**Games Division Descriptions:**

8. Barrels—  
Riders may follow either left or right-hand lead. Right Lead will go to R barrel first, then back barrel, followed by L and onto timer line. L will do the opposite.

9. Poles—  
Riders will race from the timer line to the far end of the ring returning by weaving through each of the poles. Then rider will weave back down to the far end. Last, riders race from the far end of the ring back to the timer line

10. Keyhole—

Riders will race down into the “keyhole” and turn and race back through the timer line. Stepping on or outside and/or knocking any part of the keyhole over will result in disqualification.

11. Down and Back—

Riders will ride down past the barrel, turn around it and race directly back to the timer line.

12. Race and Lead—

Riders will ride/race down to the end of the arena on top of their horse and go around the barrel/pole. Riders will then stop their horses and dismount prior to crossing the orange cone. Riders will then race back with their horse on the ground (leading them) through the timer line.

13. Big T—

Riders will weave through three poles, followed by weaving through two barrels, go back through the three poles, and then finish across the timer line.

14. Simon Says W/T—

Riders will compete on horseback following commands that “Simon” gives. Any who fail to perform the task and/or complete a command that Simon didn’t give, will be eliminated. Difficulty level is that of a regular W/T class.

15. Simon Says W/T/C—

Same as above except at difficulty level of regular W/T/C class.

16. Costume Race—

Riders will race down to the other end of the ring to a bin of clothing. Riders will need to put on a “top” and “bottom” from the clothing bin and race back across the timer line mounted. \*

17. Chase Me Charlie—

Riders will compete over a single jump fence. The fence will start at an extremely small and slowly go up in height. All riders will ride though the jump at the current height. Then all those successful will move on to the next height. Riders are allowed one refusal at each height. Second refusal or knocking over the rail results in elimination.

18. Hurry Scurry—

Riders ride toward the other end of the arena going over one tiny “jump”, around the barrel at the other end of the ring and down 2 other tiny “jumps” on the return trip to the timer line.

19. Catalog Race—

Riders will be given a page number, then they will ride to the other end of the arena and find the page number, rip out that page and race back with it across the timer line. Riders may stay mounted, dismount and remount or stay unmounted to race back.

20. Ring Game—

Riders will have rings (like ring toss) to start. Riders will then ride to the buckets in the ring and toss each ring into a bucket. Once the rider has one ring in each of the buckets, the rider will ride back over the timer line. There is no set pattern, except that one ring only in each bucket. In the event that you miss the bucket, there will be individuals in the ring to give your ring back to try again.

21. Ribbon Race—

Paired Riders will be given a fragile piece of material and will have to hold the paper with both riders having different ends of the material. Both riders will ride down holding the paper, around the barrel, and through the timer line. If the paper rips, the pair is eliminated.

22. Musical Ribbons W/T—

Riders will ride the rail. Ribbons will be spread out throughout the ring with one less ribbon than riders. When the music is playing, riders will ride the rail at either walk or trot. Riders may pass each other on the rail, but should not cut across the ring at any time. Riders also cannot circle around a ribbon location. When the music stops, riders must find a ribbon to stand by or be eliminated.

23. Musical Ribbons W/T/C—

Same as above, but with addition of canter.

\*A mounting block will be provided at the other end for any games requiring dismounting and mounting.