



Arena Duty Responsibilities

Clubs are assigned from 7 am – 11 pm

- Turn lights on by 7:00 am
- **Keep arena watered**
 - Before show begins by 8:00 am
 - During lunch break by 1:00pm
 - After show ends by 6:00 pm
 - As needed during non-show days
- Turn off lights at 11 pm

Please note: We no longer have clubs assigned to Barn Duty

- Each 4H participant is responsible for their own horse. If someone sees a horse in need of water or in distress, please notify the owner of the horse, the club advisor, or Fair Board Horse Committee, Scott Simons.
- Clubs who have exhibitors participating in jumping, contest and trail classes are responsible for the set up and removal of arena equipment for shows and practice.

All clubs with members participating in the Horse Show must participate in Arena Duty.

Sunday, August 4 - Buckeye Bits 'n' Boots (4), Lucky Horseshoes (3)

Monday, August 5 – Saddle Up Pup (9)

Tuesday, August 6 – Boots 'n' Saddles (9)

Wednesday, August 7 - Back in the Saddle (11)

Thursday, August 8 – Wanna Ride (9)

Friday, August 9 - Aftershock (9)

The barns will be closed after the potluck for the safety of the horses on Demolition Derby Night. Only riders, advisors and their families will have access.

2019 Arena Schedule – preference is given to the disciplines listed.

Helmets must be worn while riding.

Clubs participating in contest, jumping and trail classes are responsible for setting and clearing equipment in the arena for practice and showing.

Sun, Aug. 4

9am - 1pm	RAIL/PATTERN
1 - 3 pm	CONTEST
3 - 5pm	JUMPING
5 – Dusk	TRAIL

Mon, Aug. 5

Until Showtime	OPEN
9am – End of Show	ENGLISH/TRAIL SHOW
End of Show – Dusk	RAIL/PATTERN

Tue, Aug. 6

9am - 3pm	RAIL/PATTERN
3 - Dusk	CONTEST

Wed, Aug. 7

Until Showtime	OPEN
9am – End of Show	CONTEST/WESTERN SHOW
End of Show – Dusk	OPEN

Thurs, Aug. 8

Until Showtime	OPEN
10am – Noon	FUN DAY
End of Show – Dusk	OPEN

Fri, Aug. 9

Until Showtime	OPEN
10am – Noon	FUN DAY
Noon-2pm	ULTIMATE SHOWMANSHIP
End of Show – Dusk	OPEN

Sat, Aug 10

OPEN UNTIL MOVEOUT