

HORSESENSE RIDING ACADEMY PRESENTS:



TRICK-OR-TREAT GAMES

SATURDAY, OCTOBER 28, 2017



GROUND BUDDY DIVISION

LEADLINE WALK/TROT
ONLY \$30⁰⁰ PER RIDER
2 RIDERS PER TEAM
10:00 AM - 11:00 AM

- ☠ POLE-TERGEIST RACE
- ☠ RING THE PUMPKIN RACE
- ☠ GHOSTBUSTERS RACE
- ☠ WITCH'S BREW RACE
- ☠ TRICK-OR-TREAT RACE



NOVICE DIVISION

WALK/TROT
ONLY \$30⁰⁰ PER RIDER
2 RIDERS PER TEAM
11:00 AM - NOON

- ☠ POLE-TERGEIST RACE
- ☠ RING THE PUMPKIN RACE
- ☠ GHOSTBUSTERS RACE
- ☠ WITCH'S BREW RACE
- ☠ SLAY THE VAMPIRE RACE
- ☠ COSTUME DASH RACE
- ☠ TRICK-OR-TREAT RACE



MASTERS DIVISION

VERY FAST!
ONLY \$30⁰⁰ PER RIDER
2 RIDERS PER TEAM
1:00 PM - 2:00 PM

- ☠ POLE-TERGEIST RACE
- ☠ RING THE PUMPKIN RACE
- ☠ GHOSTBUSTERS RACE
- ☠ WITCH'S BREW RACE
- ☠ SLAY THE VAMPIRE RACE
- ☠ COSTUME DASH RACE
- ☠ TRICK-OR-TREAT RACE
- ☠ TOMBSTONE RACE
- ☠ MONSTER MASH RACE

- ☠ Closing date for entries is *Sat, Oct 21*. We can accept only 3 teams per division, so get your entry in ASAP! If you don't have a teammate, ask Nikki to assist you.
- ☠ Costumes are optional, but may earn you prizes and glory. Costumes for ponies must be approved for safety before the competition.
- ☠ Please arrive early/stay after your division to help ring crew for the other teams. Parents and siblings are also encouraged to help us in the arena as required - no experience necessary!



TRICK-OR-TREAT GAMES

All general rules for games play apply. Riders should be familiar with rules for saddlery, attire, correct use of arena, conduct and behavior, etc. Please refer to:

www.horsesenseridingacademy.com/downloads/basic_games_rules.pdf

Race #1—Pole-tergeist

Arena is set with 5 bending poles per lane, placed 25' apart.

Rider #1 starts with baton in hand and weaves through the bending poles, turning around the last pole and weaving back through the poles as he/she returns to the start/finish line. Rider #1 passes the baton to Rider #2, who completes the course in the same manner. Any pole knocked over must be reset either mounted or dismounted, and the race resumed from where the error occurred. Any violation of the bending pattern, such as a missed pole, must be corrected.

Race #2—Ring the Pumpkin

Arena is set with one trash bin overturned 2 yards behind Line C, on top of which is placed one large pumpkin with stem. On Line B, in line with the pumpkin, is a bending pole containing one wooden ring holder with rings set on the two center pegs. Rider #1 begins with a ring in hand.

Rider #1 carries the first ring to the end of the arena and places it on the pumpkin stem, returns to Line B and removes one rubber ring from the holder. He/she then passes the ring to Rider #2, who completes the course in the same manner and carries the final ring across the finish line. Dropped or dislodged rings must be reset, either mounted or dismounted. Rider *must* be mounted when removing the ring from the holder on Line B. The pumpkin, bin and bending pole should remain upright throughout the race.

Race #3—Ghostbusters Race

Arena is set with one trash bin set right side up on Line B. Two plastic "ghosts" are set on the ground 6 yards behind Line C, OR, in Novice Division, held by a volunteer standing 6 yards behind Line C.

Masters: Rider #1 rides down the arena and dismounts, retrieves one ghost from the ground and remounts, dunking the ghost into the trash bin before crossing the start/finish line. Rider #2 completes the course in the same manner. Riders must be mounted when dunking the ghost into the trash bin.

Novice: Rider #1 rides down the arena and retrieves one ghost from the volunteer before returning to Line B and dunking the ghost into the trash bin. After Rider #1 crosses the start/finish line, Rider #2 completes the course in the same manner. Dropped ghosts must be retrieved and placed in the trash bin either mounted or dismounted.

Race #4—Witch's Brew Race

Arena is set with one trash bin overturned 2 yards behind Line C, with a small "cauldron" placed on top. Inside the cauldron is one bat and one eye. A 5-gallon bucket is set on Line B, in line with the bin and cauldron. Rider #1 starts with beetle in hand.

Rider #1 rides down the arena and dunks the beetle into the bucket before continuing to Line C and removing the bat from the cauldron. He/she then passes the bat to Rider #2, who dunks the bat and removes the eye, dropping the eye into the bucket (double-dunking) before crossing the start/finish line. Dropped items may be retrieved and reset either mounted or dismounted. The bucket, bin and cauldron should remain upright throughout the race.





TRICK-OR-TREAT GAMES

Race #5—Slay the Vampire

Arena is set with one flag cone positioned 2 yards behind Line C, containing one flag. An uncut 12" cone draped in a black "cape" is in line with first cone and the second bending pole.

Rider #1 (vampire slayer) rides down the arena and removes the flag (stake) from the flag cone, returning to the "vampire" cone and placing the flag inside the opening before crossing the finish line. Rider #2 (vampire saver) removes the flag from the "vampire" and replaces it in the flag cone behind Line C before returning to cross the start/finish line. Dropped or dislodged flags may be reset either mounted or dismounted. Both cones must remain upright throughout the race.

Race #6—Costume Dash

Arena is set with one laundry basket placed 2 yards behind Line C, containing miscellaneous costume items.

Rider #1 rides down the arena and dismounts, choosing any 2 costume items from the basket and putting them on before returning to the start/finish line leading horse in hand. Rider #2 completes the course in the same manner. Any lost or dropped costume items must be replaced and the race resumed from where the error occurred. Riders *must* keep rein contact of some description at all time; failure to hold the horse while putting on costume items will result in elimination. Horse may be led with reins over the neck. The laundry basket should remain upright throughout the race.

Race #7—Trick-or-Treat Race

Arena is set with four bending poles (fifth removed). A volunteer stands 2 yards behind Line C, holding one bowl of candy. Rider #1 starts with pumpkin bucket in hand.

Rider #1 weaves through the bending poles to volunteer, where he/she holds out the pumpkin bucket and says, "Trick or Treat." Upon hearing these words the volunteer will drop a handful of candy into the bucket, at which point Rider #2 weaves back through the poles and hands off of the bucket to Rider #2, who completes the course in the same manner. The bending pattern *must* be maintained—i.e., the fourth pole must be passed on the opposite side in the return trip. Failure to correct a bending error will result in elimination. Volunteer must stand ground unless in harm's way and may not bring candy to rider. Lost candy need not be replaced, but all poles must remain standing throughout the race.

Race #8—Tombstone Race (Masters only)

Arena is set with one bending pole on Line B. 2 pieces of 2" PVC pipe are set 2 yards behind Line C, marked with the letters I and R. Rider #1 starts with 2" pipe marked with letter P in hand.

Rider #1 rides down the arena and slots the letter P over the bending pole. He/she then continues to Line C, dismounts, collects the letter I, remounts, and returns to Line A, handing over the pipe to Rider #2. Rider #2 completes the course in the same manner, slotting the letter I and collecting the letter R, but slots the letter R onto the bending pole on the return trip, crossing the finish line empty handed. The bending pole must remain upright throughout the entire race. Letters must be placed right-side up so that they spell RIP, top to bottom, at the conclusion of the race. Incorrectly placed letters may be corrected mounted or dismounted.

Race #9—Monster Mash Balloon Race (Masters only)

Balloon board is set on Line B with three "monster" balloons attached to central grooves. Rider #1 begins with lance in hand, Rider #2 behind changeover line.

Rider #1 rides down the arena and uses the lance to burst one balloon. He/she then continues to Line C and hands over the lance to Rider #2, who bursts a balloon before crossing the finish line. A dropped lance may be retrieved mounted or dismounted, but both riders must be mounted while bursting their balloons. In the event that the first rider pops all three balloons and the second rider is unable to complete the course, the team will be eliminated.

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TRICK-OR-TREAT GAMES

SATURDAY, OCTOBER 28, 2017

CLOSING DATE: OCT 21

- LEADLINE DIVISION (LEADLINE WALK/TROT) -- \$30
- NOVICE DIVISION (WALK/TROT/CANTER) -- \$30
- MASTERS DIVISION (FAST!) -- \$30

Rider's Name: _____ Rider's Age: _____

Previous Mounted Games experience: no yes: _____

Parent or Guardian: _____ Cell #: _____

Email: _____ Phone #: _____

OFFICE USE ONLY

Date Paid _____ Due\$ _____
Check # _____ or Cash _____

Since this is a pairs team competition, we need to know:

LEADLINE: Your teammate: _____ Your team name: _____

NOVICE: Your teammate: _____ Your team name: _____

MASTERS: Your teammate: _____ Your team name: _____

(If you don't have a teammate, we will pair you with another rider where possible -- but we cannot guarantee your entry without a teammate.)

I plan to bring a horse: Please attach a current copy of your negative Coggins to this form. Call or email us for boarding options.

Horse's name: _____ Horse's Age: _____ Horse's Height: _____ Mare Gelding

Horse's Experience: _____

I would like to borrow a school horse for the competition. I understand that school horses will be assigned by our instructor according to ability and availability. Rider's Height*: _____ Rider's Weight*: _____ *Necessary for horse assignments!

Competition Fees

\$30 entry fee for each division entered \$ _____

AFTER CLOSING DATE (Oct 21) add late fee of \$10.00 \$ _____

Check total, payable to "HorseSense" = \$ _____

or- add \$5 processing fee and pay online: www.HorseSenseRidingAcademy.com/payments.htm

Completed entry forms must be received by **Oct 21** to reserve a place in the competition. Include a check for fees with your entry form, payable to: **HorseSense. Mail entry forms, fees, and a current copy of your horse's negative Coggins to:**

HorseSense Riding Academy
c/o 56 Cindy Lane, Ellijay, GA 30540

By your signature, you agree as follows: "I hereby hold harmless the organizers, judges, and officials of HorseSense Riding Academy, Inc., Hy-View Farm, Hy-View Stables, their officers, agents and employees, and the host and property owners from all liability for accidents, damage, injury or illness to horses, owners, riders, employees, attendants, spectators, or any person or property suffered during or in connection with this show. THIS AGREEMENT SHALL BE GOVERNED BY THE LAWS OF THE STATE OF GEORGIA. UNDER GEORGIA LAW, AN EQUINE ACTIVITY SPONSOR OR EQUINE PROFESSIONAL IS NOT LIABLE FOR ANY INJURY TO OR THE DEATH OF A PARTICIPANT IN EQUINE ACTIVITIES RESULTING FROM THE INHERIT RISKS OF EQUINE ACTIVITIES, PURSUANT TO CHAPTER 12 OF TITLE 4 OF THE OFFICIAL CODE OF GEORGIA ANNOTATED."

An ASTM/SEI-approved HELMET is required at all times when mounted -- no exceptions!

No vet or farrier on premises; riders assume all risks.

Signature (parent or guardian if rider is under 18): _____ Date: _____

