

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	Itty bitty jumpers 18"	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins
3	Walk/Trot/Jog	Rider is judged on position during the walk & trot/jog.	18	2'3 Puddle jumpers	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins
4	Walk/Trot/Jog	Rider is judged on position during the walk & trot/jog.	19	Gamblers Choice	Riders must jump all jumps once. The fastest time wins.
5	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	20	Costume	Rider & Horse are judged on Halloween Costumes.
6	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	21	Goblin Goblet	Riders must keep a cup of water as full as possible.
7	Novice W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.	22	Ribbon Race	Pair of riders ride up, around a barrel, and back with approx. 24" ribbon. If ribbon is dropped time is not counted.
8	Open Pleasure	Rider & horse are judged on manners & performance.	23	Skeleton Hand Race	Rider one races to rider two, passes skeleton hand, rider two races to finish line.
9	Open Pleasure	Rider & horse are judged on manners & performance.	24	Flag Tag	Rider races to barrel 1, grabs flag, continues to barrel to to put flag in bucket and back to finish line.
10	Open Pleasure	Rider & horse are judged on manners & performance.	25	Scramble	Riders must weave through 3 poles, over a jump, around a barrel, and back through 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 sword (pumpkins held by magnets).
12	Beginner Cross rails Hunter	Rider & horse are judged on consistency and manners.	27	Pumpkin Bending	Rider and horse weave a serpentine path around six 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	Novice Equitation Fences	Rider is judged on position and performance while jumping a 2' course.	29	Barrel Race	Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time.
15	Novice Hunter Fences	Rider & horse are judged on consistency and manners while jumping a 2' course.	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.