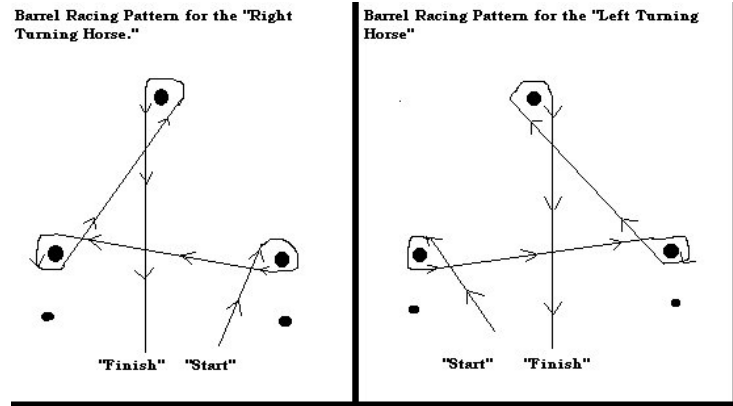


Fun Show Class Descriptions....

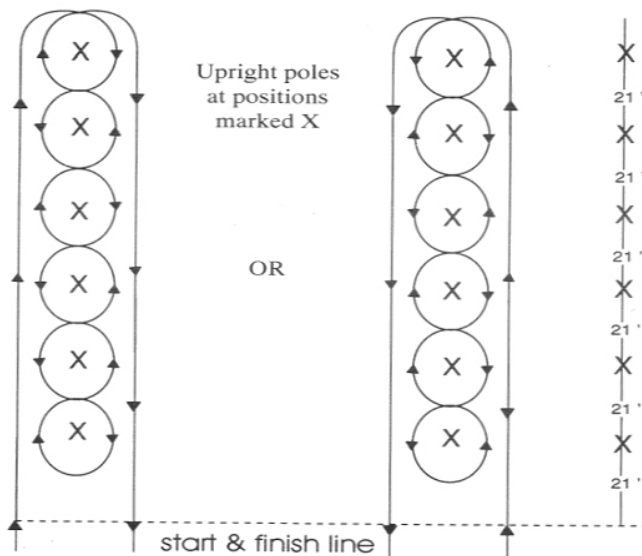
Class 1 Barrels

Three barrels are set in a cloverleaf pattern, riders may choose the right or left barrel first as long as the other two turns remain the same, so right, left, left, or left right, right. A knocked barrel is a three second penalty. Fastest time wins.



Class 2 Pole Bending

Six poles are set up in a straight line, riders run down to the farthest pole weave down, weave back up, then straight home. You may choose to run down on the right or the left side as long as you remain consistent. You cannot skip a pole it is a disqualification. If you knock a pole on the first weave it is a disqualification. If you knock on the second weave it is a three second penalty.



Class 3 Izzy Dizzy

Riders run down to a handler, hop off and hand their horse to the handler, complete ten spins around a baseball bat and run home. Fastest time wins.

Class 4 Baton Race

Riders complete this class with a partner, only the rider signed up gets points. You may use a partner from another division, and riders may enter the ring as a partner more than once but only when it's your designated turn do points count. One rider enters the arena prior, the other rider comes in with the baton you MUST exchange the baton between the two markers and then the second rider runs out of the arena. If you exchange before the markers you are disqualified, if you drop the baton you are disqualified. Fastest time wins.

Class 5 Pony Express

Riders complete this class with a partner, only the rider signed up gets points. You may use a partner from another division, and riders may enter the ring as a partner more than once but only when it's your designated turn do points count. One partner enters the ring on the far side and stands by a marker, the rider runs down to the partner hops off, the partner gets back on and finishes the class. Fastest time wins.

Class 6 Carry the Mail

A barrel on the far end of the arena has a saddle bag on it, you run down pick up the saddle bag and run home to cross the timers. Fastest time wins.