

1. Pepsi Challenge

Every rider will get a small cup of Pepsi then you will be asked to do activities. The rider with the most Pepsi in the cup at the end is the winner.

2, 3. Egg and Spoon

A dozen eggs and plastic spoons needed. Rider carries egg on the spoon with arm extended away from body inside the arena following the commands of the announcer. The winner is the last person with an egg on the spoon. (No thumbs allowed).

4. Musical Stalls

(Timed Event)

Just like musical chairs except it is on horseback. Circle clockwise around the stalls marked in the arena. When the music stops, dismount and lead your horse into a stall.

The last rider / horse without a stall will be eliminated and 1 stall is removed and so on until down to one stall and 2 riders.

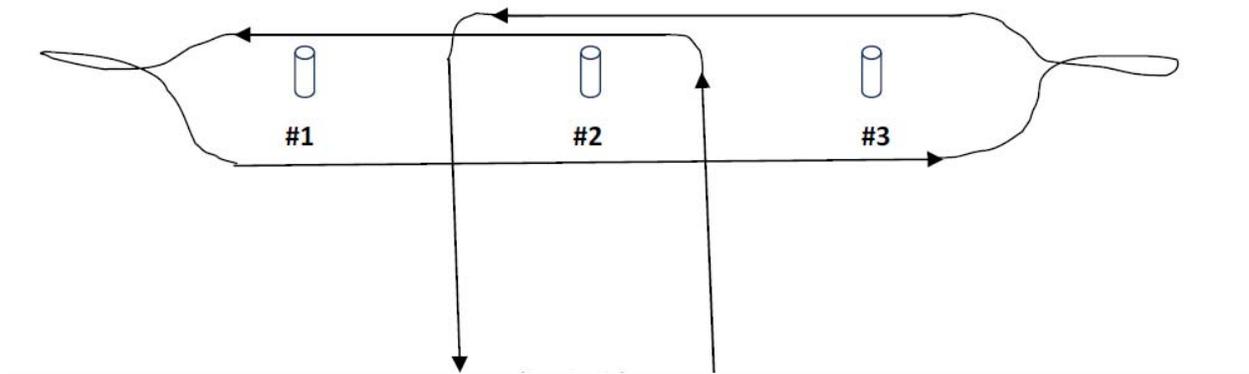
5, 6, 7. Keyhole

2 Poles set up towards the far end of the arena with 4 feet between the poles

Rider runs down between poles, spins around, goes back between the poles to the finish

8, 9, 10. Cut Back

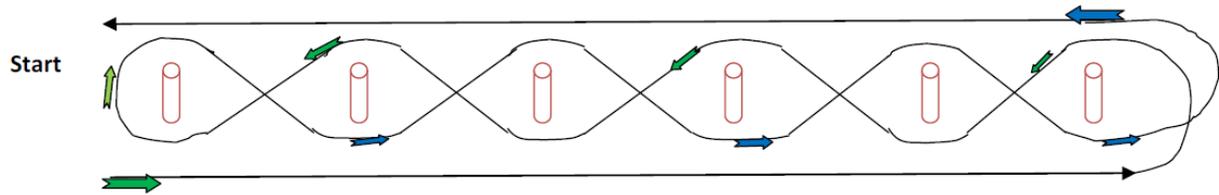
Poles are set up at the far end of the arena. Rider goes through the poles following the pattern below and then returns to the finish line. Go between poles 2 & 3 and turn left to pole # 1. Roll back (turn) to the right outside of pole #1 to the front of the poles. Run across the front of the poles to pole # 3 and rollback (turn) to the right outside pole # 3. Go behind poles #3 and 2 and exit between poles 1 & 2.



From Start Line Inside Gate

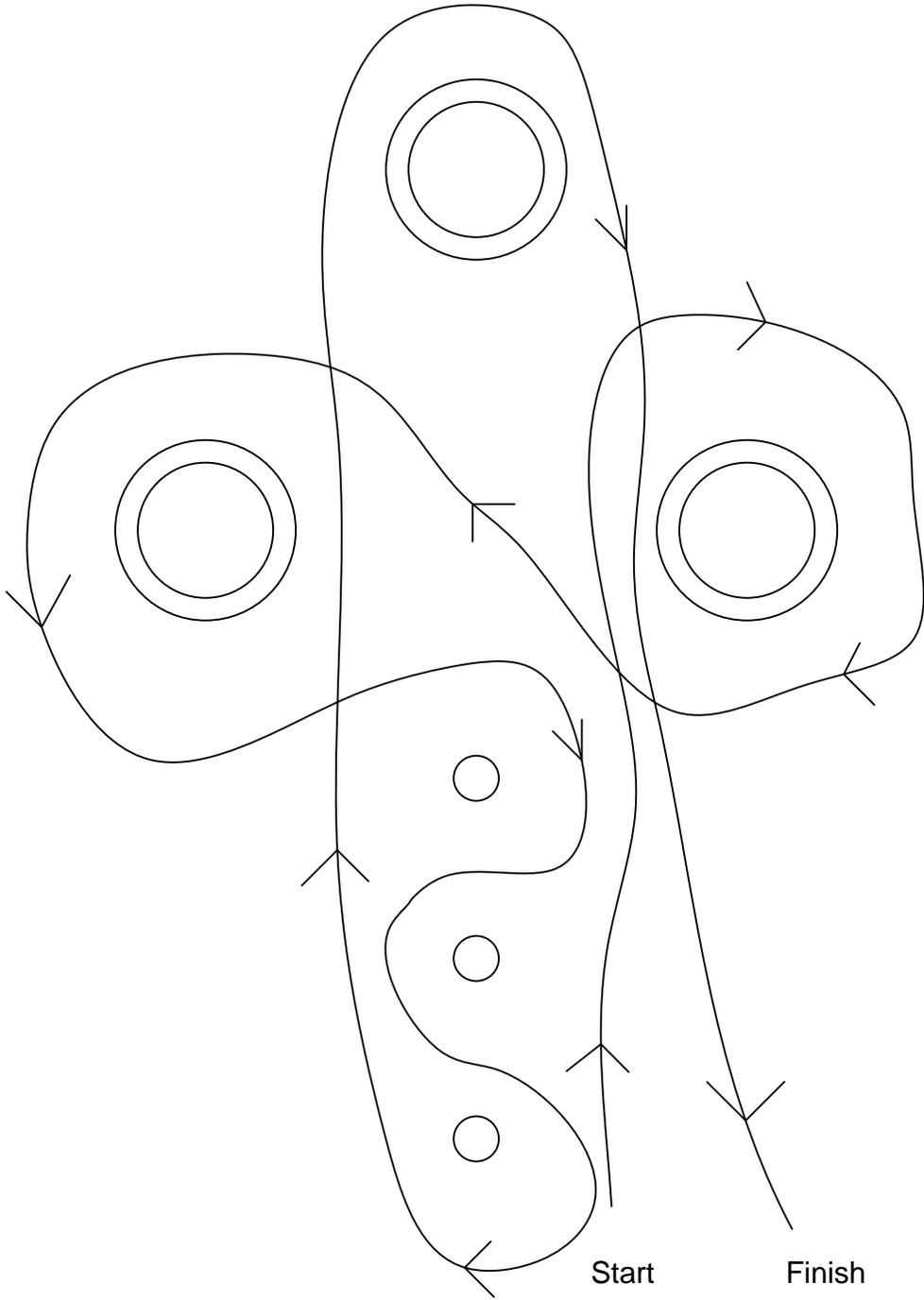
11, 12, 13. Pole Bending

6 Poles 21 feet apart with the first pole 21 feet from the starting line Riders to ride straight down one side of the line of poles - weave through poles both ways and then ride straight back down the other side of the poles to the finish line.



14, 15. Sticks And Stones

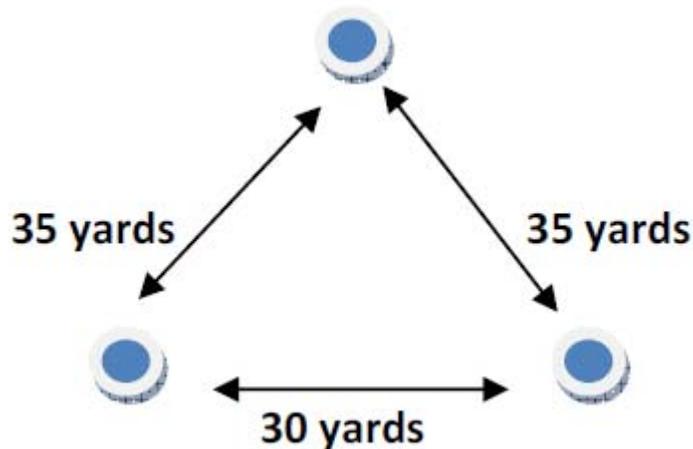
Timed Event



16. Cake Walk

17, 18, 19. Barrels

3 Barrels to be set up in a triangle 18 feet off the fence Barrels 1 & 2 - 20 yards from the start line
If the arena is too small for the pattern shown below, you may reduce the pattern by 5 yards each direction. Pattern is to run around barrels going left, right, right or right, left, left



20, 21, 22 Knock the Can

Three barrels set in a triangle, (using barrel racing set up) with a pop can filled with sand on top of each barrel. Rider is provided with a pole or stick, (pole can be found inside the announcer's stand in the right hand corner) Rider rides around the outside of the barrels knocking the cans off of the barrels. Riders are judged not only on their time on the course but the number of cans knocked completely off the barrels.

23, 24. Annie Oakley

Three figures are setup with white targets. Each rider is given a toy squirt gun with a distinct color of fluid. The riders each squirt the targets while riding. At the end, the rider with the fluid corresponding to the most prevalent color on the targets is the winner.

25, 26. Pie Eating Contest

Self explanatory with a little twist: it will be you and your horse eating. You will need someone to hold your horse. First person to finish and cross the Finish Line is the winner.

27. Catalog race

An old phone and one barrel located at the far end of the arena. There are old phone books in the announcer's stand that can be used. Select page numbers, and write them on a small piece of paper and place them in a closed container. Rider will select a number from the container before entering the arena and then ride to the barrel, dismount, find the corresponding page, tear the page out, close the book, remount and ride to the finish line.

28. Wash Day Race

(Timed Event)

2 Tubs are filled with cloths. You will put on an outfit during this event (Pants, Shirt or Robe / Nightgown.)

Ride down to the end of the arena. Dismount. Put on outfit. Remount. Ride to finish line.

29. Chug-a-lug

Place one barrel at the end of the arena with huggy drinks on top. Rider rides down, dismounts, chugs the drink, remounts and rides back to finish.

30. Hunt and Hound

A cross rail on either side of the arena and a barrel placed at the far end. Form a box using 4 poles to the left of the entrance gate. Horse, rider and dog will start course from inside the box. Horse and rider will one complete one circuit going over the cross rails going around the barrel at the end of arena back to the box. The rider will dismount inside the box, exchange the horse for the dog and run the complete circuit leading the dog ending inside the box.

31. Dollar Bareback

Riders enter arena. Each rider is given a slip of paper the size of a dollar which is placed just above their knee on their inner side. The last one to lose their paper dollar is the winner