



THE LEGEND OF THE GHOST APPALOOSA

Halloween Mystery Trail Ride-**Authored by Victoria Dow**

Location-556 New Rd. Center Barnstead, NH 03225

Official Rider Guide & Detective Case File

Please fill out the separate Trail Ride Registration Form found on the GSAA website at <https://granitestateappaloosa.com/> and follow the instructions on how to send it to the GSAA Trail Ride Secretary. Please send before Wednesday Oct 21. Later Registrations accepted the day of the Trail Ride.

→ **Proof of Current Negative Coggins Test Required.**

The Mystery Trail Ride Clues (8 of them), will be obtained as follows:

1. clue will be given at Trail Ride sign in starting at 8:30 AM the day of the ride Oct 24th. You will also be getting a Blank "Detective Answer" slip. The next 6 Clues will be found along the actual Trail. The Final (8-) Clue, will be given at the sign out-Trail Ride Finish.

Please Note: At the Trail Ride sign out-Finish, you **MUST** hand in your Completed "Detective Answer" slip to be in the review for the winner.

GSAA is respectfully honoring the landowner/s wishes for the Trail Ride location to **NOT** be decorated with anything along the Trail, just the clues.

Be on the lookout for the Clues.

Hot/cold food and beverages available at No charge for Paid Riders, and Nonriders \$8.00 each.

Costumes optional, Riders 18 and under will be awarded prizes for the "**Best Costume** and **Best Runner up Costume**".

Please **NO** Dogs on the premises.

This Event is Rain or Shine

Please **NO** Smoking on the property.

Driving Directions: Directions from Route 28 to Route 126 (South Barnstead Road) Turn onto Hannah Nutter Road, continue down over Bridge and bear Right with the Road, continue down "New Road" and again to the Right and over the second Bridge. Trail Ride Parking is about 1 mile on the Right Hand side. Follow Signs.



THE MYSTERY BEGINS

As the years passed, Haunted Hollow Stables grew and changed.

New barns were built.

Old trails became familiar paths.

But some parts of Haunted Hollow remained untouched.

The oldest buildings stood quietly among the trees, holding stories from generations past.

Just before the Halloween Trail Ride, Jack Holloway, owner of Haunted Hollow Stables, disappeared without a trace.

His Appaloosa returned alone...

Still saddled.

His lantern burned beside the trail.

But Jack was nowhere to be found.

At first, everyone feared the old legend had come true.

Had the Ghost Appaloosa returned?

Had Jack followed the same trail as the rider from long ago?

Or was someone using the legend to hide the truth?

There was one detail investigators could not ignore.

Scout, Jack's faithful Appaloosa, did not act like a lost horse.

He calmly returned to the stable...

The Sheriff believes someone knows more than they are saying.

Everyone connected to Haunted Hollow Stables has a story.

Everyone has a reason they may have wanted something from Jack Holloway.

But a reason is not proof.

As you ride today, you will uncover hidden clues along with entries from an old journal referenced with the clues, examine the Sheriff's Case Notes, eliminate suspects, and solve the mystery of what happened at Haunted Hollow.

Some believe the journal belonged to the rider of the legendary Ghost Appaloosa.

Others believe...

The horse wrote it himself.

Each page contains a message.

Each clue reveals a piece of the truth.

But remember...

Only those who trust their horse, follow the trail, and keep an open mind will uncover what really happened.

YOUR MISSION

The Sheriff needs your help.

Jack Holloway has disappeared, and the truth is somewhere along the trails and within the history of Haunted Hollow.

Your mission is to determine:

WHO?

Who was responsible?

WHAT?

What happened to Jack Holloway?

WHERE?

Where did it happen?

WHEN?

When did it happen?

You will ride a marked trail and search for 6 clues hidden along the route.

The information contained in those clues, together with the information in this Detective Case File, will help you solve the mystery.

Pay attention.

The smallest detail may be the one that breaks the case.

THIS IS NOT A RACE

The Legend of the Ghost Appaloosa is a mystery trail ride—not a race.

There is no advantage to racing down the trail.

Ride at a safe and comfortable pace for you and your horse.

Take your time.

Look for your clues.

Enjoy the trail.

Discuss the evidence with your riding partners if you wish.

Think like a detective.

The goal is to solve the mystery—**NOT to be the first one back.**

RIDE SCHEDULE

Registration — 8:30 AM

Check in, complete registration requirements, receive your 1st. clue with a blank Detective's Answer slip, and prepare your horse.

First Ride Out — 9:00 AM

The investigation officially begins.

Last Ride Out — 11:00 AM

All riders must be on the trail by this time.

All riders Please return to the Trail Ride finish area as **close to 1:30 PM as possible.**

After returning, you will receive your Final (8th) Clue and then complete your Final Detective Answer Slip and turn it in.

HOW TO PLAY

Your Rider Guide and Detective Case File herein contains information about the people, places, and objects connected to Jack Holloway's disappearance.

During the ride, you will search for 6 clues along the Trail.

Each clue may help you:

- Confirm a suspect's story.
- Disprove an alibi.
- Eliminate a location.
- Connect an object to the disappearance.
- Reveal part of the timeline.
- Uncover a hidden connection.
- Separate fact from rumor.
- Piece together what happened to Jack.

When you do find a Clue

1. Stop safely.
 2. Read the clue carefully.
 3. Record anything you think may be important.
 4. Discuss the evidence with your riding partners if you wish.
 5. Leave the clue where you found it, for the next riders to find.
 6. Continue along the Trail.
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THE SUSPECTS

SUSPECT #1 — THE STABLE MANAGER

Role: Oversees the daily operation of Haunted Hollow Stables.

Connection to Jack: Jack had begun reviewing old stable records and discussing changes to the stables.

Concern: Those records could bring attention to past mistakes or problems.

Alibi: Says they were organizing supplies and taking inventory in the feed room.

SUSPECT #2 — THE HORSE TRAINER

Role: Trains and prepares the horses at Haunted Hollow.

Connection to Jack: Jack had recently questioned some training decisions and how the horses were being managed.

Concern: Changes could affect the Trainer's responsibilities and reputation.

Alibi: Says they were working with horses in the back paddock.

SUSPECT #3 — THE BLACKSMITH

Role: Handles horseshoeing, tools, equipment, and repairs around Haunted Hollow.

Connection to Jack: Jack and the Blacksmith had disagreed over unfinished work and payments.

Concern: The Blacksmith believed Jack was unfairly questioning the quality and cost of the work.

Alibi: Says they were working at the forge repairing equipment.

SUSPECT #4 — THE GROUNDSKEEPER

Role: Maintains the trails, fields, buildings, and older areas of Haunted Hollow.

Connection to Jack: Jack had recently been asking questions about the history of Haunted Hollow and its forgotten buildings.

Concern: Jack's questions about the past made some people uncomfortable.

Alibi: Says they were clearing brush along the north trail.

SUSPECT #5 — THE FORTUNE TELLER

Role: Halloween festival guest, storyteller, and keeper of local legends.

Connection to Jack: Jack had recently asked questions about the Ghost Appaloosa legend.

Concern: The Fortune Teller was very interested in the attention surrounding the Ghost Appaloosa story.

Alibi: Says they were at the festival tent reading fortunes for visitors.

POSSIBLE LOCATIONS

LOCATION #1 — THE COVERED BRIDGE

An old wooden bridge along one of Haunted Hollow's riding trails.

Investigation Note: Sound can carry beneath the bridge, allowing voices and footsteps to be heard from further away than expected.

LOCATION #2 — THE PUMPKIN PATCH

The fields bordering Haunted Hollow and the neighboring farm.

Investigation Note: Old property boundaries have been disputed between the neighboring farm and Haunted Hollow.

LOCATION #3 — THE OLD STONE WALL

A weathered stone wall marking an old boundary that has existed long before Haunted Hollow became a riding stable.

Investigation Note: The wall has stood for generations and may hold clues to Haunted Hollow's past.

LOCATION #4 — THE FOREST TRAIL

A winding trail through one of the oldest wooded areas of Haunted Hollow.

Investigation Note: Jack Holloway's lantern was discovered somewhere along this trail.

LOCATION #5 — THE OLD BARN

The oldest structure at Haunted Hollow Stables, filled with old stalls, equipment, and forgotten belongings.

Investigation Note: The barn has been part of Haunted Hollow for generations.

POSSIBLE OBJECTS

OBJECT #1 — WEATHERED ROPE

Worn rope commonly used around Haunted Hollow for horse care, repairs, and farm work.

OBJECT #2 — LANTERN

Jack Holloway's lantern was found burning beside the Forest Trail after his disappearance.

OBJECT #3 — OLD BARN KEY

A weathered key connected to the older buildings at Haunted Hollow.

OBJECT #4 — IRON STIRRUP

A piece of horse equipment attached to the saddle that riders put their feet in.

OBJECT #5 — HAMMER

A traditional tool used for reshaping horseshoes and repairing equipment around Haunted Hollow.

HOW THE WINNER IS CHOSEN

When you have completed the trail ride, go to Trail Ride Admin representative and get the last (8th) Clue, then complete your Detective Answer slip and hand it in, then sign out from the ride.

After all riders have returned and the answer slips have been collected, the correct WHO, WHAT, WHERE, and WHEN answers will be determined.

All riders who have correctly solved the mystery will have their completed answer slips placed into a hat.

One correct answer slip will then be drawn.

THAT RIDER WILL BE OUR WINNER!

Remember:

You don't have to be the fastest rider.

You have to be the best detective.

TRAIL & SAFETY RULES

This is a mystery trail ride, but safety always comes first.

All riders must:

- Stay on the marked trail.
- Follow all event signs and instructions.
- Follow directions from ride officials and volunteers.
- Maintain control of your horse at all times.
- Maintain a safe distance between horses.
- Ride at a safe speed appropriate for the trail and conditions.
- Respect other riders, horses, pedestrians, property, and the environment.
- Stay out of restricted or unmarked areas.
- Do not disturb property while searching for clues.
- Report unsafe conditions or emergencies to an event official.