

## Games/Classes Possible Included in the Fun Day Show

**Ride-A-Buck**-Per rider's choice, this class can be ridden either with saddle or bareback. This is a classic game on horseback. Each rider will have a dollar bill placed between their thigh and the horse so that half the bill is visible to the judge. The judge will instruct the rider to perform various movements at various gaits. The last rider to have the bill in place will be the winner of the class.

**No Hands Contest**-Riders will direct their horses through a pattern without using their reins, relying on leg and seat. Each time the rider touches the reins to direct their horses, they will need to put one dollar into the "kitty" for donation to the Ovarian Cancer National Alliance. The first person to cross the finish line in the least time without using their reins will be the winner.

**Musical Buckets**-This class is played like musical chairs. There is one less bucket than riders in the circle. Each rider and horse will need to move around the outside of the circle of buckets until the music stops. You cannot cut through the circle to get to a bucket. One rider will be eliminated each round if they are not closest to the bucket or cone when the music stops.

**Ribbon Race**-Riders will break into teams. Each team will be given a 3-foot crepe paper or toilet paper "ribbon". Each of the team members will hold onto the end of the ribbons and follow the judge's commands. Teams are eliminated when their ribbon tears or one or both members drop their end(s). Try to pair yourselves with horses that get along as you will be riding close together.

**Root Beer Relay**-Riders divide into two teams. Teams line up in relay fashion at one end of the ring. Each team is equipped with a plastic cup and a set amount of root beer. First rider is handed a cup filled with root beer and rides to the other end of the ring and pours root beer into a milk jug then races back to hand his/her next teammate the cup. The cup is then filled with root beer and the process is repeated until all root beer is used. The team with the most root beer in the milk jug is the winner.

**Squirt Run Race**-This is a timed event. Each rider will be given a full squirt gun filled with water. The goal is to ride around a circle of barrels shooting the water gun at empty soda bottles on the barrels. The person knocking over the most bottles in the shortest time is the winner.

**Bribe You Horse Race**-Without touching your horse each competitor, using verbal and body language (and a set amount of the horse's favorite treats,) to entice his/her haltered equine companion to follow from start to finish line. This is a solo event and only one team (horse and competitor) is allowed in the arena at a time.

**Egg and Spoon Race**-Riders will be handed eggs and spoons and judge will give commands to perform various movements at specific gaits. Riders will ride with one hand on the reins and the other hand holding the egg and spoon. If the rider loses their egg they will leave the game and park in the middle of the arena. Last rider with the egg in their spoon will be the winner.

**Trail Class/Obstacle Course**-Riders should be able to control and maneuver their mount through a series of obstacles in the allotted time. If at any time the rider on course is deemed to be unsafe (horse out of control) by the judge they will be asked to forego the obstacle and move on to the next. The obstacles are designed to simulate what might be found on the trail. Some of the obstacles may be a rope gate, a mailbox to be opened and closed, taking an object out of one bucket and transferring it to

another, a “L” shaped from poles to walk through and back out, a “pivot box” made of ground poles in which the horse will perform either a forehand turn or a haunch turn and stride out, stacked bales of hay (where the rider will dismount, ground tie their horse, go under the top bale, go back to their horse and mount), wagon wheel made of ground poles to have the horse walk over, ground poles for the horse to side pass, etc.

### **Kids Classes(16 and under)**

**Simon Says**-Riders will follow at set of commands from the judge. Some commands will begin with “Simon Says” and some will not. Riders will follow the commands prefaced with “Simon Says”. Riders are eliminated if they follow commands not prefaced with “Simon Says.” For very young riders or those unable to ride the horse by themselves, the game will be played while mounted but horse is not moving.

**In-Hand Trail Class**- Similar to the regular trail class but horses will be lead through the obstacle course and not ridden. Obstacles may include stacked hay bales, walking then backing through the “L”, the wagon wheel, the pivot box.