

# Horses!

*Summer's  
Last Blast!*

## **Traditional Horse and Oxen Pulling – Pulling Ring**

**Horse & Pony – Mon, Tues, & Wed**

**Oxen - Thurs, Sept 3**

One of New England's most traditional events, pulling has been a part of Fairs and Agriculture Field Days since they were first held. There are three classes of oxen pulls, getting underway at 10 am. There are multiple classes of horse pulls over various distances, pony pulls, and free-for-all horse pulls. Stop by the pulling ring to see one of the signature events at most early fairs and field days in New England.



## **Gymkhana - Horse Show Ring**

**Friday, Sept 4 – Noon**

Gymkhana, a.k.a. "gaming" a horse, is a fast paced western riding event. The most well known game is probably "Barrel Racing." There is never a dull moment as speed, agility and accuracy are a must to compete successfully and take home top prize money.



## **4-H Show – Horse Show Ring**

**Saturday, Sept 5 – 8:45 am**

The 4-H Horse Show features over 40 4-H members and their horses from Franklin, Chittenden, and Addison counties. The members compete in 4-H Fitting and Showmanship, which showcases their abilities; equitation; 4-H Horse Project, and a Judging contest.



## **VHSA Show – Horse Show Ring**

**Sunday, Sept 6 – Starting at 8 am**

Vermont's premier horse showcase event displays some of the best horses in the area. Come watch the best riders from across New York & New England compete in Traditional English and Western style riding and driving. Classes for all ages, abilities and breeds of horses.

## **Show Horse Center**

The beauty and elegance of show horses are on display at our Show Horse Center in the agricultural area. A variety of horses are featured, with riders and owners on site who discuss their admiration for their animals. Also, you'll have a chance to meet Oscar, one of the stars of the film "Hidalgo," on opening day, Saturday, Aug. 29. He'll be featured in one of the stalls with information about the film (by Vermont screenwriter John Fusco).

