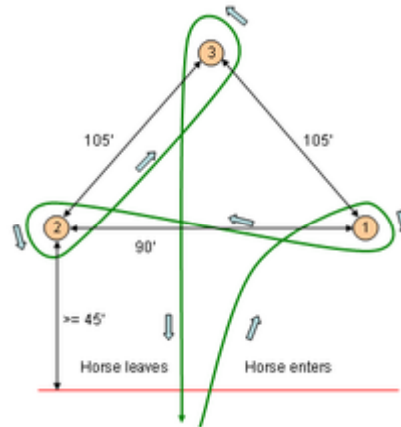
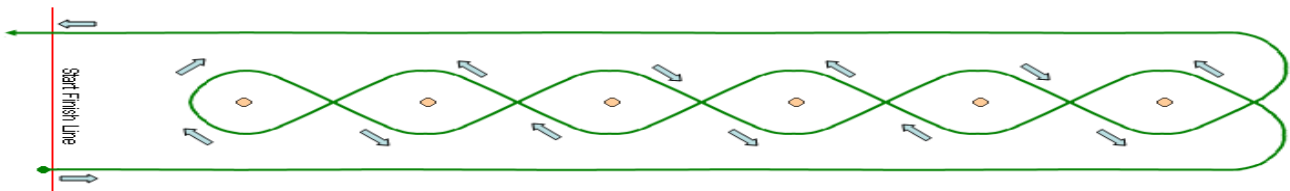


BARRELS: Barrel racing is an event in which a horse and rider attempt to complete a clover-leaf pattern around preset barrels in the fastest time. It combines the horse's athletic ability and the horsemanship skills of a rider in order to safely and successfully maneuver a horse through a clover leaf pattern around three barrels placed in a triangle in the center of an arena.

Diagram of a Barrel Racing Course. Riders enter at the red line, circle around the 1st barrel, proceed to the 2nd barrel, and then continue on to the 3rd where they will complete the pattern and finally exit the course crossing the red line a second time. The pattern may also begin with the left barrel first.



POLES: Pole bending is a timed event that features a horse and rider running a weaving or serpentine path around six poles arranged in a line. The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. Knocking over a pole shall carry a five-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his or her hand in pole bending.



MUSICAL MATS: Musical Mats is like musical chairs on horseback. Ride in a circle around some small mats, there is one less mat than there are riders, when the whistle is blown quickly get your horse onto a mat. The rider without a mat is out. Now one mat is taken away, continue doing the same until there is only one rider left.

MUG SHUFFLE: Mug Shuffle is a pairs game. There will be five bending poles and one plastic mug per team. Riders must race as fast as they can through the line of bending poles, to the turning spot and back to the starting line. Upon passing a pole, the rider must place the plastic mug upside down over the top of the pole for just a moment, picking it right back up again before moving ahead to the next pole. Riders must pass the mug like a baton to the next teammate upon crossing back over the starting line. The next rider then completes this same sequence.

CAVALRY CHALLENGE: **Cavalry Challenge** is a timed game using nerf swords and water pistols. There will be 4 poles spaced equally apart. On the top of each pole is an apple, on one side of the pole is a paper plate. The goal is to knock the apple off each pole with the sword and shoot the paper plate with the pistol. The rider rides first down one side with sword, knocking the apples off the poles. At the end of the poles a helper will take the sword and hand you a water pistol. Then ride down the side with the paper plates, shooting the plate with the water pistol. The winner is based on accuracy and time.

PAIRS RIBBON RACE: **Ribbon Race** involves two riders, each holding the end of a piece of toilet paper. The teams will ride around the ring as a group. As a team's toilet paper breaks, they are eliminated. The judge can increase the difficulty by changing the gait to a trot or adding patterns. The last team still connected by an intact piece of paper wins.

CATALOG RACE: **Catalog Race** is when you race down to the barrel. On top of the barrel is a catalog. The announce will call out a page number, the rider will rip the correct page out of the catalog and race back to the finish. The fastest time wins.

SIMON SAYS: **Simon Says** - You probably know the horseless version from childhood: A caller makes a specific command to a group of players. If the command is preceded by "Simon says," the riders do as instructed. A rider is eliminated when he or she obeys a command that does not include the prefix "Simon says." There are many variations: motion commands (walk, trot, halt, etc.), pattern commands and any combination, even something as simple as touching parts of your horse or saddle.