



# 2025 SCHEDULE

AS OF 4/15/2025 TENTATIVE SCHEDULE - SUBJECT TO CHANGE

PLEASE NOTE: ARENA CLOSES 2 HOURS AFTER THE END OF THE SHOW EACH DAY, OR 12 MIDNIGHT - WHICHEVER COMES FIRST		
<b>Wednesday, 5/21/2025</b>	Arena Hours: 12n- 10p	Move in – 8am Arena open 12n
<b>Thursday, 5/22/2025</b>	Arena opens at 6am <b>8am Start Time</b>	Non-Pro/Intermediate/Limited Derby <b>REIN WORK</b> Non-Pro Level 1 Derby <b>REIN WORK</b> Non-Pro Boxing Derby <b>REIN WORK</b> Open/Intermediate/Limited Derby <b>REIN WORK</b> Open Level 1/Novice Horse <b>REIN WORK</b> {Set up cutting pen} Open/Intermediate Two-Rein Spectacular <b>HERD WORK</b> Non-Pro Bridle Spectacular <b>HERD WORK</b> Non-Pro Boxing Bridle Spectacular <b>HERD WORK</b>
<b>Friday, 5/23/2025</b>	Herd Settling @ 7:40am <b>8am Start Time</b>  <b>Arena open all night</b>	Open/Intermediate/Limited Derby <b>HERD WORK</b> Open Level 1/Novice Horse <b>HERD WORK</b> Non-Pro/Intermediate/Limited Derby <b>HERD WORK</b> Non-Pro Level1 Derby <b>HERD WORK</b> Non-Pro Boxing Derby <b>HERD WORK</b> Open/Intermediate Bridle Spectacular <b>HERD WORK</b> Non-Pro Two-Rein Spectacular <b>HERD WORK</b>
<b>Saturday, 5/25/2024</b>	Arena opens at 6am <b>8am Start Time</b> {*Cattle Practice starting at 6am, outdoor arena-weather dependent}  <b>Not to start before 4pm</b>	Non-Pro Boxing Derby <b>BOXING</b> Open/Intermediate/Limited Derby <b>FENCE WORK</b> Level 1/Novice Horse <b>FENCE WORK</b> Non-Pro/Intermediate/Limited Derby <b>FENCE WORK</b> Non-Pro Level 1 Derby <b>FENCE WORK</b>  Non-Pro Two-Rein & Non-Pro Two-Rein Spectacular <b>REIN/FENCE</b> Intermediate/Limited Non-Pro Boxing Open/Intermediate/Limited Bridle & Spectacular <b>REIN/FENCE</b>
<b>Sunday, 5/25/2025</b>	Arena opens at 6am <b>8am Start Time</b>	Youth Boxing Non Pro Boxing & Boxing Spectacular <b>REIN/FENCE</b> Open/Intermediate/Limited Hackamore Youth Cow Horse Non-Pro/Int/Ltd Bridle & Non-Pro Bridle Spectacular <b>REIN/FENCE</b> Open/Int Two-Rein & Open/Int Two-Rein Spectacular <b>REIN/FENCE</b> Non Pro Hackamore Box Drive