

S.O.F.E.'s Fall Fest Fun Show Class List

Show Dates: 9/22/19, 10/20/19, & 11/17/19



\$5 Registration Fee

In-Hand Division (\$4 per class or \$20 complete division)

1. Pattern Class
2. Obstacle Course
3. Trail Course
4. Egg & Spoon Race
5. Musical Buckets
6. Follow Me

Mounted Division (\$4 per class or \$20 complete division)

7. Ride-A-Buck (Bareback)
8. Race to Ride
9. Egg & Spoon Race
10. Squirt Gun Mounted Shooting
11. Pattern Class
12. Trail Class

Team Division (In-Hand or Mounted) (\$5 per class)

13. Ribbon Race
14. Baton Relay Race
15. Bucket Ball

Speed Events-Jackpot 1/2 to Winner remaining to SOFE (\$10 per entry per run)

16. Beginner Barrels
17. Intermediate/Advanced Barrels
18. Pole Bending

Class Descriptions

1. Pattern Class-Similar to a showmanship/halter class
2. Obstacle Course-Different obstacles to complete in a pattern
3. Trail Course-trail obstacles to be completed in a pattern
4. Egg & Spoon Race-leading horse to opposite side of ring without breaking egg the fastest
5. Musical Buckets-Just like musical chairs but with buckets and leading your horse
6. Follow Me-competitors will complete pattern one at a time with horse unattached (Treats allowed)
7. Ride-A-Buck (Bareback)-riders will complete walk/trot class, last one with dollar under leg wins (judges' discretion to ask for different maneuvers/gaits to prevent tie)
8. Race to Ride-Competitors will place tack in middle of the ring, all entries will start together at starting line lead horses to tack, tack up horse, and complete 3 complete laps around ring (any speed), dismount in middle and untack. First to complete wins!
9. Egg & Spoon Race-competitors will ride to opposite end of ring then back to starting line without breaking/dropping egg. (any speed)
10. Squirt Gun Mounted Shooting-ride a pattern while shooting at targets in a pattern. (walk/trot)
11. Pattern Class-Riders will complete a pattern under saddle. (Walk/trot)
12. Trail Class-riders will navigate trail obstacles. (walk/trot)
13. Ribbon Race (Teams of 2, both must be mounted, or in-hand will ride/walk to cone the fastest without dropping ribbon)
14. Baton Relay Race (Riders form teams of 2. The first rider will be given a baton. 1st rider will run to opposite end of arena where teammate is waiting as fast as they can and pass baton. Teammate will ride back to gate with baton as fast as they can.
15. Bucket Ball- teams must work together to deliver balls to bucket on opposite side of arena as fast as they can. First rider takes ball and drops in buck and when they return to starting point their teammate repeats. Team will alternate until all balls are in the bucket at the opposite end. If ball does not make it in the bucket on opposite it, it will not count.