

FUN SHOW Saturday June 22

1 Hour after Open Show completion Fun Show Start!

Class Entry Fee: \$3.00 each class or \$20.00
for the whole evening

1. **Costume Class**—Use your wildest imagination and dress up your horse and yourself! You may show mounted or in-hand. You may have someone lead your horse while you ride if you are concerned that they will be spooky or will spook other horses.
 - 1.a. 10 and Under
 - 2.b. 11-Rusty Spurs
2. **Tandem Bareback**—2 people on each horse, Facing the same direction. Walk/Trot both directions. Line up in the center of the ring. When the announcer says go, the fastest pair to switch places and sit back down on their horse without dismounting wins.
 - 2.a. 10 and Under
 - 2.b. 11-Rusty Spurs
3. **Ride-A-Buck**—Bareback. We will give you a dollar sized paper to hold under your thigh while you ride. Follow the announcers' directions, come to the center of the ring if you lose your "dollar". Last one on the rail wins! Winner take all
 - 3.a. 10 and Under
 - 3.b. 11- Rusty Spurs
4. **Three legged Race**-- you and a partner share a "leg" in a feed bag. First to the finish line wins! No entry fee
 - 4.a. 10 and under
 - 4.b. 11-18
 - 4.c. Rusty Spurs
5. **Stick Horse Race**--race your stick horses to the finish line. No entry Fee
 - 5.a. 10 and under
 - 5.b. 11-18
 - 5.c. Rusty Spurs
6. **Egg and Spoon**--Balance the egg on the spoon, follow the announcers' directions, come to the center of the ring if you drop it. Last one on the rail wins!
 - 6.a. 10 and Under
 - 6.b. 11-Rusty Spurs
7. **Sock Race**—Tube socks placed in a row at one end of the arena, horses and riders at the opposite end. Riders race to the end, pick out a sock, remove one of their boots, put the sock on, then replace their boot. Riders race back. First to cross the line is the winner. If necessary, this will run in heats to keep it safer
 - 7.a. 10 and Under, don't remount, lead your Horse back to the finish line
 - 7.b. 11- Rusty Spurs
8. **Crepe Paper Class**—Find a partner to ride with you. Both riders have an end of a streamer of crepe paper. They must ride side by side following announcer instructions without breaking or letting go of the crepe paper streamer. If you drop or break the streamer come to the center. Last pair on the rail wins.
 - 8.a. 10 and Under
 - 8.b. 11-Rusty Spurs
9. **Chug a Lug**—Find a partner to ride with 1 of you run your horse down to a barrel that has a cup of water on it, dismount and hand your horse off to your partner, chug the cup of water, hand the cup to your partner who puts it back on the barrel. Your partner then mounts the horse and races back.
 - 9.a. 10 and Under
 - 9.b. 11-Rusty Spurs
10. **Musical Stalls**--- Each horse/rider team starts in between poles in a "stall". The music starts and riders must circle the line of poles until the music stops. Riders then hurry to find an empty "stall". Whoever doesn't get to a stall is out. One pole is removed each time until we have the final winners.
 - 10.a. 10 and Under
 - 10.b. 11-Rusty Spurs
11. **Simon Says**—The announcer makes a command to the riders. If the command is preceded by "Simon Says" the riders do as instructed. Riders are eliminated when they execute a command not preceded by "Simon Says"
 - 11.a. 10 and Under
 - 11.b. 11-Rusty Spurs