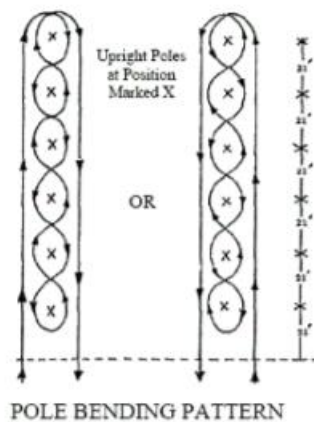


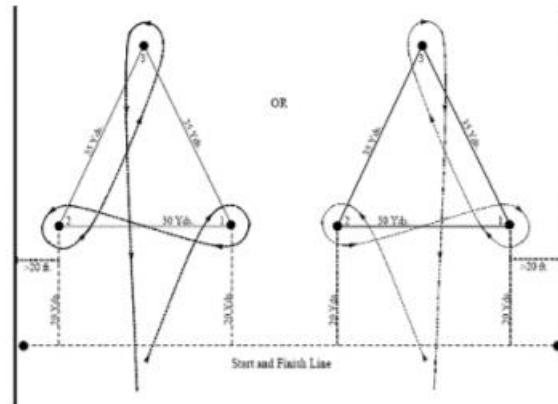
Coyote Crossing Fun Show Class Rules

1. Trail Class: Ride your horse through a series of obstacles that may include a bridge, cone weave, walk/trot over poles, gate, mailbox, and other things. Because this is a fun show, everything will be space themed. It's a space trail class.
2. Lure Trail Class: Direct your horse through a series of obstacles. You are NOT allowed to ride your horse through the obstacles or lead them with a lead line. Your horse will be completely free in the ring and you must coax them through the course using only treats and your voice.
3. Costume Class: Ride or lead your horse through the arena dressed as you want! This one is kind of self-explanatory, but still feel free to ask questions.
4. Ranch Reining: The purpose of the Ranch horse should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. A pattern must be completed that includes loping circles, spins, and rollbacks.
5. Egg and Spoon: Riders carry an egg on a spoon, different gaits are called, and the goal is to not drop the egg. Riders cannot touch the egg once game starts and must hold the handle. If a rider does not or cannot do the called for gait they are considered to have dropped their egg and are sent to the middle with those who drop their egg. Last one with egg wins.
6. Ride-a-Buck: Bareback riders, no chaps or shorts allowed, \$1 bill placed under calf, not the knee area. Different gaits are called; goal is to not drop the dollar bill. If a rider does not or cannot do the called for gait they are considered to have dropped their dollar and are sent to the middle with those who drop the bill. Last one with dollar wins.
7. Baton Relay: This is done in teams of two. One rider starts out with the baton and must ride around the arena staying on the outside of the cones. Once that rider makes one lap, they must hand the baton to their team member, who also completes a lap. Fastest time wins.

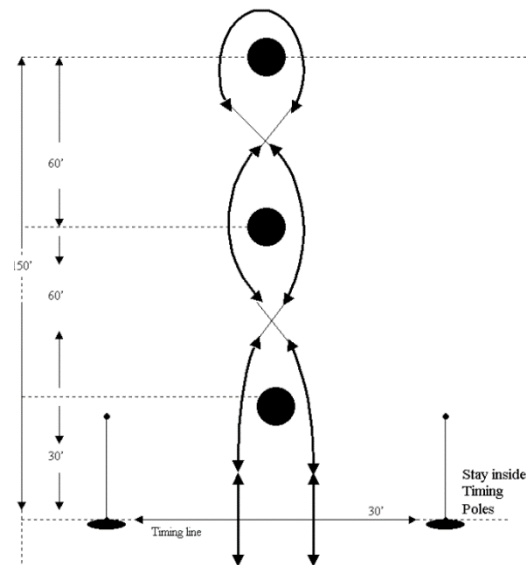
8. Catalog Race: Announcer will call out a page number. Time starts when horse goes through start cones. Rider must dismount to tear their page from a catalog placed on a barrel. Horse must go around the barrel. Time stops when horse goes through the start cones and the rider has the correct page from the catalog.
9. Potato Race: 3 buckets spaced approx. 20' apart in line with a barrel placed approx. 30' from end of arena. Riders attempt to drop one potato in each bucket, then race around barrel and back to timing line. 10 second penalty per missed potato. Timed event.
10. Flag Race: Rider starts holding small flag, races to end of arena, switches flags with one placed in a bucket atop a barrel approx. 30' from end of arena. Rider must travel around barrel, disqualified if flag is dropped or exchange not made.
11. Ring Jousting: The rider will be given a lance and must catch the three rings that will be hanging from poles in a line with the lance. Time penalties for missing a ring. Fastest time wins.
12. Mounted (Water Gun) Shooting: The rider will be given a water gun and must ride across the ring while shooting at the targets. Time penalties for missing a target. Fastest time wins. Be aware that the targets are made of metal and make a small noise when hit with water.
13. Pole Bending: Six poles, first pole 21' from timing line, 21' spacing between poles. 5 second penalty per pole knocked down.



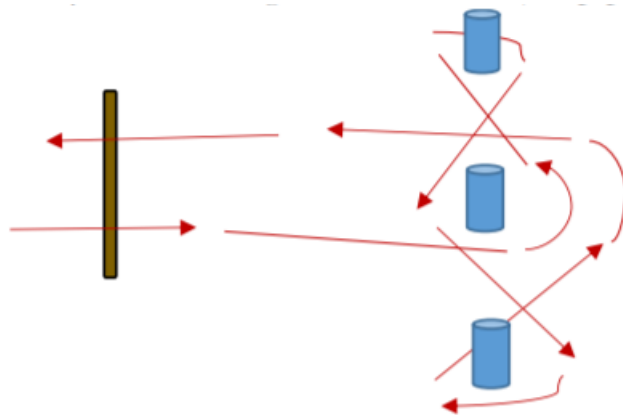
14. Cloverleaf Barrels: Three barrels, 1st and 2nd barrel must be a minimum of 30' from timing line and 15' from side fences. 3rd barrel must be minimum 30' from back fence. 5 second penalty per barrel knocked down.



15. Texas Barrels: Three barrels are placed at 21 foot intervals in a line (similar to pole bending), last barrel is at location of 3rd barrel in cloverleaf barrels. Weave pattern just as in pole bending, 5 second penalty per knocked over barrel.



16. Jumping Figure 8: The rider enters the arena and jumps of the jump. On the other side of the jump there are three barrels placed horizontally. The rider must go around the middle barrel and then around an outside barrel. They must then go back around the middle barrel, to the other outside barrel, back the middle barrel, and down the center of the arena back to the jump, jumping over it. Yes, it's confusing, but fun. Time penalty for knocking over a barrel or jump pole. Fastest time wins.



17. Speed Barrel: One barrel set up in the same position as the 3rd barrel in cloverleaf barrels. Rider crosses start line, circles barrel once in either direction, then returns to start/finish line. Knocked over barrel results in disqualification.
18. Keyhole Race: Timed event. Using flour or lime the pattern below is marked out. Time starts as contestant crosses the start/finish line. Contestants proceed through 5 foot opening, turn left or right in circle, then proceed back through opening to start/finish. Contestant is disqualified if horse steps on or outside the markings of the circle or opening.



19. Ranch Boxing: A cow is released in the arena. The rider must work the cow back and forth along the rail between the two markers placed on the rail. Penalties for the cow going outside of the markers. The rider has 60 seconds.
20. Cow Catching: A single cow is released into the arena. Once the cow is released the rider will have 60 seconds to rope the cow around the neck. Riders can have their rope already tied to their saddle horn or else they must dally after roping the cow. You must have a breakaway honda on your rope.
21. Ranch Roping: A herd of cattle are in the arena. Once the rider enters the arena a number will be called out to them. The rider must rope that number cow around the neck. Riders can have their rope already tied to their saddle horn or else they must dally after roping the cow. The rider is allowed 60 seconds to catch the cow. You must have a breakaway honda on your rope.
22. Ranch Sorting: A herd of cattle are in the arena. A number will be called and the rider must separate that cow and drive it across the line. Then the rider will go back and get the next higher number and do the same. Ex: If the first number called is 3, then the rider will sort cow 3 and then cow 4 and then cow 5 etc. The rider will have 90 seconds to sort as many cows as possible out of the herd. A cow sorted out of order results in disqualification. There will be herd holders provided.