

42nd Annual Fizz Bomb Schedule

Tuesday September 5th

12pm-9pm Barrel Exhibitions (Reserve online)

5pm-8pm - **Mandatory** Futurity-Derby/Maturity check-in

Wednesday September 6th

7am-8am Exhibitions (pay at the gate limited to 50 and 2 per horse)

8am-10am - **Mandatory** Futurity-Derby/Maturity check-in
Futurity Derby/Maturity. All riders must be checked at show office by 10 am Wednesday Sept 6th unless other arrangements are made with show staff. (Rider only No Horses).

8am – 10am Barrel exhibitions (Reserve online)

10am-4pm Futurity exhibitions - 60 sec time limit (1 per entry in draw order)

Pay at the gate if time is allowed after futurity horse exhibitions.

5pm – 6:30pm Pole Exhibitions (Reserve online)

7:00 pm

- 2D Pole Futurity with 3D Open Poles to Follow

8:15- 10pm Barrel Exhibitions (Reserve online)

Thursday September 7th

8:00AM – Start Time

Futurity

Derby/Maturity – 30 mins to follow futurity.

5:30pm – Succeed Welcome Party

7:00pm – 2024 Futurity Showcase Exhibitions

Following showcase pay at the gate exhibitions until 9:30pm

Friday September 8th

8:00AM – Start Time

Futurity

Derby/Maturity – 30 mins to follow futurity.

Awards 30 mins to follow Derby/Maturity

5:00pm – 7:00pm Pay at the gate exhibitions.

Saturday September 9th

7:00am – 8:15am Exhibitions (pay at the gate limited to 50 and 2 per horse)

9:00am Start Time

- Wendy Larsen Go 1
- (Big Drag) Open 4D with \$50,000 Future Fortunes
- Youth 3D immediately following Open

1pm – Adequan contestant snack party

4:00pm Roping Events Order TBA (Futurity ropers please check in at office prior to start of roping)

Sunday September 10th

7:15 – 7:45 Exhibitions (pay at the gate limited 30 and 2 per horse)

8:00 am Cowboy Church with Dane Kissack

9:00 am Start Time

- Wendy Larson Sr Barrel Race-2nd go. Awards following in Central Pavillion.
- Pee Wee barrel race immediately following Sr. barrel race
- (Big Drag) Open 4D (will not start before 10am)
- Youth 3D immediately following Open
- Awards for Open 4D Average in Central Pavillion

