

POLO LONE RIDERS SADDLE CLUB  
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# POLO LONE RIDERS SADDLE CLUB

## Polo Fun Show

Saturday, May 19, 2012  
10:30 a.m. Start

\$2.00 Per Class or \$10.00 all day  
\$2.00 Gate Fee (7 and under free)

**Location: Circle T Arena**

**Stage Coach Park**

**COGGINS CHECKED AT GATE**  
Concessions Available  
**Hiway 13, Polo, MO**

1. **BOOT SCRAMBLE - 7 & Under**
2. **TRAIL - 12 & Under**
3. **TRAIL - 13 - 18**
4. **TRAIL - 19 & Over**
5. **DOLLY PARTON PLEASURE CLASS - Open**
6. **CREPE PAPER PAIRS - 12 & Under**
7. **CREPE PAPER PAIRS - 13 - 18**
8. **CREPE PAPER PAIRS - 19 & Over**
9. **BACK-TO-BACK BAREBACK - Open**
10. **IZZY DIZZY - Open**
11. **MUSICAL SACKS - Open**
12. **DIAPER RACE - Open**
13. **2-MAN POLO RELAY - Open**
14. **POLES - 7 & Under**
15. **POLES - 8 - 12**
16. **POLES - 13 - 18**
17. **POLES - 19 & Over**
18. **THRU THE BARREL - Open**
19. **PICK UP RACE - Open**
20. **FLAGS - 7 & Under**
21. **FLAGS - 8 - 12**
22. **FLAGS - 13 - 18**
23. **FLAGS - 19 & Over**
24. **CATALOG RACE - Open**
25. **MONKEY IN A TREE - Open**
26. **BARRELS - 7 & Under**
27. **BARRELS - 8 - 12**
28. **BARRELS - 13 - 18**
29. **BARRELS - 19 & Over**
30. **JACKPOT BARRELS - Open \***

See more Horse Show Information at [www.mohorsheshows.com](http://www.mohorsheshows.com)

\***Jackpot Barrel Race** entry is excluded from \$10.00 all day fee. Jackpot Barrel Race is \$6.00 entry (\$5.00 to Jackpot and \$1.00 to Club). Jackpot Prize will be paid out: 1st Place 60%, 2nd Place 30%, and 3rd Place 10%

Call Amy Christopher at 816-536-7663 or Amanda Cringan at 816-470-2244 for more information

Not responsible for accidents, injuries, lost/stolen items, or escapes. No inhumane treatment of animals or people will be tolerated. A stallion is to be handled by someone 18 or over. A class without at least 2 entries may be cancelled. Announcements at the show take precedence over any prior publications. **No Refunds...**

Check out our new website: [www.polosaddleclub.com](http://www.polosaddleclub.com)

5/1/2012

# FUN SHOW GAME RULES

- **BOOT SCRAMBLE** – Both boots of all contestants are placed in the middle of the arena in a mixed up pile. When the race starts, all the kids run and find their boots, put them on and run back. First kid back with both boots on, wins.
- **TRAIL CLASS** - Contestant will:
  1. Open gate, walk through, close gate and just lay chain over the bar on the other gate. You do **NOT** need to fasten it.
  2. Walk your horse over bridge. They have to walk over with **all 4** feet.
  3. Walk through the hanging plastic.
  4. Pick up bag of cans/balloons from one barrel and set on the other barrel.
  5. Walk horse forward through landscape timbers, then back your horse back out of them.
  6. Go over jump.
  7. The clock will stop running once you get back to the front gate and lay your hand on it.

This **IS** a timed event and there will be a 5-second penalty applied to each obstacle that is not accomplished.
- **DOLLY PARTON PLEASURE CLASS** – Each contestant will wear a bra over their clothes that will hold 2 water balloons. The class will be asked to walk, trot & canter without holding onto the balloons. Anyone that loses a balloon, will be disqualified. Last person that still has both their balloons in their bra, will win 1<sup>st</sup> place.
- **CREPE PAPER PAIRS** – This is a two-person race where a piece of crepe paper will be tied on the wrist of both runners with a length of 1 foot between them. Runners will race their horses around the arena (outside of the cones) and whoever gets the fastest time without breaking their paper, wins. If paper is broken, they will receive a no-time. Also, if the contestants that are running together are from 2 different age brackets, their team will compete in the class of the older team member.
- **BACK-TO-BACK BAREBACK** – Two people will ride double on one horse bareback, one facing forward and one facing backward. The class will be asked to walk, trot & canter and the riders cannot touch the horse or each other. Eventually, the riders will be asked to stop and switch places while still on the horse and then resume the class. First place will go to the pair of contestants that successfully go through the entire class without touching or holding onto the horse or each other or without falling off.

- **IZZY DIZZY** - Rider will run their horse down the arena, dismount where a baseball bat will be laying, put their forehead on the end of the bat, run in a circle 6 times, then run back to the finish line on foot while leading your horse.
- **MUSICAL SACKS** – This is the same concept as Musical Chairs except there will be one less sack put in a circle in the middle of the arena than there are contestants. When the music starts playing, everyone will ride their horses at a walk around the outside of the sacks and when the music stops, everyone will race and put their horses two front hooves on a sack and the one contestant that doesn't get one, will be disqualified. This will continue until there is only one person remaining.
- **DIAPER RACE** – This is a two-person race where one person will race their horse down the arena where their partner is waiting to pin a large diaper on them. Once this is done, the diapered contestant will run back to the finish line, leading their horse and cannot touch their diaper. The fastest time without losing a diaper, wins.
- **2 MAN POLO RELAY** – Four poles will be set up along the arena fence. Rider #1 of the team will line up on the right side of the poles and rider #2 will line up on the left side of the poles. Once they cross the starting line, rider #1 will hit the ball to rider #2 after the first pole. Then rider #2 will hit the ball back to rider #1 after the second pole and so on, weaving the ball through the poles. After the 4<sup>th</sup> pole, rider #2 will hit the ball to rider #1 and they will take the ball around the barrel. Once around the barrel, rider #1 will hit the ball to rider #2 and they will try to hit the ball into the goal and then both riders need to cross the finish line. There will be a 5-second penalty for any poles or barrel knocked over or the pattern broken. Also only one attempt will be allowed to get the ball into the goal. If it is unsuccessful, there will be no time for that team.
- **POLE BENDING** – Contestant will run standard Pole Bending pattern.
- **THRU THE BARREL** – Runner will run their horse down to the barrel, get off the horse, crawl through barrel, then get back on horse and run back. Help will be offered to the little kids holding their horse or getting back on if needed, but the older kids and adults are on their own.
- **PICK UP RACE** – One person stands down at the far end of the arena by a barrel waiting to be picked up. Their partner on the horse will run down, pick up that person and run back to finish line.
- **FLAGS** - Runner will run their horse down to the barrel that holds the flag, pick up the flag, race back and try to throw it in the other barrel. Failure to get flag in the barrel will result in a no-time.

- **CATALOG RACE** - Prior to starting the race, the contestant will be given a page number, then the runner will run their horse down to the barrel that holds the catalog. They will dismount, find the page with the assigned number, tear the page out, get back on their horse and race back and show the judge the page. Fastest time with the correct page, wins.
- **MONKEY IN A TREE** – Two team members will ride double over to the tractor that will have a rope hanging down from it. The rider on back will grab the rope and hang on while the rider in front will ride the horse out from under them. They will continue to hang on the rope while their teammate runs the horse around a barrel at the other side of the arena and then will go back and ride the horse back underneath their hanging teammate. Once this is done without either team member touching the ground, they will then race back to the finish line.
- **BARRELS** - Each contestant will run the standard cloverleaf barrel pattern.