



SCHEDULE OF EVENTS

FRIDAY

8:00 Stalls Open 8:30 - Show Office Opens

8:00 – 11:00 Warm Up Sessions: 25-minute sessions, limited to 10 horses per session. – sold on SCP website

11:00 – 4:00 Barrel Exhibitions – 60 seconds, ** If you go over 60 seconds you will be fined \$5 – sold on SCP website

4:30 **Pee Wee Class - \$50 Added Sponsored by Allied Excavating**
Big Drag

Youth Class

Open 5D \$2,000 Added WPR, BBR Approved – Late Entries close at Draw #100

8:00 **Saturday Warm Ups and Exhibitions go on sale at 8pm in the show office. Please pay in the office**



SATURDAY

5:30 – 7:00 Warm Up Session: 25 minute sessions, limited to 10 horses per session.

7:00 – 9:00 Barrel Exhibitions – 60 seconds, Tickets sold in the show office at event.

7:00 – 8:00 Futurity/Derby Horse Check In: REQUIRED to bring your papers to the ramp

8:00 Office Opens

9:15 – 9:30 Big Drag

9:30 **1st Go RenoVo Futurity – WPR & NRF Tour Approved – Big Drag**
1st Go RenoVo Derby – WPR & NRF Tour Approved

11:00 **Pee Wee Class – \$50 Added Sponsored by: Allied Excavating -- Big Drag**

Noon **Youth Class – \$500 Added Sponsored by: Buesser Concrete**

Open 5D - \$2,000 Added BBR, WPR Approved

Open Ceremony with Sponsor Flags



Calcutta

Buesser Concrete Youth 3D Slot Race - pending

Pole Bending

2022 Prospect Showcase – sign up in the show office

8:00 PM **Warm Ups & Exhibitions for Sunday go on sale in the show office 8pm**

SUNDAY

*** Changes for Sunday's Open need to be taken care of in the office by 8pm Saturday Night**

6:00 – 6:45 Exhibitions - 60 seconds, 1 trip through, tickets go on sale Saturday night at 8pm in the show office.
Close Arena to prepare ground

7:00 **2nd Go RenoVo Futurity –NRF Tour, WPR Approved - Big Drag**
2nd Go RenoVo Derby –NRF Tour, WPR Approved

RenoVo Futurity/Derby Award Presentation – after pee wee class

Pee Wee \$50 Added Sponsored by: Allied Excavating

Big Drag follow –

Youth Class - \$500 Added Sponsored by – Buesser Concrete

Open 5D – \$2,000 Added - BBR, WPR – Late Entries close at draw #100 -