



## BUCKAROO CLASSES

### OPEN

For exhibitors that have experience riding and showing in Cow Horse events or are ready to get started.

*Regular Lope Pattern | Followed by 50 seconds on the flag*

### INTERMEDIATE

For exhibitors that have never shown in a Cow Horse Class.

*Lope Pattern with simple changes allowed | Followed by 50 seconds on the flag*

### NOVICE

For younger riders that are just beginning their Cow Horse show career.

*Basic Pattern | Trotting ONLY | Followed by 30 seconds on the flag.*

### Level 1

For younger riders that are just beginning their Cow Horse show career.

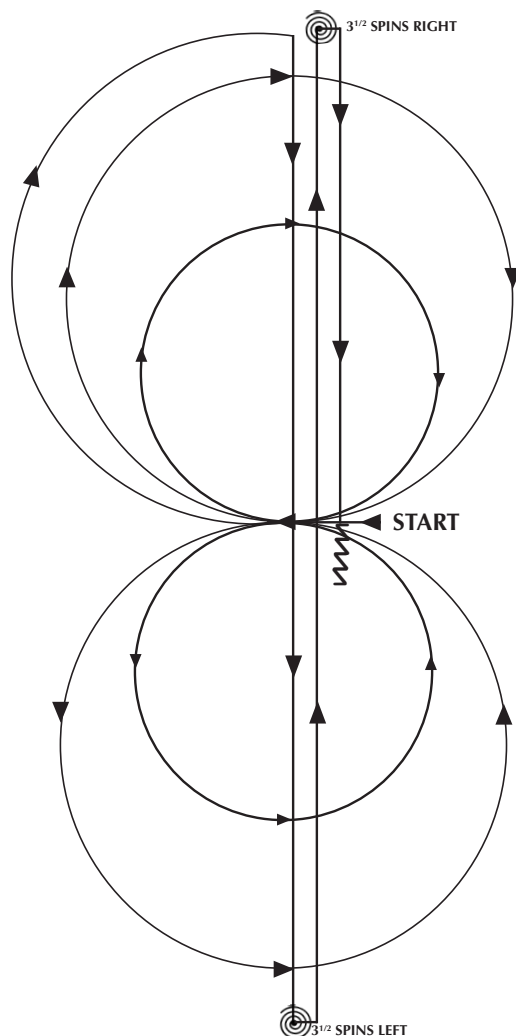
*Basic Pattern | Kids can be ponied or follow an adult | Followed by 30 seconds on the flag.*

*Riders may only enter a max of 2 divisions.*

*Classes will be placed, and the winner in each divisions will receive a custom Gist buckle.*



## BUCKAROO OPEN PATTERN



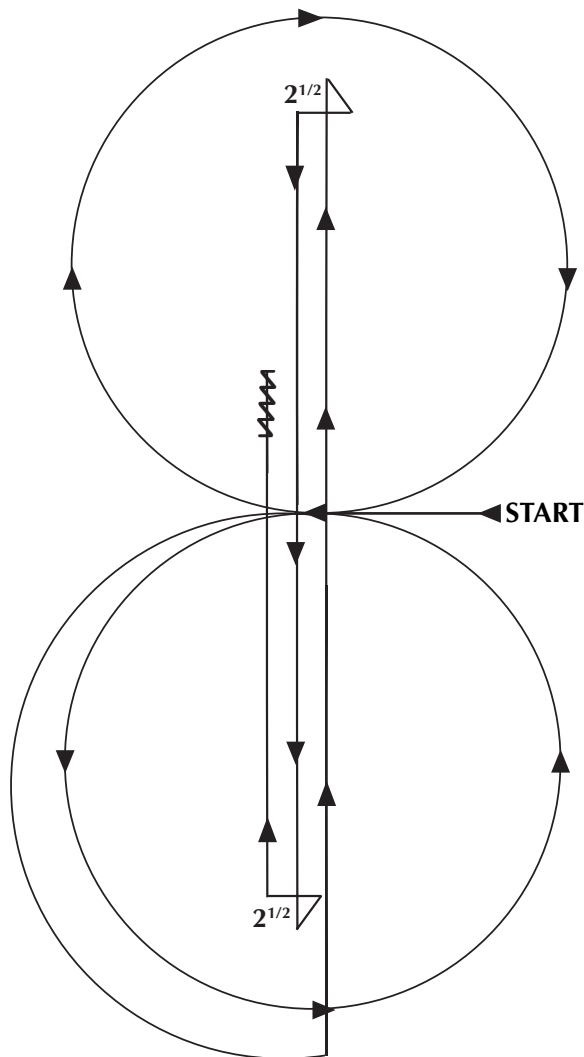
Begin on the right lead, at the center without stopping or breaking gait.

1. Complete 2 circles to the right, the first circle large and fast, and the second circle small and slow.
2. Change leads at the center of the arena.
3. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
5. Complete 3<sup>1/2</sup> spins to the left.
6. Run down center of arena past the end marker, execute a square sliding stop.
7. Complete 3<sup>1/2</sup> spins to the right.
8. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

After completing the pattern, proceed to the flag for 50 seconds of working time.



## BUCKAROO INTERMEDIATE PATTERN



Begin on the left lead, at the center without stopping or breaking gait.

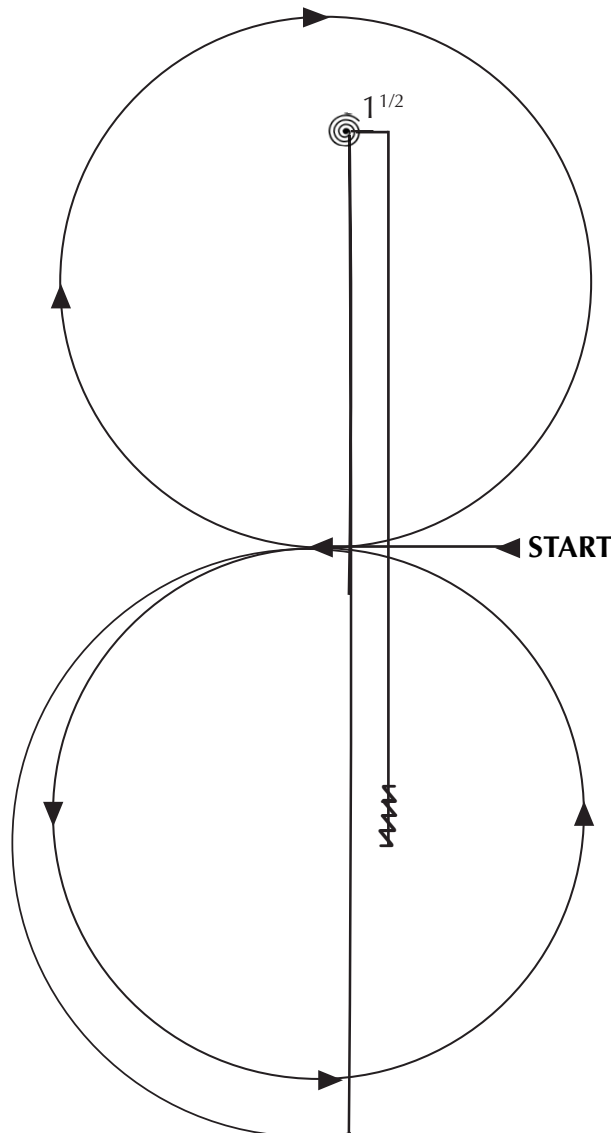
1. Lope 1 circle left.
2. Change leads (simple or flying).
3. Lope 1 circle right.
4. Change leads (simple or flying).
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. 2 <sup>1</sup>/<sub>2</sub> spins left.
7. Continue down the middle of the arena, past the end marker. Stop.
8. 2 <sup>1</sup>/<sub>2</sub> spins right.
9. Continue down the middle of the arena, past the middle marker. Stop.
10. Back at least 10 feet.

After completing the pattern, proceed to the flag for 50 seconds of working time.



## BUCKAROO NOVICE & LEVEL 1 PATTERN

Level 1 riders can be ponied or follow an adult.



Begin at a trot, at the center without stopping or breaking gait.

1. Trot one circle to the left.
2. Change direction in the middle.
3. Trot one circle to the right.
4. Change directions in the middle.
5. Continue around end of arena, and up the center of the arena past the end marker. Stop.
6.  $1\frac{1}{2}$  spins in either direction.
7. Continue up the center of the arena past the center marker. Stop.
8. Back at least 10 feet.

After completing the pattern, proceed to the flag for 30 seconds of working time.