

2021 FOWLerville Family Fair Youth Show Schedule

- Tuesday, July 20** 5pm-8pm- Clean-up/Set-up—EVERYONE - Please report to the beef barn
- Saturday, July 24** 9am – 1pm – Youth & Peewee Still Exhibit Entries Judged
Last names from A – N Arrive between 9am – 10:30am
Last names from O – Z Arrive between 10:30am – 12pm
4pm- Youth dog obedience and fun classes
- Sunday, July 25** 8am - 2pm- Check-in for beef, dairy, feeder calves, sheep, and goats.
12pm - 4pm- Check-in for poultry and rabbits
2pm - 6pm- Check-in for horses
6pm- Small Animal Project Meeting (Goat, Poultry, Rabbit)
6:30pm- Horse Meeting
- Monday, July 26** 8am - English, Western, and Trail Classes -Horse Show Arena
9am - Market Poultry Show - Small Animal Barn
9am - Goat Show- Livestock Arena
1pm - Show Poultry Show- Small Animal Barn
12pm - Costume Class (Horses) - Horse Show Arena
4pm - Demonstrations- Public Speaking
7pm – Non-Animal Achievement Program – Livestock Arena
- Tuesday, July 27** 8am- Gymkhana Show- Horse Show Arena
9am- Rabbit Show- Small Animal Barn
Dog Showmanship and Agility Classes- Livestock Arena
Sheep Show- Sheep & Swine Show Ring
6pm- Horses leave grounds.
7pm-10pm Swine may arrive on grounds
- Wednesday, July 28** 8am- Trail Clinic – Horse Show Arena
9am - Beef and Feeder Show- Livestock Arena
1pm- Pocket Pets, Companion Pets & Reptile Show- Small Animal Barn
8pm- Poultry leaves grounds- feed must be removed by noon on Wednesday
- Thursday, July 29** 8am - Swine Show- Sheep & Swine Show Ring
Rail & Showmanship Clinic
9am - Dairy Show- Livestock Arena
4pm – Showmanship Sweepstakes – Livestock Arena
- Friday, July 30** 9:30am - Cat Show - Small Animal Barn
10am - Large Animal Auction set-up
2pm - Large Animal Auction – Livestock Arena
- Saturday, July 31** 10am – Still Life Auction – Livestock Arena
~45-minute break~
1pm - Small Animal Auction
Midnight -2am – Small and Large animal self-destination animals may leave fairgrounds
- Sunday, August 1** 8am - Fair clean up (EVERYONE REQUIRED TO HELP)
1pm – Deadline for all projects to be picked up