

Open Class Detailed Schedule of Events - 2018

July 6 – July 20

Beer & Wine Entries accepted at Buffalo County Fairgrounds-3807 Avenue N, Kearney

Sunday, July 22

2 p.m. – Open Class Beer & Wine Judging at Buffalo County Fairgrounds-3807 Avenue N, Kearney

Tuesday, July 24

4 – 7 p.m. – Open Class Entries in Exhibit Building all departments must be entered; check departments for time to bring articles.

Wednesday, July 25

8 a.m. – 12 Noon – Open Class entries in Exhibit Building-all departments must be entered; check departments for time to bring articles. **(Farm Garden Crops and Fruits will take entries till 3 p.m.)**

1:30 p.m. – Open Class Fine Arts & Photography Judging in Exhibit Building

6 - 9 p.m. – Commercial Displays Open in Exhibit Building

Thursday, July 26

9 a.m. – Open Class Farm & Garden Crops Judging in Exhibit Building.

10 a.m. – Open Class Plants & Flower Judging in Exhibit Building

10 a.m. – Open Class Food Judging in Exhibit Building

10 a.m.- Open Class Textile Judging in Exhibit Building

1 - 9 p.m. – Exhibit Building Open to view Open Class Exhibits

4 - 9 p.m. – Commercial Displays Open in Exhibit Building

Friday, July 27

9 a.m. - 9 p.m. – Exhibit Building Open for Open Class Exhibits

4 - 9 p.m. –Commercial Displays Open in Exhibit Building

Saturday, July 28

9 a.m. - 9 p.m. – Exhibit Building Open to view Open Class Exhibits

10 a.m. – Open Class Judging Decorated Cakes & Pies - Open to Public in Exhibit Building

12 Noon - 9 p.m. – Commercial Displays Open in Exhibit Building

Sunday, July 29

7:30 a.m. – Cowboy Church in Exhibit Building

10 a.m. – Flower Clubs have display in place Exhibit Building

12 Noon - 9 p.m. – Exhibit Building Open to view Open Class Exhibits

12 Noon - 9 pm –Commercial Displays Open in Exhibit Building

Monday, July 30

9 a.m. - 3 p.m. – Exhibit Building Open to View Open Class Displays

4 - 7 p.m. – Release of All Open Class Exhibits in Exhibit Building-NO EARLY RELEASE

4 - 7 p.m. – Open Class Premium checks released in Exhibit building