

## Class list

1. Simon says - Riders must do what Simon says but only if Simon says - last rider to follow all instructions wins.
2. Egg and spoon - Riders will hold an egg in a spoon, last rider still holding the egg in their spoon wins.
3. Greenback grip - Riders must hold a dollar bill under their seat, last rider with the dollar wins.
4. Carrot run - Riders must race to end of ring, dismount, grab a carrot and lure your horse back to the finish line without leading them. Fastest time wins.
5. Fastest walk race - Riders must race around the ring walking as fast as your horse can without breaking into the trot. Fastest walk wins.
6. Horse shoe shuffle - Riders (without a horse) will race to match their horse shoe - first one over the finish line with the matching pair wins.
7. Halo hurl - Riders will be given a ring that they must toss onto a standard – grab another ring and race to the finish - best time wins.
8. Dizzy dash - Riders will race to bats, dismount place forehead on bat with other end on the ground - run 6 times around bat then race to finish line - best time wins.
9. Musical stalls - Riders will race to stall when music stops - last horse to get stall wins.
10. Horseless hoppers - Riders (without a horse) will be asked to walk, trot and canter - judged on manners and way of going. May be asked to jump or back.
11. Over and under - Riders will race to obstacle, dismount, jump over and crawl under obstacle then lead horse over finish line - best time wins.
12. Hit the trail - Riders will have to maneuver around, through and over obstacles - high score wins.

### Jumper classes

Riders to jump as many jumps they can in 30 seconds

13. Jumper jumble/ground poles
14. Jumper jumble/cross rails
15. Jumper jumble/2'
16. Jumper jumble/2'3"
17. Jumper jumble/2'6"