

2017 July Fun Show Class Descriptions:

Here is a general description of classes offered at our Fun Show this year. These descriptions are intended to give exhibitors general details to help decide which classes are appropriate for them to enter. Some details will not be finalized until the day of the show as conditions and supplies dictate and these descriptions should **not** be considered final.

- 1. Open Sit-A-Buck:** This is a flat class where riders ride their horses bareback with a “buck” (could be anything from a real dollar to a ribbon or paper) placed under their bottom. Flat class is run and riders are eliminated as they lose their “buck”. Winner is the last rider with buck remaining in place. May ask for a walk / trot / canter or extended gaits.
- 2. Open Costume:** Exhibitor and horse enter show arena in a costume. May be riding or leading. May be broken down into categories for fun awards depending on qty of entries.
- 3. Open Ribbon Race:** Timed event. 2 exhibitors ride in a pair with a ribbon (could be a variety of materials) held between them. Pair must ride around outside edge of arena (must stay outside any cone/barrel placed for this purpose). “No time” occurs if ribbon breaks or is dropped by either exhibitor.
- 4. Open Paired Riding:** Flat class. Exhibitors ride in pairs. Pairs may be required to hold a rope or similar between them. Pairs will be asked to ride in a flat class. Elimination would occur if pairs break out of pairs formation and last pair left riding in formation places first.
- 5. Open Musical Pads:** Horseback version of musical chairs. Pads are placed in a line in the center of arena (1 less pad than exhibitors). Exhibitors ride along the rail at the gait announced (may ask for walk / trot / canter or extended gaits) while music is playing. When music stops, riders must dismount, touch the rail, and then lead their horse to the center of the arena and stand on pad. One exhibitor will not have a pad to stand on and is eliminated. Last rider with a pad to stand on wins.
- 6. Pee Wee Stick Horse Command:** This is an “on foot” flat class where exhibitors (age 8 and under) are given a stick horse to “ride”. Judges (usually 3) will be picked from available persons without a child in the class and class will be judged on best effort to mimic a real horse riding class.
- 7. Open Izzy Dizzy:** Timed event. This is an “on foot” class where the exhibitor runs from the in gate area (timer starts) to the far end of the arena where a pole will be placed. Exhibitor must place forehead on pole and spin 5 times around. There will be a ring crew person stationed at pole to verify the count. Once 5 spins are complete, exhibitor runs back “home” to stop the timer.
- 8. Open Boot Race:** Timed event. This is an “on foot” class. All exhibitors enter the arena and give their boots to the ring crew. Ring crew will take boots to far end and place/mix all boots in a pile. When signal is given, all exhibitors run down to far end, find their own boots, put them on, and run back home. First exhibitor to cross the finish line wearing both boots wins.
- 9. Open On Foot Versatility:** This is an “on foot” timed event. A course is set up similar to a traditional Versatility course and each contestant runs the course on foot. May include weaving poles, running around barrels, jumps, etc..
- 10. Jack Benny Lead Line Versatility:** Timed event. Rider (over age 40) will be led through the versatility course. Leader, horse, and rider must cross the finish together for a time.
- 11. Open Riderless Trail:** Timed event. Trail Class will be set up in arena. Exhibitor must complete course with horse following along, no hands on lead rope. A specific qty of treats (TBD) will be allowed. Fastest time of all completed courses wins.
- 12. Open Log Drag:** Timed event. Rider enters the arena and is given the rope attached to the log. The rider must drag the log through a specified pattern (may contain poles, barrels, cones, etc.) and back home. 5 seconds for knocked over barrels / cones / poles. No time for skipped obstacles or off pattern.

- 13. Open Egg & Spoon:** This is a flat class. All exhibitors enter the arena and are given a spoon and an egg. Rider must balance the egg on the spoon while riding around the rail at a walk, trot, or canter as directed by the announcer. Last rider left with the egg on the spoon is the winner. If needed, exhibitors may be asked to do more difficult maneuvers such as halt, back, side pass, etc. until a winner is found. Once class has started, no part of the rider's hand may touch the egg or rider is disqualified.
- 14. Open Water Pistol Shoot:** Timed event. Rider enters the arena and is given a water pistol. Rider must complete a course shooting targets. Details TBD depending on supplies. Probably paper targets taped or stapled to poles or jump standards. Colored water may be used and ring crew will verify hits. 5 seconds for a missed or knocked over target. No time for off course.
- 15. Open Ring Toss:** Timed event. Rider enters the arena and is given 3? (TBD) rings (Hula Hoops are planned). Rider must toss rings over poles. 5 seconds for a missed toss or knocked over pole. No time for off course.
- 16. Open Pony Express:** Timed event. Exhibitor chooses a partner to hand them the mail bag. Exhibitor waits at far end of arena in designated exchange area. Partner rides down to exhibitor, passes them the mail bag within designated area, exhibitor runs home. No time for dropped or not exchanged mail bag, mail bag exchange outside of designated area, or partner crossing finish line before exhibitor.
- 17. Pee Wee Cloverleaf Barrels:** Timed event. Youth riders, under the age of 8, ride a traditional cloverleaf pattern. Riders are allowed to be led through pattern.
- 18. Open Cloverleaf Barrels.** Timed event. Traditional barrel pattern.