

Redneck Showmanship – Showmanship with a twist. Judged strictly on the exhibitor's ability to show a horse or pony at halter in the most redneck way possible. The horse or pony is merely a prop to demonstrate the ability of the exhibitor, who must dress up in the most redneck way. The ideal showmanship performance consists of a not so confident, messy attired exhibitor leading a dirty horse that slowly and non-efficiently performs any requested pattern the best way possible.

Egg n Spoon WT (15 & Under) – Open to Riders 15 and under. Can not cross enter into class 3. Receive a spoon with an egg on it, no holding the egg on the spoon, you do as instructed and the last one with their egg is the winner.

Egg n Spoon WT (16 & over) – Open to Riders 16 and over. Can not cross enter into class 2. Riders receive a spoon with an egg on it, no holding the egg on the spoon, you do as instructed and the last one with their egg is the winner.

In Hand Egg n Spoon – The handler receives a spoon with an egg on it, no holding the egg on the spoon, you do as instructed and the last one with their egg is the winner.

Mint Julep WT(15 & Under) - Open to Riders 15 and under. Can not cross enter into class 6. Riders receive a cup with water in it, you do as instructed and the Rider with the most water at the completions of the class, is the winner.

Mint Julep WT(16 & Over) - Open to Riders 16 and over. Can not cross enter into class 5. Riders receive a cup with water in it, you do as instructed and the Rider with the most water at the completions of the class, is the winner.

In Hand Mint Julep - Handler receives a cup with water in it, you do as instructed. And the handler with the most water at the completions of the class, is the winner.

Witches Bew Noodle Race WT – Riders grab a witch's broom noodle, ride to the opposite end of the arena and exchange the witch's Broom noodle for another witch's broom noodle and race back to the finish line, fastest time wins.

In Hand Witches Brew Noodle Race – Handler grabs a witch's broom noodle, ride to the opposite end of the arena and exchange the witch's Broom noodle for another witch's broom noodle and race back to the finish line, fastest time wins.

Barrel race WT – Riders walk or trot a cloverleaf pattern around preset barrels in the fastest time, fastest time wins

Barrel Race WTC – Riders run a cloverleaf pattern around preset barrels in the fastest time, fastest time wins

Arena Race WT - Riders walk or trot around a pole in either direction, in the fastest time, fastest time wins.

Arena Race WTC – Riders run around a pole in either direction, in the fastest time, fastest time wins.

Keyhole Race WT – Riders ride into the “key” at the walk or trot, Once they are inside the top of the key, they need to turn their equine without stepping outside the key. When they have turned a full circle without stepping over the sides they race back to the start, fastest time wins.

Keyhole Race WTC – Riders ride into the “key”, Once they are inside the top of the key, they need to turn their equine without stepping outside the key. When they have turned a full circle without stepping over the sides they race back to the start, fastest time wins.

Command WT- (15 & Under) - Open to Riders 15 and under. Can not cross enter into class 17. This is an elimination contest where any rider and horse not executing the judge's exact command promptly and correctly is eliminated.

Command WT- (16 & Over) - Open to Riders 16 and Over. Can not cross enter into class 16. This is an elimination contest where any rider and horse not executing the judge's exact command promptly and correctly is eliminated.

In Hand Command – This is an elimination contest where any Handler and horse not executing the judge's exact command promptly and correctly is eliminated.

Dizzy Bat –Riders ride down to the bat, dismount spin around the bat 8 times and then run back, someone is needed to hold your horse, fastest time wins.

In Hand Dizzy Bat- Handlers run down to the bat, hand off their horse to their groom and spin around the bat 8 times and then run back.

Pumpkin Exchange- Riders will pick up pumpkin from one post and place it on another post. Pumpkin must stay on post until you are back across the finish line, fastest time wins. If Pumpkin is dropped, then 5 second penalty will be added. You have only 3 attempts to pick up the pumpkin and then will be asked to move on.

In Hand Pumpkin Exchange- Handlers will pick up pumpkin from one post and place it on another post. Pumpkin must stay on post until you are back across the finish line, fastest time wins. If Pumpkin is dropped, then 5 second penalty will be added. You have only 3 attempts to pick up the pumpkin and then will be asked to move on.

Costume Class - Riders dress up themselves and their horses in any theme they choose. Youth must wear helmets if they are mounted while in costume. Costumes may be exhibited at in hand or mounted entries.

Stick Horse Class * Free Class – Get whatever you can and make your own stick horse for this class.