

# Halloween Class descriptions

Class #	Classes	Description
1)	Beginner Walk/Trot/Jog	Rider is judged on position during the walk/trot/jog.
2)	Beginner Walk/Trot/Jog	Rider is judged on position during the walk/trot/jog.
3)	Beginner Walk/Trot/Jog	Rider is judged on position during the walk/trot/jog/canter/lope.
4)	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.
5)	Beginner W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.
6)	Novice W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.
7)	Novice W/T/J/C/L	Rider is judged on position during the walk/trot/jog/canter/lope.
8)	Open Pleasure	Rider & horse are judged on manners & performance.
9)	Open Pleasure	Rider & horse are judged on manners & performance.
10)	Open Pleasure	Rider & horse are judged on manners & performance.
11)	Sit - A – Buck	Rider places a \$1 bill under thigh, must not lose it during ride.
<b>*Schooling break*</b>		
12)	Novice Hunters	Rider & horse are judged on consistency and manners while jumping a 2' course.
13)	Novice Equitation	Rider is judged on position and performance while jumping a 2' course.
14)	2'3" Jumpers	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins.
15)	2'3" Jumpers	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins.
16)	Tandem Jumpers **	"Follow the Leader," pair of riders & horses must jump all fences while switching halfway through the course. Fastest time wins.
17)	Itty Bitty Jumpers 18"	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins.
18)	Itty Bitty Jumpers 18"	Riders must jump all fences under a certain time allowed while keeping the jumps up. Fastest time wins.
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.
<b>*15 Minute break for costume class*</b>		
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.
30)	Barrels	Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time.
31)	Rescue Race **	Rider must race down to barrel where partner is standing, partner jumps on, and race back to finish line. Fastest time wins.