

**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**

Two barrels, 1 pole, 1 turn ~ left of right. Pick up flag at first barrel, go past the pole and place flag in bucket on the opposite side from start. Ride must be on outside of barrels and pole. If flag bounces out or does not stay in bucket, run will be disqualified. If barrel or pole is knocked over 5 second penalty incurred.

**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!

