goat on or before June 1st**
 June 1 **Animal ID due in 4-HOnline-** for all possible animals (including family back-ups) that you could possibly enter in the fair through 4-HOnline on or before June 1st. Exhibitors will use the Scrapie tag number, **YOU MUST ENTER THE FULL SCRAPIE TAG NUMBERS.**
 June 4 **Goat Clinic-**7:30pm Coliseum, Wayne County Fairgrounds
Rate of Gain- weigh in at the clinic for market animals.
 June 4 **Quality Assurance-** 6:00pm- Event Center, Wayne County Fairgrounds

July

- July 9 **Early Project Judging** – 6:00 – 9:00pm Wayne County Event Center
 July 9 **OME/OBE Test-** 5:00 – 9:00pm Wayne County Event Center
 July 10 **Skillathon Interview Judging** - 6:30 – 9:00pm Wayne County Fair Event Center
 July 23 **Last Chance QA** 6pm Fisher Auditorium
 July 24 **QA needs to be completed**

August

- August 1 **Junior Fair Entries Due**
 August 1 **Butterfat Test** – 6:00 – 7:00pm Sheep/Goat Arena, Wayne County Fairgrounds
 August 6 **Late Project Judging** – 6:00 – 9:00pm Event Center, Wayne County Fairgrounds
 August 7 **Skillathon Interview Judging** - 6:30 – 9:00pm Wayne County Fair Event Center
 August 24 **Goat Carcass Live Show** – Goat/Sheep Arena 9:00am
 August 28 **Goat Carcass Hanging Results Show** – 3D Meats at 6:00pm

September

- September 2 **Fair workday** – 9:00AM-Noon
 September 4 **Fair workday** – 6:00PM-8:00PM
 September 5 **Goat Check-In** – 5:00pm – 8:00 pm Goat / Sheep Arena
 September 6 **Goat Check-In** – 9:00am – 8:00 pm Goat / Sheep Arena
 September 7-12 **Wayne County Fair**
 September 7 **Market Goat & Showmanship Show**
 September 10 **Dairy Goat & Showmanship Show**
and Pygmy Goat Obstacle Course
 September 11 **Pygmy Goat Show**

