



SCHEDULE

Wednesday

1:30 – 3:00 Futurity/Maturity Horse Check-in Option 1
12:30 – 3:30 Reserved Exhibitions
3:30 – 3:45 2025 and Beyond Futurity Hopefuls Showcase

Thursday

8:00 am – 8:00 pm Stall check-in (If arriving after 8:00 pm, please call and make arrangements prior to arriving)
7:00-7:45 am Open Riding (No Barrels)
8:00 am – 12:30 pm Reserved Exhibitions
9:00 am-12:30 p.m. Futurity & Maturity Check in Option 2
1:00 -4:00 pm Futurity Exhibitions (**must be numbered**)
If there is time remaining - pay at the gate exhibitions until 4:00.
1:00 pm 2D Pole Bending Futurity & Open Pole Bending Entries Close (CASH ONLY)
2:00 – 4:00 Futurity/Maturity Horse Check-in Option 3
4:30 Pole Bending Futurity Exhibitions (1 per entered horse in draw order)
5:00 pm Ireland Performance Horses 2D Pole Bending Futurity
Followed by
Open 2D Pole Bending
Immediately Followed by Awards & 15 minutes of open arena (no barrels)

Friday

6:15 am – 8:00 am Prepaid Exhibitions
8:00 am – 9:00 am Pay at the Gate Exhibitions (limited to 2 per horse -50 will be sold)
7:30 am-8:30 am Futurity/Maturity Check-in Final Option
10:00 am Open 4D Buyout Deadline
10:00 am 1st Go 2D Futurity
30-minute break
1st Go 2D Maturity
Immediately following Maturity Pee Wee Barrel Race (Ages 0-7) with awards
Followed by Dash in the Dirt
4:00 pm Open 4D Entries close (CASH ONLY) Diamond Classic Side pot Entries close
Approx 5 to 6 pm \$1,000 added Open 4D & \$250 Added 3D Youth & Youth Awards

Saturday

7:00 am– 8:00 am Pay at the Gate Exhibitions (limited to 2 per horse -50 will be sold)
9:00 am 2nd Go 2D Futurity
30 –minute break
2nd Go 2D Maturity
Followed by Futurity and Maturity Awards
15 Minutes of Open Riding following Maturity
10:00 am 4D Buyout Deadline
4:00 pm Entries close for Open 4D (CASH ONLY)
Approximately 5 pm *\$1,000 added* Open 4D w/\$25,000 added Future Fortunes Bonus Money, \$5,000 Royal Crown Sidepot (enter on RC Website) \$10,000 Diamond Classic Sidepot (enter by Friday at 4:00 pm mt/5:00 pm ct on Diamond Classic site) and SL Incentive