



Transitions Halloween Fun Show - October 25th

Location: Transitions Equestrian Center – 2525 E. 850 N. La Porte, In

Contact Info: (219) 778 – 9592 transitionshorses@gmail.com

Time: Sign ups at 8:00 a.m. - Show starts at 9:00 a.m.

\$5.00 a class - \$5.00 per class horse rental fee - \$50.00 daily horse rental fee
1 hour lunch break at 12:00

1. Worst Showmanship
2. Costume Contest Horse and Handler
3. Ride a Buck (bareback class)
4. Carrot on a stick eating contest
5. Horse bobbing for apples
6. Simon Says
7. Hopalong Sack Race (walk- trot)
8. Hopalong Sack Race (walk- trot- canter)
9. Boot Scramble (walk – trot)
10. Boot Scramble (walk- trot- canter)

15 Minute Break

11. Dolly Parton race
12. Diaper Race
13. Toilet Paper Partners (walk- trot)
14. Toilet Paper Partners (walk- trot- canter)
15. Dizzy Stick
16. Musical Plates (walk- trot)
17. Musical Plates (walk- trot- canter)
18. Egg and Spoon (walk – trot)
19. Egg and Spoon (walk- trot- canter)
20. Walk Race
21. Bozo Buckets

15 Minute Break

22. Bribe your horse
23. Ribbon Race
24. Steady Hand (walk – trot)
25. Steady Hand (walk- trot- canter)
26. Key Hole
27. Down and Back
28. Pole Bending
29. Barrels
30. Flags
31. Musical Freestyle

Descriptions of classes on the back

Class Descriptions

Worst Showmanship – Do the worst job possible at showmanship, costumes and witty behavior welcome :)

Ride a Buck (bareback class) - Ride bareback with a dollar under your thigh, last one to lose the dollar wins all of the money

Carrot on a stick eating contest – you and your horse run down, eat a carrot from a stick and run back

Horse bobbing for apples – Ride or run next to your horse down to the end of the arena, the horse must grab an apple by themselves out of a water bucket, eat the apple, run back to the start, 1st one back wins

Simon Says – Do what “Simon” says. Last one out wins!

Hopalong Sack Race – Ride to the end of the arena, have horse “ground tie” (spotters available to watch horses) Grab a grain bag and hop back, run back to your horse, ride back to the start. Fastest on back wins. Mounting blocks available, no pushing off or around the mounting block.

Boot Scramble - Riders must give up their boots in the middle. Run to the middle, find their boots and 1st one back to the finish line wins!

Dolly Parton Race – Ride down to the end of the ring, grab a bra, fill both sides with items in the bucket, run back on the ground with your horse, First one back with a full bra and fastest time wins.

Diaper Race – ride down to the end of the arena, tie on your diaper run back to the finish line with your horse. First one back with the horse and still wearing your diaper wins!

Toilet Paper Partners – Teams of 2 - Each person holds an end of a string of toilet paper. If your toilet paper tears your out, last team to tear their paper wins!

Dizzy Stick – Ride down as fast as possible, jump off your horse while they “ground tie” (spotters will be available to watch your horse), grab a stick, place it on the ground and your forehead, spin 10 times, run back on foot, fastest time wins.

Musical Plates – Plates will be laid out around the arena, when the music stops riders run to a plate, jump off, last one on a plate wins

Egg and Spoon - Riders balance an egg on a spoon while riding, last one to lose their egg wins.

Bozo Buckets – Riders run down to the end of the ring, pick up their Easter Egg, throw an egg from your horse into each bucket. Rider that gets their egg in the farthest bucket wins.

Bribe your horse – Participants get 3 carrots, bribe your horse through an obstacle course WITHOUT touching your horse. Fastest time wins!

TP Obstacle Race - Teams of 2 - Each person holds an end of a string of toilet paper. Partners go through an obstacle course. If your toilet paper tears your out. Whoever gets through the course without tearing wins. If more than one team makes it, fastest time wins!

Walk race – Down and back at a walk only. If your horse jogs you must start over. First one back wins

Steady Hand - Riders ride on the rail with a glass of water. doing different tasks, whoever has the most water in their glass after the class wins.