



General Rules and Information

Entry Fees: \$85 to enter in the show – this will include
Sign up for 4 events.

\$45 Schooling horse usage fee

\$20 to enter the “Costume” class

Attire: Students should wear the same type of clothing they normally wear for a lesson. Riders must wear shirts tucked in, boots with a heel, breeches or long pants. Protective headgear is required for all riders while mounted on horses and the headgear must be ASTM/SEI approved.

Ribbons and Awards: All classes will have 8 metals, with the intent that every rider has a good experience. “Costume Class” has 12 special ribbons.

Assignment of Horses: When filling out registration for the show, each rider should choose three horses for each class and have your instructor sign your registration form stating she agrees with your choice of horses. Every attempt will be made to grant each riders wish, however, if one horse is overloaded the instructors have the right to change assignments.



Costume Class: Students wishing to dress up a horse should keep several things in mind. Horses will be dressed up on the cross ties or in the stalls. The horses will then be judged in a parade of Costumes to be held in the large covered arena at 8am. You may dress your horse in any costume you wish, but if the horse does not wish to participate, he has the last word. Try to keep your horse costume simple enough to be applied within 15 minutes. STUDENTS may send an email requesting horses for the costume class to KIM at any time. We realize costume are size specific and take time to make. Kim's email is kim@tallyhofarm.com

Competition Level: Students will be divided according to their riding levels for all classes. **This means your child will compete against children of like skill levels, giving everyone a fair chance to win.**

Show Events

1 Jumpers Challenge: Advanced riders only. A jumper class designed for the more experienced rider. Jumps will range from 2'6" to 3'6". This class will have a qualifying class and a jump off round.

2 Gamblers Choice: Each rider will ride over a course of their choice accumulating points for each obstacle. The rider to accumulate the most points wins. Instructors will choose which level is appropriate – poles, 18", 2' or 3'.

3 Clothes Pin Relay: Teams will be formed from three riders each carrying a clothes pin. The object will be to get all three pins in the bucket in the least amount of time. The first rider will go straight to the bucket and drop the clothes pin, second will have to go over poles and then to the bucket and the third will have to jump fences and then to the bucket. 15 seconds will be subtracted from the total time for each clothes pin in the bucket.

4 Cup Relay: Teams of four riders will race to see who is the most accurate. Each player will have to pick up a cup from the top of one pole and place it on the top of the next pole. The team to transfer the cup the fastest will win.

5 Egg-N-Spoon Race: Riders will enter the arena in groups and compete at walk and/or trot to see who can keep their “egg” the longest.

6 Musical Pairs: Riders divide into pairs. One partner rides at a time. When the music stops the partners must change riders. The partner on the horse rides to the partner on the ground dismounts and gives a leg-up to the other partner. The last team to remount is eliminated. Music continues until only one team remains.

7 Cone Bending Relay: Teams of four riders will snake in and out of cones to see which team can cross the finish line first.

8 Bob for Apples Relay - This race is a team relay. Each member must ride their horse to the end of the arena, dismount, bob for an apple, remount (with help) and return to their team. First team to finish wins.

9 Ride a Buck: This class will be ridden bareback. Each rider will be given a “dollar bill” to put under their seat. The rider who keeps the dollar bill under their seat the longest wins the class. Pace will be appropriate for level of rider.