

## Event Description:

**Barrels:** a timed event where horse and rider navigate a cloverleaf-shaped pattern around three barrels in a timed race against the clock

**Pole bending:** a timed event where a horse and rider weave through six poles set in a line, turn around the last pole, and then weave back through the poles to the finish line. The rider must keep the horse from knocking over the poles; penalties are added to the total time for knocking over a pole or missing one

**Keyhole:** a timed event where horse and rider navigate a chalk-marked pattern that forms a keyhole shape, requiring precise maneuvering to turn in the circle without stepping out of the lines. The pattern includes a narrow "neck" and a larger circular "hole," and the objective is to achieve the fastest time from crossing a start line, entering the keyhole, turning within it, and exiting back across the finish line. Disqualification occurs if the horse's feet touch or cross any chalk line

**Ride-a-Buck:** an equestrian game or challenge where riders must keep a dollar bill tucked between their thigh and their horse while performing various tasks.

**Apple Bobbing:** a timed race where riders must ride down to a bucket. They will then dismount and go to the bucket with their hands behind their backs, try to bite or catch floating apples with their mouths from a tub of water and then ride back to the finish line with the apple.

**Egg and spoon race:** involves a rider balancing an egg on a spoon while riding a horse through a designated course, often at increasing gaits like a rising trot or sitting trot, with the rider potentially eliminated for dropping the egg

**Ribbon Barrels:** a timed event where riders must complete the barrel racing pattern in pairs without breaking the ribbon holding them apart