# 2018 RED RIVER COUNTY FAIR

## **TUESDAY, SEPTEMBER 18**

1:00 - 6:00 pm Exhibit Building Check-In

1:00 - 6:00 pm Horticulture Check-In (Cut flowers may be brought in Wednesday between 8:00-9:00 AM)

#### WEDNESDAY, SEPTEMBER 19

9:00 am Exhibit building judged

9:00 am - 8:00 pm Market Swine Check-In - Swine Barn

9:30 am Horticulture exhibits judged

1:00 - 6:00 pm Agriculture exhibits (Produce) Check-In

4:00 pm Exhibit building open

4:00 - 6:00 pm Rabbit check-in - Livestock Barn

5:00 - 7:00 pm Commercial Heifers & Beef check-in Livestock Barn

6:00 - 9:00 pm Goats & Lambs check-in Livestock Barn

5:30 pm Red River County Fair Parade

7:00 pm Deadline for Ag Mechanics Check-In

7:00 pm Rabbit Show - Show Barn

7:00 pm Entertainment - Billion Dollar Blues Band

9:00 pm Exhibit buildings close 10:00 pm Livestock Barn close

# THURSDAY, SEPTEMBER 20

9:00 am Exhibit buildings open

9:00 am Agriculture Exhibits (Produce) Judged

9:00 am Commercial Heifers followed by Beef Show – Show Barn

10:00 am - AG Mechanic judging 1:00 pm Ag Exhibit building open

6:00 pm Goat Show followed by Sheep Show - Show Barn

7:00 pm Entertainment - Twisted Whisky

9:00 pm Exhibit buildings close 10:00 pm Livestock Barn close

# FRIDAY, SEPTEMBER 21

8:00 am Swine Show - Show Barn

9:00 am Exhibit buildings open

9:00 am Silent Auction for Ag Mechanics begins

7:00 pm Entertainment – Ace Deuce Band

7:30 pm Youth Dummy Roping Contest- Show Barn

9:00 pm Exhibit Buildings close 10:00 pm Livestock Barn close

## SATURDAY, SEPTEMBER 22

6:00-9:00 am - Release of Non-Sale Swine

9:00 am Exhibit Buildings Open

2:00-3:00 pm - Premium Payout or Sunday 2:00-3:00 P.M.

3:00 pm Kiddie Livestock Class - Show Barn

6:00 pm Silent Auction for Ag Mechanics ends

6:00 pm Market Livestock Premium Sale - Show Barn

7:00 pm Entertainment – 2 Gun Justice

9:00 pm Exhibit Buildings Close

9:00 pm All Livestock Released

#### SUNDAY, SEPTEMBER 23

2:00 - 3:00 pm Exhibit Building Check-Out

Horticulture Check-Out and Agriculture Produce Removed

