

Schedule of Events



Wednesday, June 23rd

- ❖ **Exhibitor Arrival Day** - Exhibitors are welcome to arrive anytime after 1:00pm.
- ❖ **Outdoor Arena & Obstacle Warm-up available** - The outdoor arena and obstacle warm-up will be available beginning Thursday at 7:00am & throughout the competition weekend.



Thursday, June 24th

~ Course Walk Through at 12:00 PM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE		COWPOKE COURSE	
16	Working Ranch Horse (Novice Horse) 1 st go	7	Ranch Mare
15	Working Ranch Hand (Novice Rider) 1 st go	8	Ranch Gelding/Stallion
19	Buckaroo (Timed & Judged) 1 st go	13	Open Ranch Horse



Friday, June 25th

~ Course Walk Through at 7:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE		COWPOKE COURSE	
18	Working Cowboy (Open) 1 st go	9	Ranch Stock Horse
17	Working Cowboy (Non-Pro) 1 st go	10	Country Pleasure Horse
16	Working Ranch Horse (Novice Horse) 2 nd go	12	Junior Ranch Horse
15	Working Ranch Hand (Novice Rider) 2 nd go	6	Ranch Hand (Novice Rider)
19	Buckaroo (Timed & Judged) 2 nd go	5	Ranch Horse (Novice Horse)


ARENA	
20	All Around Ranch Hand - Reining Pattern



Saturday, June 26th

~ Course Walk Through at 7:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE		COWPOKE COURSE	
18	Working Cowboy (Open) 2 nd go	1	Lil Wranglers (13 & under)
17	Working Cowboy (Non-Pro) 2 nd go	2	Junior Ranch Hand (14 - 17)
16	Working Ranch Horse (Novice Horse) Final go	3	Adult Ranch Hand (18 - 49)
15	Working Ranch Hand (Novice Rider) Final go	4	Old Timers (50 & over)
19	Buckaroo (Timed & Judged) Final go	11	Tenderfoot (First-Timer)

ARENA		SPECIALTY EVENT	
20	All Around Ranch Hand - Cowboy Pleasure	21	Pony Express Race 



Sunday, June 27th

~ Cowboy Church at 7:30 AM ~

~ Course Walk Through at 8:30 AM ~ Competitions begin 15 minutes following walk thru

COWBOY COURSE		COWPOKE COURSE	
18	Working Cowboy (Open) Final go	14	Judged Only
17	Working Cowboy (Non-Pro) Final go		

ARENA	
20	All Around Ranch Hand - Cow Work (tentative)