

1. Ride-a-buck

All riders in the class will enter the arena bareback, a dollar bill will be placed under one leg. The announcer will then call out different requests of various speeds, turns and tasks. The Rider who keeps the bill under their leg the longest will place first.

2. Flag Race

Single barrel, 1 turn ~ left or right. Pick up flag prior to run starting, place flag in bucket on barrel. If flag bounces out or does not stay in bucket, run will be disqualified.

3. Poles

Run to end pole, weave back towards timing line, turn at last pole weave back, turn and run home.

4. Lead Race

Once rider is past the pole, rider must dismount behind pole and lead horse / pony back across timing line.

5. Bowtie Barrels - Left or right pattern may be used.

6. Cloverleaf Barrels - Left or right pattern may be used.

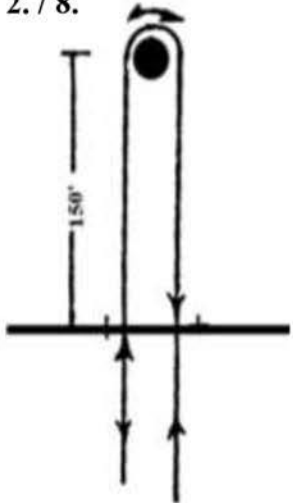
7. Speed Barrels - Weave Barrels, left or right pattern may be used

8. Ball-in-bucket

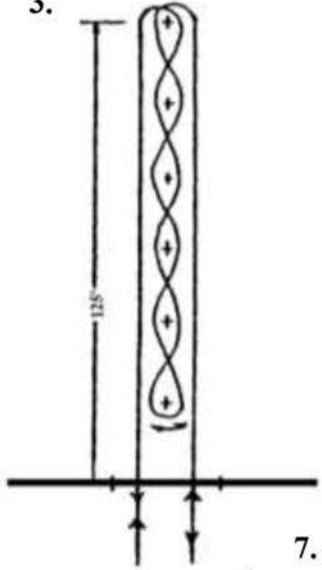
Single barrel, 1 turn ~ left or right. Pick up ball prior to run starting, place ball in bucket on barrel. If ball bounces out or does not stay in bucket, run will be disqualified.

JOIN US FOR A FUN FILLED DAY!

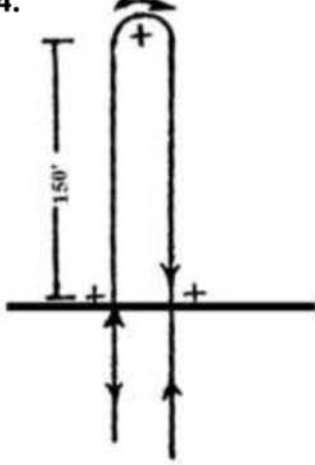
2. / 8.



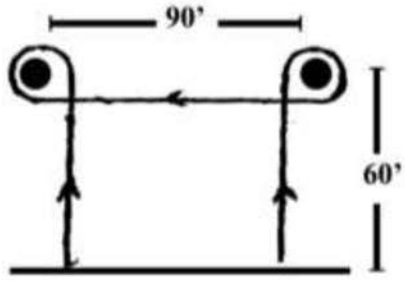
3.



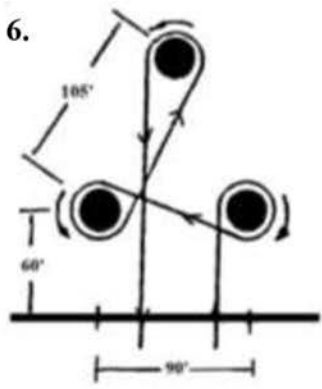
4.



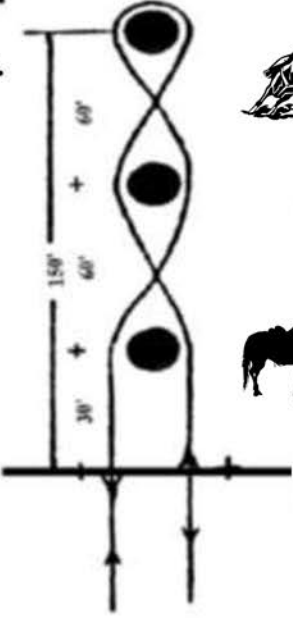
5.



6.



7.



JULY 23, 2023

3RD ANNUAL LOUIS STOCKWELL MEMORIAL PLAYDAY

RIBBONS & HIGH POINT AWARDS FOR ALL DIVISIONS

JOIN US FOR A FUN FILLED DAY!

DELTA FAIRGOUNDS, DELTA JUNCTION, AK