

# ISISFORD SHEEP & WOOL SHOW PROGRAMME 2026

**6:30am** Breakfast and Coffee Vendors Open

**8:00am** Sheep Dog Trials Judge's Walk About

**8:30am** Sheep Dog Trials Commences

**9:00am** Arts, Crafts and Photography Pavilion Open

Judging of Cattle, Trade Sheep, Goat and Flock Ewe Sections in Arena

**Slice Competition Entries Close and Tasting Begins** (*Near Food Canteen*)

**PERFORMANCE: 'The Twits'** - by Shake & Stir Theatre (*Kid's Corner*)

**9:30am** Working Horse Challenge Commences

**10:00am** Bar Opens

**WORKSHOP: The Twits Unplugged Masterclass** by Shake & Stir Theatre

**10:30am** Blade and Machine Shearing Demonstrations (*On Main Stage*)

**11:00am** Livestock Counting Round 1 (*On Screen in Canteen Area*)

**11:15am** Junior Cattle Judging (*Cattle Yards*) followed by Sub-Junior Judging

**11:30am** Giant Pumpkin and Garden Produce Judging (*Pavilion Area*)

**12:00pm** Gathering Garden Tips (*Near Ilfracombe Nursery*)

**PERFORMANCE: The Fairy Tale Remix** - by Shake & Stir Theatre (*Kid's Corner*)

**1:00pm** Team Shearing Competition (*On Main Stage*)

**WORKSHOP: The Fairy Tale Remix Masterclass** by Shake & Stir Theatre

**2:00pm** Blade and Machine Shearing Demo (*On Main Stage*)

Junior Sheep Judging (*Sheep Pens*)

**2:20pm** Galloping Garments Competition (*On Main Stage*)

**2:30pm** Sub-Junior Sheep Judging (*Sheep Pens*)

**3:00pm** Livestock Counting Final (*On Screen in Canteen Area*)

Old Fashion Children's Games (*Grass Near the Canteen*)

**4:00pm** Major Trophy Presentation (*Grass Near the Canteen Area*)

**4:30pm** Kid's Buggy Pull (*On The Track*)

**5:00pm** Simstock \$1000 Truck Pull (*On The Track*)

**7:00pm** *Shannon Schloss Music* Live Entertainment - until MIDNIGHT!

**8:00pm** Charity Auction at the Bar

**10:30pm** Refund Available on Bar Tickets - 10:30pm until 11:00pm

**11:00pm** Bar Ticket Sales Close

**MIDNIGHT** Bar Closes

**THE COMMITTEE RESERVES THE RIGHT TO ALTER ANY SECTION OF THIS  
PROGRAMME AT ANY TIME AND AS SUCH AS THEY SEE NECESSARY**