

#	Class Name	Class descriptions
1	Lead line	A class for children 6 and under, where horse & rider are led by an adult.
2	Walk/Trot/Jog	Rider is judged on position during the walk/trot/jog.
3	Walk/Trot/Jog	Rider is judged on position during the walk & trot/jog.
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	Open Pleasure	Rider & horse are judged on manners & performance.
8	Open Pleasure	Rider & horse are judged on manners & performance.
9	Sit-A-Buck	Rider sits on a \$1 bill, must not lose it during ride.
10	Beginner Cross rails Hunter	Rider & horse are judged on consistency and manners.
11	Beginner Cross Rails Equitation	Rider is judged on position and performance while jumping cross rails.
12	Novice Equitation Fences	Rider is judged on position and performance while jumping a 2' course.
13	Novice Hunter Fences	Rider & horse are judged on consistency and manners while jumping a 2' course.
14	Tandem Hunters	"Follow the Leader," pair of riders & horses are judged on skill while jumping fences.
15	Gamblers Choice	Riders must jump all jumps once. The fastest time wins.
16	Costume	Rider & Horse are judged on Halloween Costumes.
17	Eyeball Relay	Riders must balance a ball on spoon while riding.
18	Goblin Goblet	Riders must keep a cup of water as full as possible.
19	Ribbon Race	Pair of riders ride up, around a barrel, and back with approx. 24" ribbon. If ribbon is dropped time is not counted.
20	Skeleton Hand Race	Rider one races to rider two, passes skeleton hand, rider two races to finish line.
21	Flag Tag	Rider one races to grab flag, comes back to rider two, who races to tag flag in second bucket.
22	Stepping Stone	Riders race down, hop off onto first bucket while holding horse, cross all buckets and remount to race to finish line.
23	Behad the Enemy	Riders must chop head off pole with sword (pumpkins held by magnets).
24	Pumpkin Bending	Rider and horse weave a serpentine path around six poles in an arranged line.
25	Dash Dace	Riders race from in gate down and around a barrel and back.
26	Barrel Race	Rider and horse attempt to complete a cloverleaf pattern around preset barrels in fastest time.
27	Scramble	Riders must weave through 3 poles, over a jump, around a barrel, and back through to finish line.
28	Pony Express	Riders must race to gather the mail and put it in the bag, and race back to the finish line.
29	Bobbing for Apples	Riders must race down, and horse must bob for apple chunk. Horse who gets the apple first wins.
30	Dangling Donuts	Riders must ride to a dangling donut, and eat it while still holding both reins.