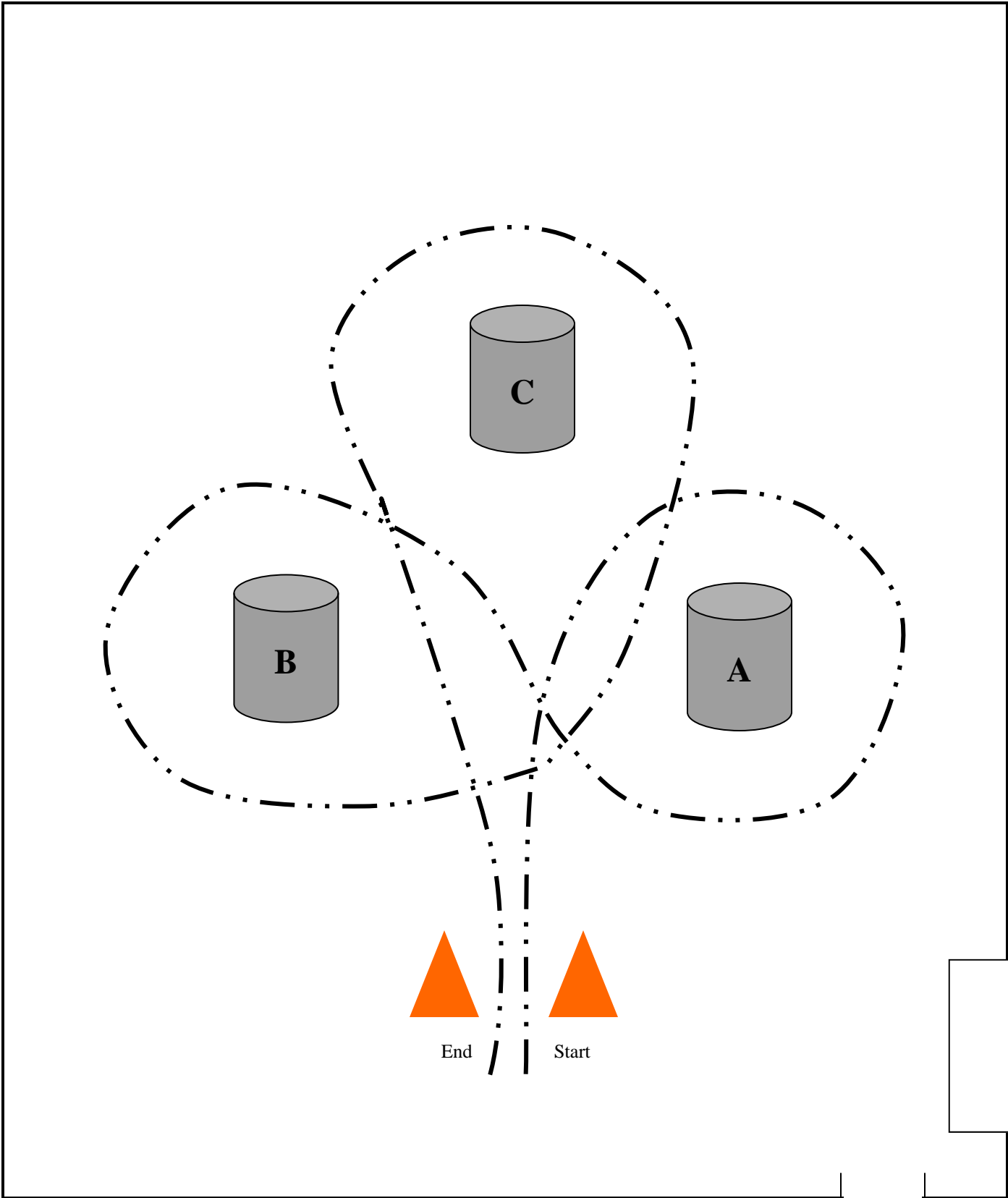


W/T/J/CANTER OPEN BARRELS GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #33



LINE UP

W/T/J/CANTER OPEN BARRELS GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #33

1. Pass through the start/finish cones
2. Proceed to the right around Barrel A
3. Continue left around Barrel B
4. To the left around Barrel C
5. Finish through the start/finish cones

THIS IS A TIMED EVENT

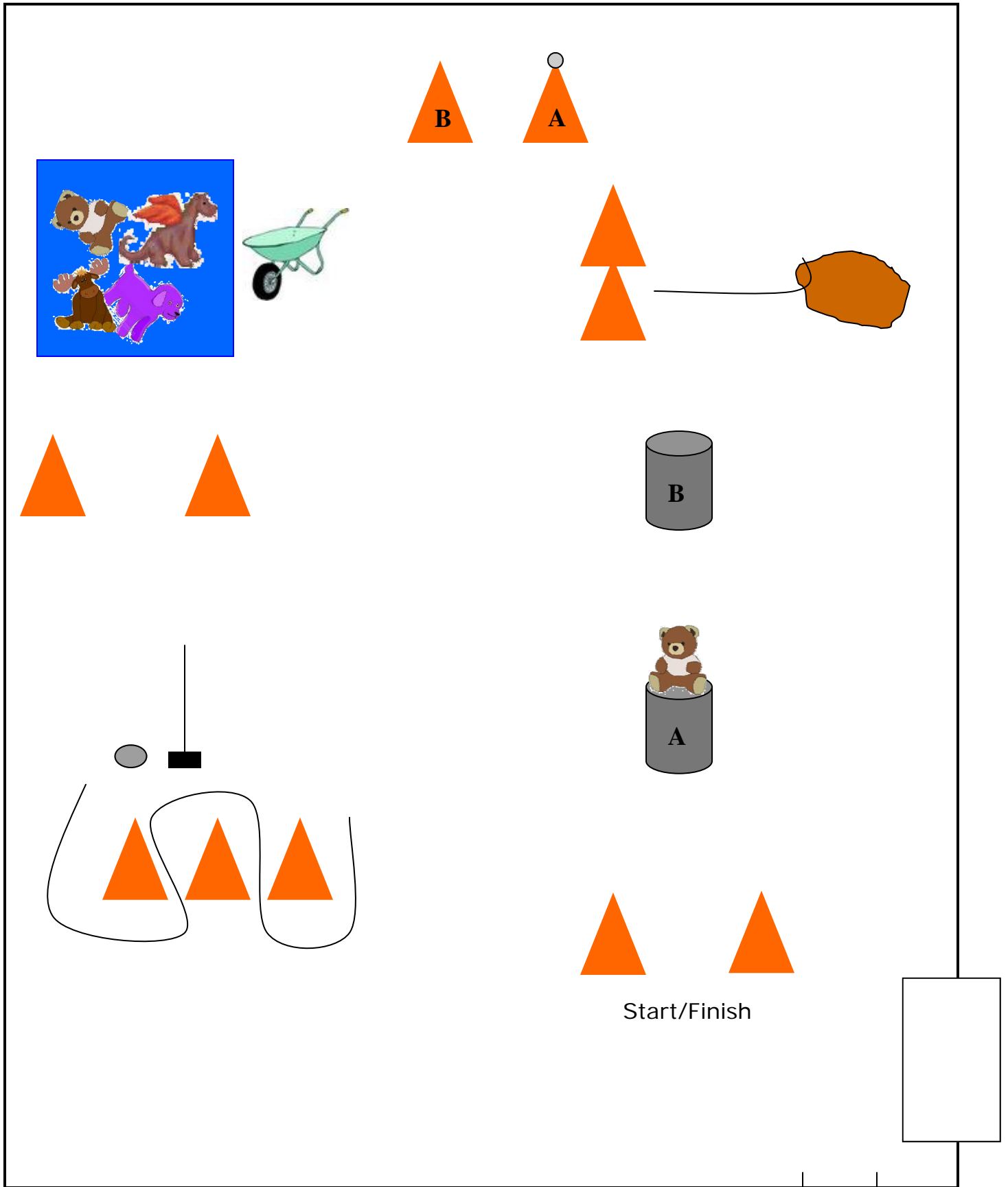
Points will be deducted:

- off pattern
- barrel is knocked over
- pony must be under control at all times
- If pony is handled in a rough manner, including excessive use of spurs, rider will be eliminated
- whips/crops will not be allowed
- tie downs will not be allowed
- judge/show chairs reserve the right to inspect equipment and disqualify any equipment that is considered abusive. Decision is final
- 14 and under must wear approved helmets
- no shorts allowed
- protective footwear must be worn

LINE UP

W/T/J/CANTER OPEN ZOO GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #31



LINE UP

W/T/J/CANTER OPEN ZOO GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #31

1. Travel through start/finish cones & pick up stuffed animal on Barrel A
2. Place stuffed animal on Barrel B
3. Take rope from spotter and drag bag with cans through cones
4. Lean over and pick up golf ball from Cone A and place on Cone B
5. Dismount pony and put stuffed animals into wheel barrel
6. Move wheel barrel & pony through set of cones. Leave wheel barrel
7. Mount pony from **off side**
8. While mounted, take mallet and move ball around cones. Put down mallet and proceed through start/finish cones

**UNSAFE/EXCESSIVE SPEED MAY BE CAUSE FOR DISQUALIFICATION
CANTERING/HAND-GALLOPING IS ACCEPTABLE**

-exhibitor/horse combo start out with 50 points. Each obstacle could potentially receive a perfect score of 10

-points will be deducted:

-off pattern

-object falls or is knocked over

-inability to complete obstacle

-points may be added for **flare/ingenuity/style**

-if pony is handled in a rough manner including excessive use of spurs, rider may be eliminated

-whips/crops will not be allowed

-tie downs will not be allowed

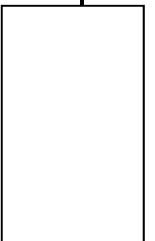
-judge/show chairs reserve the right to inspect equipment and disqualify any equipment that is considered abusive. Decision is final

-if there is a tie, the quickest time will be the winner

-14 and under must wear approved helmets

-no shorts allowed

-protective footwear must be worn



LINE UP

W/T/J CANTER OPEN CLOTHES GAME CLASS

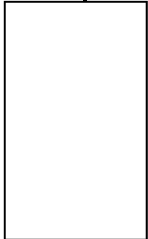
Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #32



FINISH LINE



START CONES



LINE UP

W/T/J CANTER OPEN CLOTHES GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #32

1. Race to hamper; dismount (spotter will hold your pony)
2. Put on house dress, necklaces, gloves, pick up purse and baby
3. Take pony from spotter and mount your pony
4. Proceed to cone with the stroller. Dismount, put baby in the stroller and take baby and pony for a walk to the next cone
5. Remount your pony on the **off side**
6. Race to second hamper, hang up clothes that are in hamper on the clothes line (spotter will hold your pony)
7. Lead your pony to the table where you relax (sit in chair) and enjoy a nice glass of lemonade and a cookie (must show spotter empty mouth and cup). Then remove your dress, necklaces, gloves and purse and put in the empty hamper
8. lead pony through arbor

UNSAFE/EXCESSIVE SPEED MAY BE CAUSE FOR DISQUALIFICATION CANTERING/HAND-GALLOPING IS ACCEPTABLE

- exhibitor/horse combo start out with 50 points. Each obstacle could potentially receive a perfect score of 10
- points deducted as indicated:
 - off pattern
 - objects fall or are knocked over
 - inability to complete obstacle
- Points may be added for:
 - flare/ingenuity/style**
 - if spotter doesn't need to hold your pony
- if pony is handled in a rough manner, including excessive use of spurs, rider will be disqualified
- whips/crops will not be allowed
- tie downs will not be allowed
- judge/show chairs reserve the right to inspect equipment and disqualify any equipment that is considered abusive. Decision is final
- If there is a tie, the quickest time will be the winner
- 14 and under must wear approved helmets
- no shorts allowed
- protective footwear must be worn

LINE UP

W/T/J CANTER OPEN RIBBON PAIRS GAME CLASS

Altamont Fair, Thursday, August 19 Open Pony Show—CLASS #34

This race requires a team of two riders/two ponies

1. Teams lineup facing the Ring Steward
2. Each pair will be given a 3' length of streamer. Each team member to hold an end of the streamer
3. Upon the announcer's command, teams will proceed to the rail at a walk
4. Judge may call for walk, trot/jog, canter, back, reverse, etc.
5. Ponies/Riders to obey immediately the commands given by the judge at any gait. Failure to follow command will result in an elimination. Only the judge may excuse a team
6. As soon as the steamer breaks OR a rider lets go, team must head into the center of the ring
7. Honor system applies
8. The last remaining team on the rail with their streamer in tact are the winners
9. Judge's decision is final

-diagonals will **NOT** count

-whips/crops will not be allowed

-tie downs will not be allowed

-judge/show chairs reserve the right to inspect equipment and disqualify any equipment that is considered abusive. Decision is final

-14 and under must wear approved helmets

-no shorts allowed

-protective footwear must be worn

LINE UP