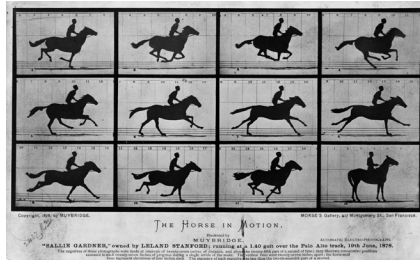


Horse Fun Show

Wednesday, Aug 10, 2022

6:00 p.m.



Classes:

- 1. Egg and Spoon** - Contestants each carry an egg on a spoon on the rail around the arena (Walk/Trot/Canter). The winner is the last person still riding without dropping the egg.
- 2. Speed Ball** - Contestants each carry a golf ball to put into the top of a cone. Then the fastest contestant to the finish line is the winner.
- 3. Simon Says** - Simon must give action commands for the contestants to follow. If Simon gives a command beginning with the words "Simon Says," as in "Simon Says move forward two steps" they must follow the instruction. Contestants ride along the rail, and stand in the middle as they are called out. Last one on the rail, wins.
- 4. Musical Stalls**- This is played much like musical chairs. There must be one less stall than riders. The mounted riders ride to music around a circle of overturned buckets. The riders circle the buckets to the music, then when the music stops, they must enter a "stall" that is marked with flour along the rail. The rider with no stall is out. The remaining rider wins.
- 5. Ribbon Race** - This game requires two horses. Two riders each hold on to one end of a long ribbon. They ride on the rail around the arena (Walk/Trot/Canter). The winners are the team still riding without breaking or dropping the ribbon.
- 6. Two Person Relay** - One contestant starts at one end of the ring with a baton. The second team mate is at the opposite end of the arena, in a marked box. Once the first team member crosses into the box with a baton, the riders pass the baton, and the second member runs back to the start. The first rider remains in the box. The fastest team wins.
- 7. Indiana Flag Race** - Riders begin at the starting line and race towards a barrel that is holding a bucket with a flag. The rider picks up the flag and races around a second barrel and drops the flag into the third barrel. They then run past the starting line. The fastest time wins.