

Schedule of Events

Schedule & Rules are Subject to Change

Tuesday, September 24th

- 7:00 am – Exhibitors move in, check-in, weigh in, and classify all Livestock and Ag Mechanics
- 7:00 am – Exhibitor packet pickup
- 12:00 pm – All Livestock must be in place
- 12:30 pm – Preg check heifers
- 1:00 pm – Dairy Fitting Contest
- 4:00 pm – Dairy Heifer Show, showmanship immediately following the show
- 6:00 pm – Mandatory Exhibitor Meeting

Wednesday, September 25th

- 8:00 am – Jr. Market Swine Show, showmanship immediately following, then Pee Wee showmanship
- 8:00 am – Jr. Market Rabbit Show, all rabbit showmanship immediately following then, Peewee Showmanship
- 10:00 am – Jr. Market and Open Poultry Show, showmanship immediately following the show
- 10:00 am – Egg Show
- 1:30 pm – Open Rabbit Show
- 1:30 pm – Jr. Market Goat Show, showmanship and Pee Wee showmanship immediately following. Breeding Goat Show following showmanship

Thursday, September 26th

- 8:30 am – Jr. Market Lamb Show
- 1:00 pm – Jr. Breeding Heifers followed by Jr. Market Beef Show
- 1:30 pm – Ag Mechanics judging
- 6:00 pm – Sale Withdrawal Sheet comes down

Friday, September 27th

- 9:00 am – Sale Ring Set Up, parent meeting
- 12:00 pm – Scholarship Interviews, Fair office
- 4:30 pm – Sale buyer registration
- 6:00 pm – Jr. Livestock Auction

Saturday, September 28th

- 9:00 am – Livestock release form pick up (if not previously picked up)
- 9:30 am – Judging Contest Registration, Livestock Barn
- 10:30 am – All release forms due to livestock office
- 11:00 am – Livestock Judging Contest, Livestock Barn

12:00 pm – Early release for Livestock entered in other shows (county, national or state shows)
– with proof of entry
1:00 pm – Dairy Goat, Pygmy Goat and Breeding Goat Show

Sunday, September 29th

Packer/Processor Trucks will be loaded as soon as possible.

12:00 pm –Release – Catron, Grant, Hidalgo, Bernalillo, Valencia & Socorro Counties

1:00 pm – Release - El Paso, Sierra, Otero, Luna and Dona Ana Counties

5:00 pm – All animals off property