

CLASS #	CLASS NAME	DESCRIPTION	CLASS #	CLASS NAME	DESCRIPTION
1	Cross rail Jumpers	Rider must complete designated course with no faults.	13	Ring Toss	Riders will start with 2 rings in hand. Riders race to the buckets and toss each ring into a bucket, then race back over the timer line. There is no set pattern.
2	Cross rail Jumpers	Rider must complete designated course with no faults.	14	Ball Drop	Rider must drop a golf ball into the top of a cone while turning a barrel (that the cone is on) and ride to the finish line.
3	2' Jumpers	Rider must complete designated course with no faults.	15	Behead the Enemy	Riders race down, chop head off pole with weapon of choice, and race back.
4	2' Jumpers	Rider must complete designated course with no faults.	16	Ribbon Race	Riders are put in pairs holding a piece of ribbon. They must ride from one end of the arena, around a barrel, and back without losing the ribbon or breaking it.
5	2'3-2'6 jumpers	Rider must complete designated course with no faults.	17	Dash Race	Riders race down around a barrel and back.
6	2'3-2'6 jumpers	Rider must complete designated course with no faults.	18	Turn N Burn	Rider race down and make 540 degree turn around the barrel, and run back across timer line. Rider may run either right or left hand pattern.
7	Tandem Jumpers	"Follow the Leader," pair of riders & horses are judged on time while jumping fences. Riders must jump all fences on course with no faults. Fastest time wins.	19	Flag Race	Rider will start with flag in hand and race down to the far side of the barrel with bucket on top, stick the flag in the bucket and race back.
8	Hurry Scurry	Go through timing line and either go down left side making two jumps, a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps, then go back across the timing line.	20	Speed Barrels	Rider crosses timer line weaving right or left of the barrel, continuing weaving in and out to third barrel, and weave back through to timer line.
9	Leadline	Open to all *This includes all children, husbands, boyfriends, wives, girlfriends etc.	21	Barrels	Rider crosses timer line and must complete a cloverleaf barrel pattern. Riders may follow either the left or right handed pattern.
10	Costume Class	Rider and horse (or just rider) are judged based on halloween costume.	22	Pole Bending	Rider crosses timer line, travels to pole number 6, bends back through the poles, turns, bends through the poles to number 6, turns, and travels across the finish line.
11	Trotting Pursuit	Everyone goes around on the rail in one direction, Fastest horse at a trot wins.	23	Pony Express	Follow course to saddle bag, grab paper from bag and ride to finish line. Must have paper in hand at finish line.
12	Izzy Dizzy	Riders race down, dismount, and spin 8 times around with forehead on bat. After spinning, holder holds horse and riders race back on foot.	24	Rescue Race	Riders race down and pick up your partner. Soon as they're on behind you turn around and head for home. Fastest time wins.