

Ground Rules:

- 1) Drag after 5 in Barrels.
- 2) Move barrels every 10.
- 3) Barrels will be first in morning slacks and after bulls in night slacks.
- 4) Slack order may vary from performance order.
- 5) Escaped animal in performance will be replaced with extra.
- 6) One and short even if less than 15 entries.
- 7) A Coin flip will break any tie in all events.

Timed Events exit back of arena (center out gate)

Vet on Call:

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