

GAME CLASSES

Ride -A-Buck - a dollar bill will be placed under the knee, seat, thigh or calf of the exhibitor who is riding bare-back. The horses will be shown at a walk, lope/trot, lope/canter/slow gait. You may be ask to halt abruptly, ride with arms straight out and feet out straight, all trying to loosen the bill from under the leg. The last exhibitor with the dollar intact wins the class.

Keyhole Race - this class is a timed event executed over a pattern. The pattern is usually made up of white powder (flour or chalk) poured into a “keyhole” shape in the dirt. The event begins when the horse crosses the timing line. The horse enters the neck of the keyhole and then turns in either direction inside the keyhole’s circle without stepping over the white line. The horse then exits the keyhole neck and the time ends once they cross the timing line. The horse is disqualified any time they step on or over the white line. (A penalty judge shall be stationed near the keyhole and shall determine by viewing hoof prints the qualification of the ride. Such decision is final.)

Egg & Spoon - this class is like a typical pleasure class although other maneuvers may be added. Each entry will receive a spoon and a raw egg. Riders will hold the spoon with the egg in the spoon portion which in turn is held at the end of the shank. As the different gaits are performed, the eggs will fall because the riders may not touch the rounded spoon area nor the egg. The rider who retains the egg on the end of the spoon the longest is the winner. Gaits to be called will be the walk, jog or trot, lope/canter or slow gait. Quick halt on the rail and backing may also be requested.

Speed Ball - Get the ball in the cone ... it's that simple! Go through timing line to the cone. Turn the cone in either direction, dropping the golf ball in the cone. Go back through timing line. Special penalty: A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over. Any action by the horse or rider that causes the ball to be outside of the cone at the end of the ride shall be a "No Time" ride.

Water Glass Class - this class is like a typical pleasure class although other maneuvers may be added. Each entry will receive a “Dixie cup” or plastic glass filled with clear water. Riders will hold the filled glass out from their body for the entire class. As the different gaits are performed, the water begins to spill from the glasses. The rider who retains the most water in their glass the longest is the winner. Penalty judges will periodically check everyone’s glass to eliminate riders with less and less water. Gaits to be called will be the walk, jog or trot, lope/canter or slow gait. Quick halt on the rail and backing may also be requested.

Pole Bending - This is a timed event. The course consists of a series of six poles spaced 21 feet apart, which horses and riders weave through. Horses run to the far end of the series of poles, turn and weave in and out as they work their way back to the front. Horses then complete a turn around the front pole and maneuver through the series again. At the last pole they complete that turn and race toward the finish line at full speed. A five-second penalty is added for each pole knocked down.

Big T Weave - This is a timed event consisting of 3 poles and two barrels. Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel. Then weave back through the three poles on opposite sides to pass through the timing line. Note: If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns. Barrels and poles are permitted to be touched, but if one is knocked down during the course of the run, a five-second penalty per downed barrel or pole is added to the run time.

Birangle - This is a timed event consisting of 2 barrels. Go through the timing line, pass the first barrel on the inside and turn around to the right, then run to the second barrel and turn on the outside to the right then race back to the timing line. Note: If the left barrel is turned first, both turns will be left turns. If the right barrel is turned first then both turns will be right turns. Barrels are permitted to be touched, but if one is knocked down during the course of the run, a five-second penalty per downed barrel is added to the run time.

Button-Up Your Shirt Race - This is also a timed event consisting of speed, control, dismounting and remounting. Go through the timing line and race to a barrel (left barrel for peewees and very petite juniors and the right barrel for average juniors and adults.) Pull up the horse and dismount at the barrel, grab the shirt and put it on, button up the shirt while controlling the horse, remount and race around the barrel back to the timing line. Once through the gate, remove the shirt and return to the arena person over at the end of arena.

Quadrangle Stake - This is a timed event where the contestants race against the clock and turn around 4 barrels in a set pattern. Cross the timing line toward the furthestmost right side barrel, turn from the inside toward the right and around toward the left barrel. At the left barrel turn from the outside inward (right turn) and race to the first barrel on the right closest to the timing line. Turn around it from the inside (left turn) and then race to the last barrel to the left going to the upper side and around the outer side (left turn.) After clearing the fourth barrel race back to the first barrel make a right turn and run back to the timing line, being sure to keep between the barrels and the fence. If the start is with the furthestmost right side barrel, there will be two right turns then two left turns and finishing with a right turn around the first barrel and a race to the timing line. If the start is with the furthestmost left side barrel, there will be two left turns then two right turns finishing with a left turn around the first barrel and a race to the timing line. Barrels are permitted to be touched, but if one is knocked down during the course of the run, a five-second penalty per downed barrel is added to the run time.

Cloverleaf Barrels - This is a timed event where the contestants race against the clock, following a course consisting of three barrels in a triangular "cloverleaf" pattern. Contestants must choose either the right or left barrel as barrel #1, circle it and go on to the barrel #2, then completing the course after circling barrel #3 and running to the finish line. Barrels are permitted to be touched, but if one is knocked down during the course of the run, a five-second penalty per downed barrel is added to the run time. Starting with the right barrel gives 1 right turn and 2 left turns. Starting with the left side barrel gives 1 left turn and 2 right turns.

Texas Barrels or **Speed Barrels** - This is a timed event where three barrels are placed in a straight line, 60 feet apart, the first barrel being 30 feet from the timing line. The exhibitor crosses the timing line, pass the first barrel on either side, pass the succeeding barrels on alternate sides, turn around the third barrel and return the same manner to cross the timing line. Knocking over a barrel carries a 5 second penalty and failure to follow the course will cause a "no time" disqualification. (Should the arena space be smaller, the distance shall be reduced by 5 feet between each barrel until pattern fits arena, leaving at least 60 feet of stopping area.)

Mailbag Race - This is a timed event where the contestants race against the clock to "deliver" the mail. The course consists of either barrels or barrels and poles. Contestant dashes down the arena, staying between the first barrel or pole on the right side of the arena, jumps over a low jump or pole combination on the ground on toward the second barrel at the end of the arena. On top of this barrel is placed a set of "mailbags". Contestants pick up the mailbags and race back to the finish line being sure to weave between the third set of barrels or poles on the left side of the arena. When contestant reaches the gate and has their horse under control, they must raise the mailbags up high to show that they successfully completed the "mail delivery." Dropped mailbags gets a "No Time" penalty, overturned barrel or pole is a 5-second penalty. After leaving the arena the mailbags are to be returned to the setup person at the far end of the arena.

Hurry Scurry - This is a timed event where the contestants race against the clock, following a course consisting of one barrel and three jumps. Cross the timing line go over the first pole (jump) and turn barrel to the left and cross over two poles (jumps) to the timing line. Either 2 jumps then turn barrel and 1 jump; or reverse - 1 jump turn barrel and 2 jumps.

Tag-Team Race - (or Pairs Race) -This is a timed event which consists of 2 riders and 1 horse. One rider starts the event by passing over the timing line and races to the end of the arena where he/she stops the horse and dismounts, gives the reins to the second rider which mounts the horse with no assistance from the dismounted rider and races back to the timing line. This teaches the 2 riders to mount and dismount quickly and work as a team.

Potato Race - This is also a timed event consisting of a barrel and a potato. The rider crosses the timing line and races to the barrel at the end of the arena, picks up the potato which is sitting on top of the barrel and races back to the timing line with potato in hand. The potato is handed off to the gate keeper. If the potato is dropped at the barrel, on the way back to the gate or before it is handed to the gate keeper a "no time" penalty is given, overturned barrel is a 5-second penalty.