

NO. 1 RING.

- Act 1.—Roman Entree—by 8 Romans
- “ 2.—Song—by the Black Clown
- “ 3.—Principal Act—Master Carl
- “ 4.—Double Trapeze—by Walhallas
- “ 5.—Trick Pony, General
- “ 6.—Acrobatic Brother Act—by Wirth Bros.
- “ 7.—Trick Mare, Pet
- “ 8.—Horizontal Bar Act on Three Horses—Messrs. P. and G. Wirth and Valazie.
- “ 9.—Trained Pig—by Merry Little Benham
- “ 10.—5-Horse Picture Act—P. Montgomery
- “ 11.—Hurricane Hurdle Act through Hoops of Fire—Miss Madeline Wirth
- “ 12.—Chair Pyramids—by J. Benham

NO. 2 RING.

- Act 1.—Bending Act—Master Wilfred
- “ 2.—Song—by the Black Clown
- “ 3.—Statue Act on Two Horses, by Mr. Montgomery and Miss M. Wirth
- “ 4.—Horizontal Bar Act — Murray Bros. and Clowns
- “ 5.—Trick Pony, Sultan
- “ 6.—Running Globe Act—F. Valazie
- “ 7.—Menage Act—by Miss Madeline, Mounted on the N.Z. Stallion, Bannockburn
- “ 8.—Jumping Ponies
- “ 9.—Throwing Hats—the Walhallas
- “ 10.—Vultigeur Act—Master Carl
- “ 11.—Bending Jockey Act—P. Wirth
- “ 12.—Master

NO. 3

- Act 1.—Country 1
- “ 2.—Song—by
- “ 3.—Jumping Horseback
- “ 4.—Wire Wal
- “ 5.—Trick Por
- “ 6.—Brother A
- “ 7.—Trick Sta
- “ 8.—Skipping Edie
- “ 9.—Infant Cl
- “ 10.—5-Horse P
- “ 11.—See-saw
- “ 12.—Ladder Ac

EXCITING HIPPODROME RACES.

- 1—Mr. Geo. Wirth will Ride and Drive 8 Horses.
- 2—Pyramids of Ancient Rome by a Small Portion of the Company.
- 3—Two-Horse Roman Standing Race, Messrs. Geo. Wirth, Alf. St. Leon, Montgomery, and Brinsden.
- 4—National Race between Cowboy, Indian, and Mexican.
- 5—Four-Horse Standing Roman Flat Race, Signor Raphael, Mr. Geo. Wirth, and Master Wilfred.
- 6—Boys' Challenge Pony Race.
- 7—Amusing Clowns' Basket Race.
- 8—Exciting Lady and Gentlemen's High Jumping Hurdle Race.
- 9—The Genuine Sioux Indian Chief, "American Bear," from Pine Ridge, Dakota, will essay to win a Race against a Horse 3 times round the Track.
- 10—The Clown's Pony Race.
- 11—Exciting and Thrilling Two-Horse Roman Chariot Race between Miss Madeline and Miss Ida Vernon.
- 12—Clowns' Chariot Race.
- 13—Tandem Race, Miss Ida Vernon and Mr. A. St. Leon.

WILD WEST FRONTIER LIFE.

INTRODUCING COWBOYS AND INDIANS.

SCENE 1.—HUNTER'S CABIN—Scene from real life in Rocky Mountains, where the hunter returns loaded with game after his successful trip. He is attacked by Indians, killed, scalped, and cabin burnt.

SCENE 2.—Picking up objects from the ground, which is just as necessary to learn as riding, as oft-times the Cowboys in lassoing an animal lose their ropes. They then have to gallop after the animal and pick up the end of the lasso.

SCENE 3.—EMIGRANT TRAIN—Showing the peril of the early pioneers in crossing the American Deserts, where they have to contend against horse thieves, road agents, and Indians—introducing the chase for a bride, adapted from the Indians in early history, and the celebrated Sioux Indians Sun Dance around the fire stake—Fight with Cowboys and Indians, introducing a sensational knife fight between the Indian Chief and Cowboy.

SCENE 4.—The Cowboys will illustrate the Hanging of a Horse Thief, or Lynch Law on the Frontier of Texas.

SCENE 5.—LASSOOING—Showing the mode of catching horses or cattle by the neck or legs for branding or other purposes.

To conclude with the highly diverting spectacular after-piece, entitled

LIVERPOOL STEEPLECHASE,

Introducing Twelve Blood Jumping Horses, the Old English Maypole Dance, and Several Irish Comedians.

This Programme is subject to slight alteration if deemed necessary by the Management.