

Scurry:

Each rider/handler will begin at the starting line. They will then go over the cross rails, around the barrel, back over the cross rails and through the finish line. Any knocked down rails will result in a 5 second time penalty per rail down.

Pole Bending:

Each rider/handler will race down to the end of the poles, weave the poles heading “home”, weave the poles heading back, then race home across the finish line.

Carrot Race:

Each rider/handler will race down to the barrel, dismount, grab a carrot and lure their horse/equine back to the finish line. The horse CAN NOT pass the exhibitor over the finish line or they will receive a DQ/no time.

Barrel Race:

Each rider/handler will begin at the start line, complete the cloverleaf barrel pattern, then cross the finish line. Knocked over barrels will result in a 10 second time penalty per barrel that falls. The pattern may be run starting either to the left or right.

Cookie Race:

Each rider/handler will begin at the start line, race down to the staff member, take a cookie, show the staff member they have fully chewed/swallowed the cookie, then race back over the finish line. Riders may ask staff member to hold their horse's reins if needed for safety while they are eating.

Water Race:

Each rider/handler will be given a cup full of water. Each exhibitor will be asked to perform various gaits while in the ring. The exhibitors will line up in the center, each cup will be measured and the exhibitor who has the most water remaining in their cup wins!

Simon Says:

Each rider/handler will be asked to perform various tasks. Tasks should only be completed if the announcer has stated "Simon Says". This is run similarly to a command class!

Egg & Spoon:

Each rider/handler will be given an egg to balance on a spoon. The class will be run asking for appropriate gaits/tasks. The last person who has their egg still balanced on the spoon wins!

Keyhole:

Each rider/handler will begin at the start line. They will run down, into the chute outlined in the grass, turn around in the circle at the end of the chute and race back over the finish line. Staff will be watching for any hooves/feet that step out of the circle. Any hooves/feet out will result in a DQ/no time.

Flag Obstacle Race:

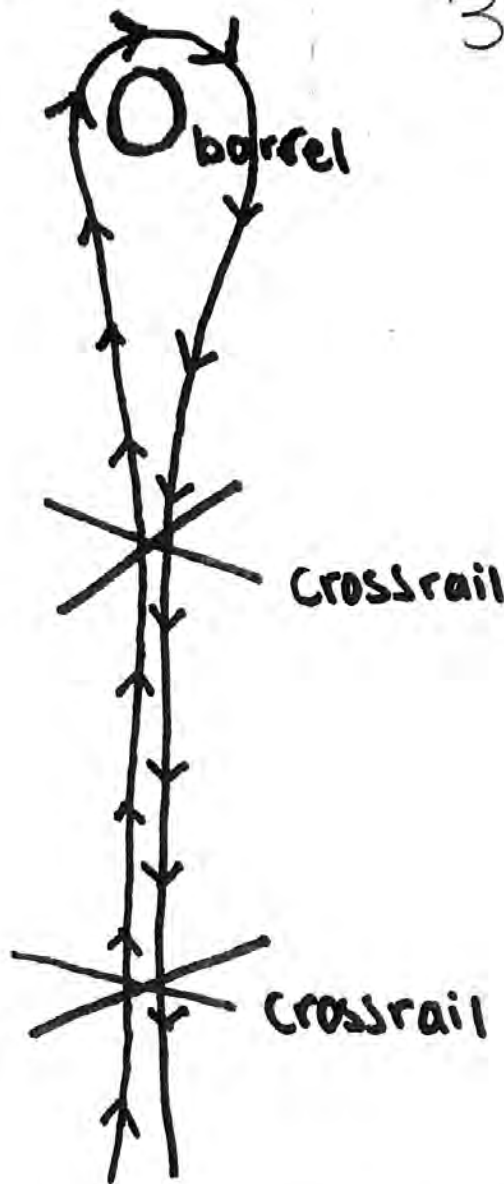
Each rider/handler will begin at the start line, race to the first barrel, grab a flag out of the bucket, race to the second barrel, place their flag in the bucket on the second barrel then race over the finish line. Any dropped flags will result in a DQ/no time.

Scurry race

Classes:

30, 31, 32

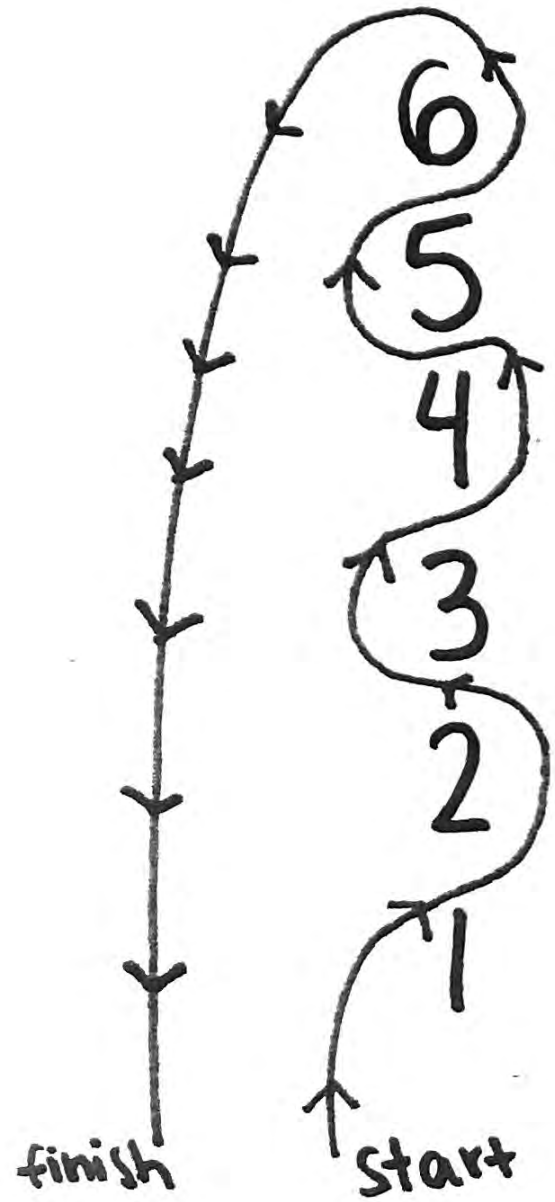
33, 34



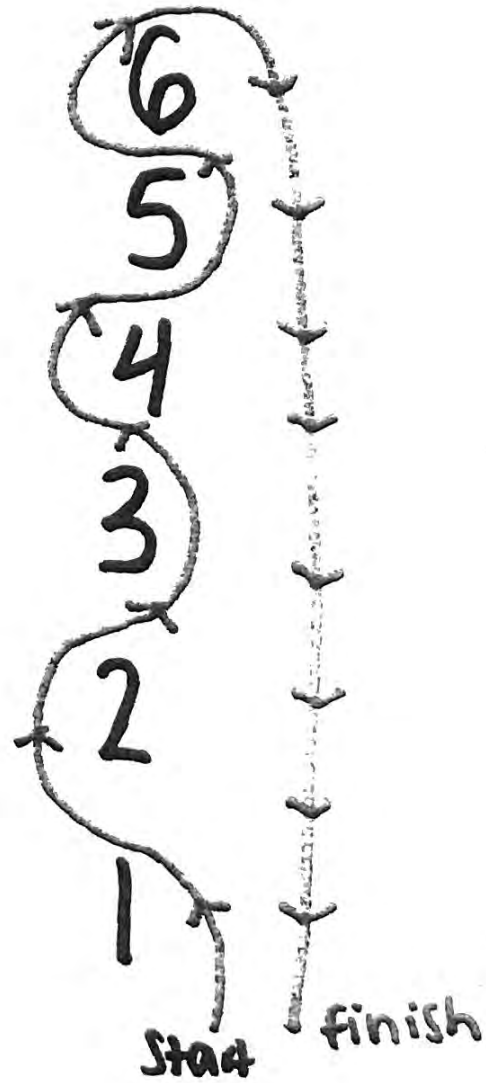
start line

Pole bending -

class:
36



or



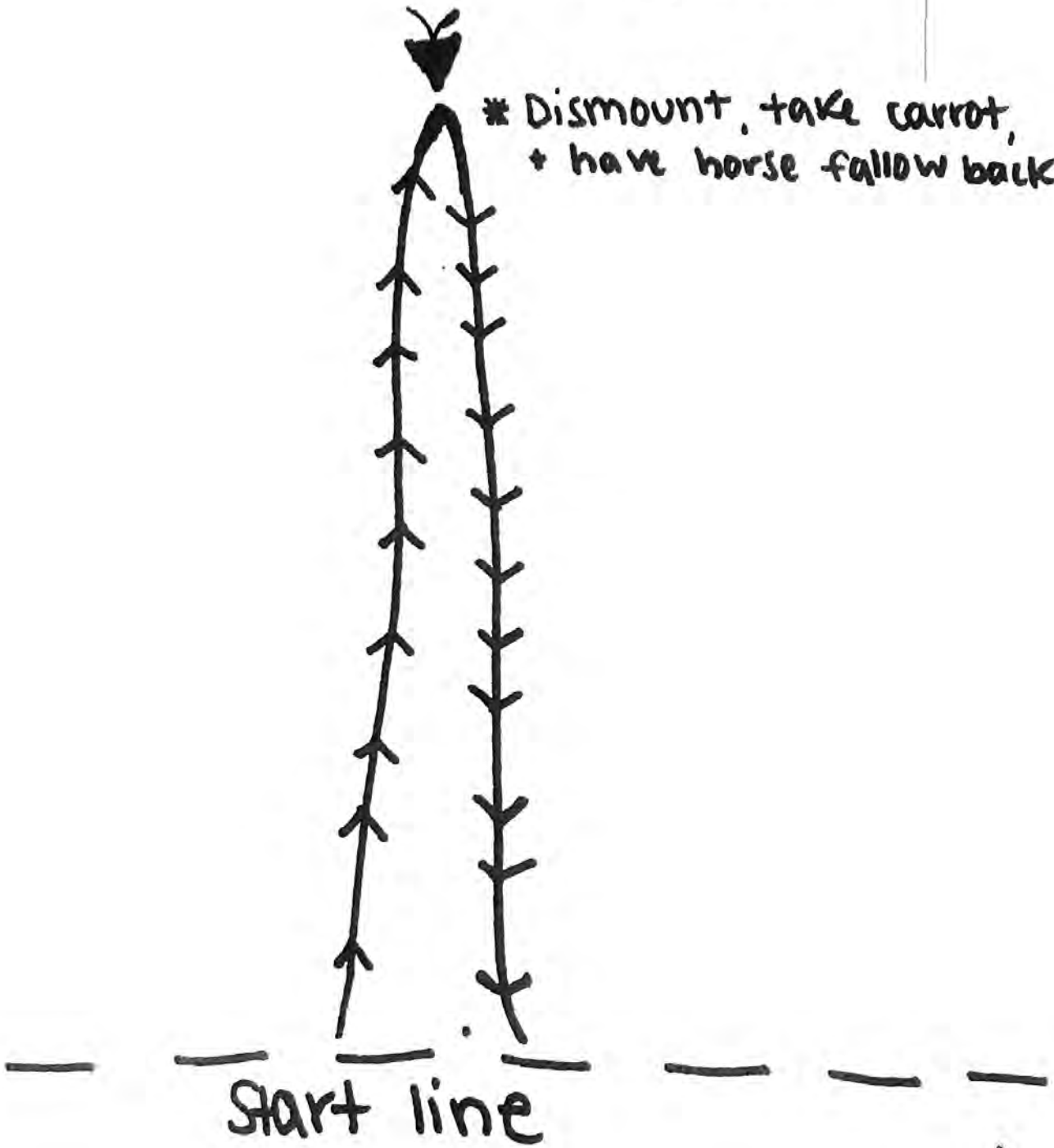
Carrot race -

Classes:

25, 26, 27

28, 29

* Dismount, take carrot,
+ have horse follow back



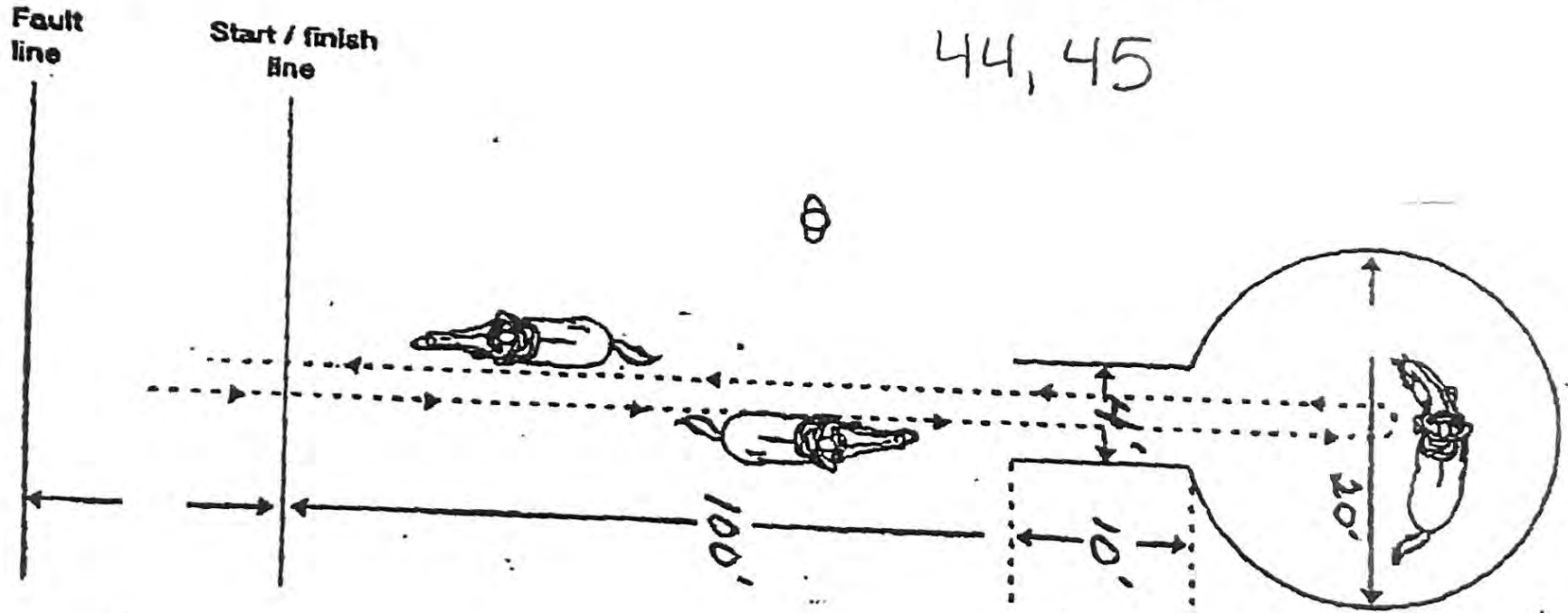
Keyhole

classes:

41, 42, 43

44, 45

Keyhole Race



Barrel Race

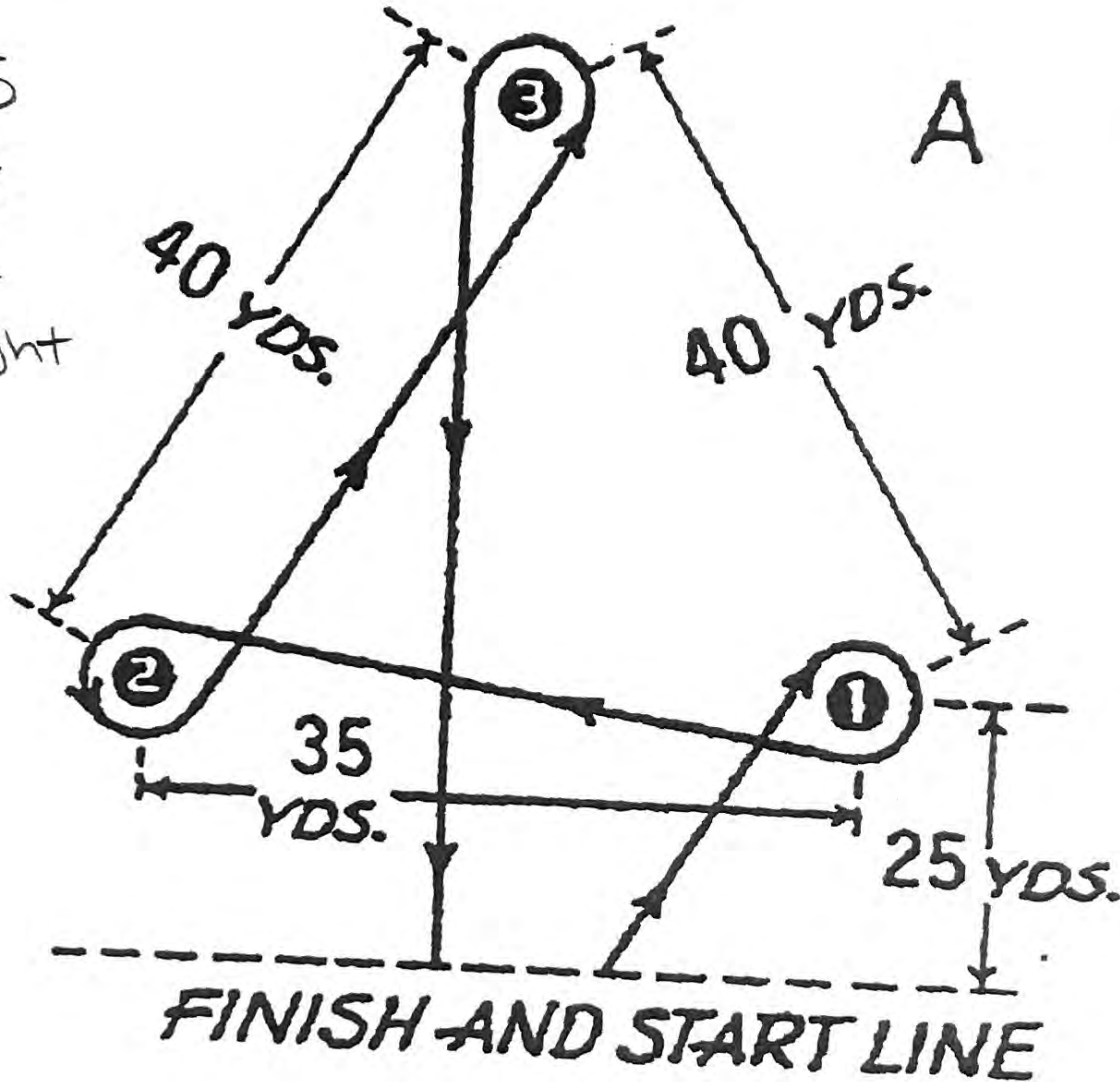
Cloverleaf Barrel Race -

Classes:

13, 14, 15

16, 17, 18

* Can start
Left or Right



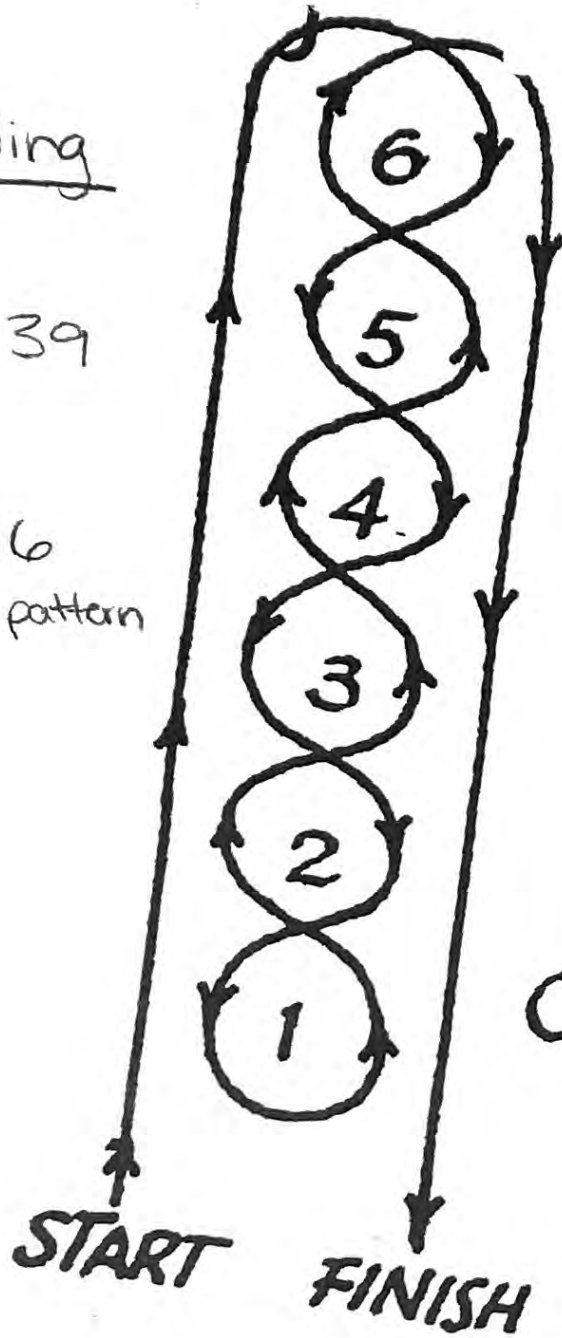
Pole Bending

Classes:

37, 38, 39

+
40

* class 36
See other pattern



OR

