Halloween Class descriptions

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19) Crossrail Hunters Rider & horse are judged on consistency and manners. 20) Crossrail Equitation Rider is judged on position and performance while jumping cross rails. *15 Minute break for costume class* 21) Costume Rider & Horse are judged on Halloween Costumes. 22) Leadline Everyone rides around on the rail at the trot. If you are passed by another person. 23) Trotting Pursuit Everyone rides around on the rail at the trot. If you are passed by another you Fastest trot wins. 24) Goblin Goblet Riders must keep a cup of water as full as possible while w/t/c. 25) Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. 26) Behead the Enemy Riders must chop head off pole with sword (pumpkins held by magnets). 27) Ribbon Race ** Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. 28) Flag Race Rider and horse race from in-gate down around a barrel and back. 30) Barrels Race ** Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	18)	Itty Bitty Jumpers 18"	1
21) Costume Rider & Horse are judged on Halloween Costumes. 22) Leadline A class for inexperienced riders, where horse & rider are led by another person. 23) Trotting Pursuit Everyone rides around on the rail at the trot. If you are passed by another you Fastest trot wins. 24) Goblin Goblet Riders must keep a cup of water as full as possible while w/t/c. 25) Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. 26) Behead the Enemy Riders must chop head off pole with sword (pumpkins held by magnets). 27) Ribbon Race ** Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. 28) Flag Race Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. 29) Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rescue Race ** Rider must race down to barrel where partner is standing, partner jumps	19)	Crossrail Hunters	Rider & horse are judged on consistency and manners.
22) Leadline Rider & Horse are judged on Halloween Costumes. 22) Leadline Pursuit Service a round on the rail at the trot. If you are passed by another you Fastest trot wins. 24) Goblin Goblet Riders must keep a cup of water as full as possible while w/t/c. 25) Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. 26) Behead the Enemy Riders must chop head off pole with sword (pumpkins held by magnets). 27) Ribbon Race ** Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. 28) Flag Race Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. 29) Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	20)	Crossrail Equitation	Rider is judged on position and performance while jumping cross rails.
Leadline A class for inexperienced riders, where horse & rider are led by another person. Everyone rides around on the rail at the trot. If you are passed by another you Fastest trot wins. 24) Goblin Goblet Riders must keep a cup of water as full as possible while w/t/c. Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. 26) Behead the Enemy Riders must chop head off pole with sword (pumpkins held by magnets). Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps		*1	5 Minute break for costume class*
Trotting Pursuit Everyone rides around on the rail at the trot. If you are passed by another you Fastest trot wins. Everyone rides around on the rail at the trot. If you are passed by another you Fastest trot wins. Riders must keep a cup of water as full as possible while w/t/c. Rider one races to rider two, passes skeleton hand, rider two races to finish line. Riders must chop head off pole with sword (pumpkins held by magnets). Ribbon Race ** Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	21)	Costume	Rider & Horse are judged on Halloween Costumes.
you Fastest trot wins. 24) Goblin Goblet Riders must keep a cup of water as full as possible while w/t/c. 25) Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. 26) Behead the Enemy Riders must chop head off pole with sword (pumpkins held by magnets). 27) Ribbon Race ** Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. 28) Flag Race Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. 29) Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	22)	Leadline	
Skeleton Hand Race ** Rider one races to rider two, passes skeleton hand, rider two races to finish line. Riders must chop head off pole with sword (pumpkins held by magnets). Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	23)	Trotting Pursuit	1 ,
Flag Race Barrels Riders must chop head off pole with sword (pumpkins held by magnets). Ribbon Race ** Riders must chop head off pole with sword (pumpkins held by magnets). Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	24)	Goblin Goblet	Riders must keep a cup of water as full as possible while w/t/c.
Pair of riders ride up around a barrel and back with approx. 24" ribbon. If the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rescue Race ** Rider must race down to barrel where partner is standing, partner jumps	25)	Skeleton Hand Race **	•
the ribbon is dropped the time is not counted. Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	26)	Behead the Enemy	Riders must chop head off pole with sword (pumpkins held by magnets).
Plag Race Rider races to barrel 1 and grabs the flag, continues to barrel two to put flag back in the bucket and back to finish line. Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	27)	Ribbon Race **	· · · · · · · · · · · · · · · · · · ·
29) Dash Race Rider and horse race from in-gate down around a barrel and back. Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time. Rider must race down to barrel where partner is standing, partner jumps	28)	Flag Race	Rider races to barrel 1 and grabs the flag, continues to barrel two to put
barrels barrels in fastest time. Rescue Race ** Rider must race down to barrel where partner is standing, partner jumps	29)	Dash Race	
STOLL RESCUE RACE I		Barrels	1
	31)	Rescue Race **	Rider must race down to barrel where partner is standing, partner jumps