

Schedule of Events

Thursday Feb. 6th

7:00am-10:00am	Setup by Board Members
8:00am-11:00am	Vendor/Suppliers setup
10:00am-6:00pm	Registration & Competition Desk Open
10:00am-5:00pm	Vendor Room Open
11:00am-1:00pm	<u>Seminar 1</u> (Rm 1) Derrick Powell- Mounting a fox
12:00pm-2:30pm	<u>Seminar 2</u> (Rm 2) Jared Mallard -Mounting a duck
2:30pm-5:00pm	<u>Seminar 3</u> (Rm 1) Rowland Cortese Pt. 1 Mounting a deer
4:00pm-6:00pm	<u>Seminar 4</u> (Rm 2) Dale Buffenmyer Duck Skinning 10 Spots sign up required
6:00pm-9:00pm	MOUNT OFF COMPETITION (Ballroom)

Friday Feb. 7th

8:00am-10:50am	<u>Seminar 5</u> (Rm 1) Rowland Cortese Pt. 2 Mounting a deer
8:00am-2:00pm	Competition Desk Open
8:00am-5:00pm	Registration Desk Open
8:00am-5:00pm	Vendor Room Open
9:00am-9:30am	Final adjustments for Mount off pieces
9:00am-11:00am	<u>Seminar 6</u> (Rm 2) Tim Gorenchen study of score sheets using references as guide
11:00am-2:00pm	<u>Seminar 7</u> (Rm 1) Mike Mizelle Mounting a turkey on Cory's body
11:30am-1:30pm	<u>Seminar 8</u> (Rm 2) Clint Ricky - Eye setting and earbud building
1:30pm-4:30pm	<u>Seminar 9</u> (Rm 1) Cory Caruthers Carcass study
2:00pm	Competition Desk CLOSED. NO MORE MOUNTS ACCEPTED.
2:00pm-4:00pm	<u>Seminar 10</u> (Rm 2) Cole Cruickshank mounting a bobcat
4:00pm-5:30pm	Competition Room Open for Voting
6:00pm-6:30pm	Business Meeting (ball Room) food will be provided
7:00pm-9:00pm	Auction (ball Room) with none other than Auctioneer Ratso!
After Auction	Corn Hole Tournament (Location to be announced)

Saturday Feb 8th

8:00am-10:00am	Show Room Open for Public Viewing
8:00am-11:00am	Vendor room open
9:00am-10:30am	<u>Seminar 11</u> (Rm 2) Future Taxidermist Feather Art (Children's Class)
9:00am-11:00am	<u>Seminar 12</u> (Rm 1) Cole Cruickshank Business Class
11:00am-12:00am	<u>Seminar 13</u> (Rm 2) Jeff Whitlock New Members Class
11:00am-12:00pm	Vendor room Breakdown
12:00pm-1:00pm	Set up for Banquet
1:00pm-3:00pm	Banquet and Awards
4:00pm-7:00pm	Critique with Judges
7:00pm	Mounts can be picked up and Breakdown Show room