

2025 PROGRAM



25 MAY-8 JUNE

AEEC, TAMWORTH NSW

2025

START TIME REPRESENTS CATTLE IN EACH DAY - SHOW TO COMMENCE ONCE CATTLE ARE SETTLED

THIS PROGRAM IS SUBJECT TO CHANGE

SATURDAY 24TH MAY

1.00PM MECHANICAL COW OPEN

SUNDAY 25TH MAY

7.30AM SNAFFLE BIT GO ROUND 1
OPEN FUTURITY GO ROUND 1 (SEC 1)

MONDAY 26TH MAY

7.30AM OPEN FUTURITY GO ROUND 1 (SEC2)
SNAFFLE BIT GO ROUND 2 (SEC 1)

TUESDAY 27TH MAY

7.30AM SNAFFLE BIT GO ROUND 2 (SEC 2)
OPEN FUTURITY GO ROUND 2 (SEC 1)
OPEN SNAFFLE BIT FINAL

WEDNESDAY 28TH MAY

7.30AM OPEN FUTURITY GO ROUND 2 (SEC 2)
OPEN CLASSIC CHALLENGE GO ROUND 1 (SEC 1)
NON PRO SNAFFLE BIT FINAL

THURSDAY 29TH MAY

7.30AM OPEN CLASSIC CHALLENGE GO ROUND 1 (SEC 2)
OPEN DERBY GO ROUND 1
LIMITED OPEN FUTURITY FINAL

FRIDAY 30TH MAY

7.30AM OPEN CLASSIC CHALLENGE GO ROUND 2
GELDING INCENTIVE FINAL
LIMITED OPEN CLASSIC CHALLENGE FINAL
NON PRO PINNACLE

SATURDAY 31ST MAY

7.30 AM OPEN DERBY GO ROUND 2
SENIOR YOUTH
OPEN CLASSIC CHALLENGE FINAL

SUNDAY 1ST JUNE

7.30AM NON PRO CLASSIC CHALLENGE GO ROUND 1 (SEC 1)
JUNIOR YOUTH
LIMITED OPEN DERBY FINAL

MONDAY 2ND JUNE

7.30AM NON PRO CLASSIC CHALLENGE GO ROUND 1 (SEC2)
NON PRO FUTURITY GO ROUND 1 (SEC 1)

TUESDAY 3RD JUNE

7.30AM NON PRO FUTURITY GO ROUND 1 (SEC 2)
NON PRO CLASSIC CHALLENGE GO ROUND 2

WEDNESDAY 4TH JUNE

7.30AM NON PRO FUTURITY GO ROUND 2
AMATUER CLASSIC CHALLENGE FINAL
8.00PM CALCUTTA & FUTURITY DRAW (LONGYARD)

THURSDAY 5TH JUNE

7.30AM NON PRO DERBY GO ROUND 1
LIMITED NON PRO FUTURITY FINAL
5.30PM LEGACY SELECT CUTTING BLOODSTOCK SALE
SALE ARENA (AEEC)

FRIDAY 6TH JUNE

7.30AM NON PRO DERBY GO ROUND 2
LIMITED NON PRO CLASSIC CHALLENGE FINAL
AMATUER FUTURITY FINAL
5.00PM OPEN PINNACLE
6.30PM CIA DINNER EVENT

SATURDAY 7TH JUNE

8.30AM LIMITED NON PRO DERBY FINAL
NON PRO CLASSIC CHALLENGE FINAL
NON PRO FUTURITY FINAL
6.00PM OPEN DERBY FINAL
AQHA BREEDERS & OWNERS FUNCTION

SUNDAY 8TH JUNE

9.00AM AMATUER DERBY FINAL
HALL OF FAME
NON PRO DERBY FINAL
3.00PM OPEN FUTURITY FINAL
ARENA FLOOR PARTY
LONGYARD AFTER PARTY