

Hallowhinny Fun Day and Trail Ride Class Descriptions

Libery 50/50 Jackpot

Tack-less horse is judged at liberty inside the arena for 1-½ minutes on spirit, movement, use of arena and music selection. Handler has 1 minute to catch horse after music stops, or is disqualified. Music is provided by handler in CD format and marked for track to be used. Limit 10 horses, first place only: wins 50% of the total entry fee for the class. Horse must remain inside the arena during the judging or disqualified.

Sack Race

Sack Race – Riders race to sacks placed on the ground, dismount and get into sack, hop back to finish line leading their horse. Fastest times win places 1 - 6. Must still have horse when contestant crosses the finish line or be disqualified.

Lead line Cake Walk

All entries to be led on a lead line around the arena to music. When the music stops, the rider closest to the chosen spot wins the cake. (This class only open to riders not entering any other riding classes except costume class.) Basically folks not yet riding on their own!

Mounted Cake Walk

Riders ride around the arena to music, when the music stops the rider closest to the chosen spot wins a cake.

Halloween Bean Bag Toss

Rider races to barrel with 3 beanbags, take the beanbags to the decorated target. Rider has 3 attempts to get a beanbag through a hole. If the rider misses all three, the rider may dismount, toss a beanbag through a hole and remount, then return to the finish line. A beanbag must go through a hole to receive a time. The fastest times win prizes 1 - 6.

Dress the Witch Relay Race

Requires two people, one on horse back, one on the ground. The rider must race to the barrel and retrieve one item at a time, witches hat, cape and broom. The person on the ground must put on each item and then straddle the broom and race back to the finish line. The fastest times win prizes 1 - 6.

Costume Class

Costume Class (Pee Wee and Open)– Horse and person dress up in costume, judged on creativity, originality and general impression. Can be mounted or lead your horse or mounted and be lead. Judged at the walk. Prizes 1 - 6

Pole Bending and Barrel Race W/T only

Pole Bending and Barrel Race W/T only – (pee wee and open) Horse and rider to walk or trot standard pattern, 5 second penalty for each time the horse breaks to canter or knocks over a pole or barrel. The fastest times win prizes 1 - 6.

Sleepy Hollow Scavenger Hunt Trail Ride

Riders use map to search the trails of sleepy hollow for token baskets. Take one token from each basket found and turn them in for prizes at the end of the ride.

PeeWee Classes

PeeWee classes are for children 11 and under as of January 1 of this year. PeeWees are W/T/C. PeeWee classes include places 1 - 6 except for the cake walk.