

ANNUAL HALLOWEEN HORSE SHOW

CLASS LISTINGS AND DESCRIPTIONS

CLASS #	STANDARD CLASSES	CLASS DESCRIPTIONS	CLASS #	GAMES	CLASS DESCRIPTIONS
1	Lead line	A class for children 6 and under, where horse & rider are led by an adult.	16	Tandem Hunters	"Follow the Leader," pair of riders & horses are judged on skill while jumping fences.
2	Walk/Trot/Jog	Rider is judged on position during the walk/trot/jog.	17	Novice Equitation Fences	Rider is judged on position and performance while jumping a 2' course.
3	Walk/Trot/Jog	Rider is judged on position during the walk & trot/jog.	18	Novice Hunter Fences	Rider & horse are judged on consistency and manners while jumping a 2' course.
4	Walk/Trot/Jog	Rider is judged on position during the walk & trot/jog.	19	2'3 Puddle jumpers	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins
5	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	20	2'3 Puddle jumpers	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins
6	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	21	Costume	Rider & Horse are judged on Halloween Costumes.
7	Novice W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	22	Goblin Goblet	Riders must keep a cup of water as full as possible.
8	Open Pleasure	Rider & horse are judged on manners & performance.	23	Ribbon Race	Pair of riders ride up, around a barrel, and back with approx. 24" ribbon. If ribbon is dropped time is not counted.
9	Open Pleasure	Rider & horse are judged on manners & performance.	24	Skeleton Hand Race	Rider one races to rider two, passes skeleton hand, rider two races to finish line.
10	Open Pleasure	Rider & horse are judged on manners & performance.	25	Flag Tag	Rider races to barrel 1, grabs flag, continues to barrel 2 to put flag in bucket and back to finish line.
11	Sit-A-Buck	Rider sits on a \$1 bill, must not lose it during ride.	26	Behead the Enemy	Riders must chop head off pole with weapon of choice
12	Beginner Cross rails Hunter	Rider & horse are judged on consistency and manners.	27	Pumpkin Bending	Rider and horse weave a serpentine path around five poles in an arranged line.
13	Beginner Cross Rails Equitation	Rider is judged on position and performance while jumping cross rails.	28	Dash Dace	Riders race from in gate down and around a barrel and back.
14	Itty bitty jumpers 18"	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins	29	Barrel Race	Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time.
15	Itty bitty jumpers 18"	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins	30	Rescue Race	Rider must race down to barrel where partner is standing, partner jumps on, and race back to finish line. Fastest time wins.