



## SCHEDULE OF EVENTS

### FRIDAY MAY 8<sup>TH</sup>

#### ***COOK-OFF AREA***

NOON – SET UP BEGINS FOR THE LONE STAR BBQ COOK-OFF

6:00 PM – COMPETITION BEGINS FOR BBQ COOK-OFF

#### ***MAIN FAIR GROUNDS***

6:00 PM – EARLY SET UP BEGINS FOR VENDORS

8:30 PM – ALL FOLKS OFF OF GROUNDS

### SATURDAY MAY 9<sup>TH</sup>

#### ***MAIN FAIR GROUNDS***

6:30 AM – VENDORS BEGIN ARRIVING

8:00 AM – GATE PERSONNEL/PARKING PERSONNEL ARRIVE

8:00 AM - LION'S WALK BEGINS

9:30 AM – LIONS WALK ENDS AT FAIR GROUNDS

10:00 AM – GATES OPEN

Vendors Open

#### ***GRUENE HARLEY***

9:30 REGISTRATION BEGINS AT GRUENE HARLEY FOR FUN RUN

#### ***MAIN FAIR GROUNDS***

9:30 – Junior Anglers opens

BB GUN SHOOT BEGINS

Trikes Begin

GAME BOOTHS OPEN

10:00 - Insane Riders

10:30 BMX Show

## ***ARENA***

**11:00** Mounted Archery

## ***THE CORRAL***

**12:00** – Music by The Texas Saints

## ***MAIN FAIRGROUNDS***

**12:00** – BLESSING OF THE BIKES – GRUENE HARLEY EXHIBIT

**12:10** – INSANE RIDERS – GLOBE OF DEATH

**12:30** – BMX SHOW

## ***ARENA***

**1:00** – Mounted Archery

## ***MAIN FAIRGROUNDS***

**1:00** BLESSING OF THE BIKES – GRUENE HARLEY EXHIBIT

**2:00** – Insane Riders – Globe of Death

**2:30** BMX Show

## ***ARENA***

**3:00** Mounted Archery

## ***THE CORRAL***

**3:00** – Music by ADAM JOUNSON

## ***FAIR GROUNDS***

**4:30** – INSANE RIDERS – GLOBE OF DEATH

**5:00** – BMX SHOW

**5:00 PM** - LONE STAR BBQ SOCIETY AWARDS

**SUNDAY MAY 10<sup>TH</sup>**

***FAIR GROUNDS***

**10:00 AM - GATES OPEN**

**Vendor open**

**Game booths open**

**Junior Anglers opens**

**BB GUN SHOOT BEGINS**

**Trikes Begin**

**10:45 AM Insane Riders – Globe of Death**

***ARENA***

**10:30 AM DOG AGILITY DEMOS**

**11:00 AM KITE DEMOS**

***THE CORRAL***

**NOON – MUSIC BY CHARLIE & THE COOL CATS**

***FAIR GROUNDS***

**1:00 - Insane Riders – Globe of Death**

***ARENA***

**2:00 – Jerry Diaz, Friends & Guests presents**

**AN EQUESTRIAN SALUTE TO MOTHER’S DAY**

***THE CORRAL***

**3:00 – Music by Peppered Blues**