

# Idaho Cutting Horse Association

Futurity & Aged Event Tentative Schedule 2009

Updated 5-11-09

8/31/2009	12:00 PM	Fresh Practices (by Reservation)	Outside Arenas
9/1/09 Tuesday	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Classic/Challenge Open 1st Go	Horse Arena
		Derby Open 1st Go	Horse Arena
9/2/09 Wednesday	6:00 PM	Welcome to Idaho Party	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Futurity Open 1st Go	Horse Arena
9/3/09 Thursday	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Classic/Challenge Open 2nd Go	Horse Arena
		Derby Open 2nd Go	Horse Arena
9/4/09 Friday	6:00 PM	Tailgate Party	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Futurity Open 2nd Go	Horse Arena
9/5/09 Saturday	8:00 AM - 5:00 PM	Marines Toys for Tots Tank Display	Horse Arena
	4:00 PM - 7:00 PM	Wine Tasting & Art Show	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
9/6/09 Sunday	8:00 AM	Classic/Challenge Open Finals	Horse Arena
		Derby Open Finals	Horse Arena
		Classic/Challenge Amateur 1st Go	Horse Arena
		Derby Amateur 1st Go	Horse Arena
	8:00 AM - 5:00 PM	Marines Toys for Tots Tank Display	Horse Arena
	5:00 PM	Cutting Edge Fashion Show	Horse Arena
	6:00 PM	Dinner	Horse Arena
	6:30 - 8:00 PM	Futurity Open Finals	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Classic/Challenge Non Pro 1st Go	Horse Arena
9/7/09 Monday		Non Derby Pro 1st Go	Horse Arena
		Futurity Non Pro 1st Go	Horse Arena
	6:00 PM	Dinner	Horse Arena
	6:30 PM	Classic/Challenge Am Finals	Horse Arena
		Derby Am Finals	Horse Arena
		Bridleless Exhibition	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
	8:00 AM	Classic/Challenge Non Pro 2nd Go	Horse Arena
		Uncola Non Pro 1st Go	Horse Arena
		Derby Non Pro 2nd Go	Horse Arena
9/8/09 Tuesday		Futurity Non Pro 2nd Go	Horse Arena
	6:00 PM	Casino Night	Horse Arena
	6:00 AM	Cattle Practice	Horse Arena
9/9/09 Wednesday	8:00 AM	Uncoloa Non Pro Finals	Horse Arena
		Classic/Challenge Non Pro Finals	Horse Arena
		Derby Non Pro Finals	Horse Arena
		Futurity Non Pro Finals	Horse Arena
		Overflow day if needed	* Class Schedules Subject to Change