



THE "LET'S GET WESTERN"

FUN SHOW CIRCUIT
PRESENTS

AN OPEN FUN SHOW

SUNDAY, OCTOBER 17TH, 2010, 10 AM

WINDMILL ARENA, CENTERVIEW, MO

5 MILES EAST OF LONE JACK, MO

NORTH SIDE OF 50 HWY (INDOOR FACILITY)

HOSTED
BY:

**CEDAR CREEK
RANCH**

&

**SITTER DOWNS
HORSE BOARDING**

Allie Littlefield (816) 804-6463
HunterHorses@hotmail.com

LONE JACK,
MO

Kelly Sitter (816) 547-9508
KelSitterDowns@aol.com

\$3 Per Class Entry

(\$10 Per Entry ~ Pony Express Race)

- | | |
|-------------------------------|-----------------|
| 1. Ride-A-Buck | 18 & Under |
| 2. Ride-A-Buck | 19 & Over |
| 3. Egg & Spoon | Walk Trot Open* |
| 4. Egg & Spoon | 18 & Under |
| 5. Egg & Spoon | 19 & Over |
| 6. Key Hole | Walk Trot Open* |
| 7. Key Hole | 18 & Under |
| 8. Key Hole | 19 & Over |
| 9. Flag Race | Walk Trot Open* |
| 10. Flag Race | 18 & Under |
| 11. Flag Race | 19 & Over |
| 12. Exchange Race | OPEN |
| 13. Broomstick Polo | 18 & Under |
| 15. Broomstick Polo | 19 & Over |
| 16. Dizzy Bat | 18 & Under |
| 17. Dizzy Bat | 19 & Over |
| 18. Pick Up Race | OPEN |
| 19. Innertube (Suicide) Race | OPEN |
| 20. Ribbon Race | 18 & Under |
| 21. Ribbon Race | 19 & Over |
| 22. Follow the Leader Race | OPEN |
| 23. Drag Your Pony Match Race | 18 & Under |
| 24. Drag Your Pony Match Race | 19 & Over |

**25. PONY EXPRESS TRAIL CLASS
TIMED TRAIL COURSE ~ \$10 ENTRY**

***WALK TROT OPEN RIDERS INELIGIBLE
FOR CANTER/LOPE CLASSES**

**HORSEBACK
GAMES
FOR THE
WHOLE FAMILY!**

Contact:

Allie (816) 804-6463
www.cedarcreekranchmo.com

or

Kelly (816) 547-9508
www.sitterdowns.com
For More Information!

**WE WANT TO PROMOTE LOCAL
EQUINE BUSINESSES!
SPONSOR A CLASS
AND HAVE YOUR
BUSINESS ADVERTISED
FOR ONLY \$25!**

Any unsportsmanship-like or inappropriate conduct will not be tolerated. Any violation on the part of an exhibitor, his/her family, or representative may result in the dismissal of the exhibitor from showing in any further classes. Any questions may be brought to the attention of the Let's Get Western Fun Show Circuit staff. Windmill Arena nor the staff of the Let's Get Western Fun Show Circuit is not responsible for any accidents, escapes, or thefts. Nor will it tolerate any inhumane treatment of horses or people!

Classes 1 & 2 Ride A Buck

Contestants must ride bareback and provide their own \$1 bill. Dollar must be placed behind the thigh area anywhere in between the knee and hip. Riders will all be in the arena together going to the left beginning at a walk and the announcer will give out commands to the riders such as trot, canter, stop, back, sidepass, change directions and the difficulty will increase as the class continues. Riders must come to the center of the arena once they have lost their dollar. Riders must obey the commands of the announcer as soon as they are given or they could be disqualified.

Classes 3-5 Egg and Spoon

Contestants will be given 1 egg and a plastic spoon at entry gate. Riders must hold the spoon with the egg balanced on the end with one hand and if two hands are used at anytime the rider will be disqualified. Riders will all be in the arena together going to the left beginning at a walk and the announcer will give out commands to the rider such as trot, canter, stop, back and the difficulty of the commands will increase as the class continues. Riders must come to the center of the arena as soon as their egg is dropped. Riders must obey the commands of the announcer as soon as they are given or they can be disqualified. Class #3 walk-trot will only be asked to walk and trot.

Class 6-8 Keyhole

A keyhole will be drawn out in the arena, using flour. Riders must cross the starting line and run into the key hole and then either spin or back out with touching any part of the keyhole. A judge will be standing outside the keyhole to make sure the run is good or not. Time stops when you cross the finish line.

Class 9-11 Flag Race

Two barrels are set up in the arena. Time starts when you cross the starting line, run past the 1st barrel and to the 2nd barrel, as you are rounding the 2nd barrel pick up the flag which will be in a coffee can on top of the second barrel. As you are running home you must drop the flag into the 1st barrel. Riders are allowed to get off their horse to pick up a flag if the barrel is missed but you must not cross the finish line. You must remount to drop the flag in the barrel on your 2nd try.

Class 12 Exchange Race

Takes 2 people!! Rider 1 starts horseback, Rider 2 starts at the opposite end of the arena on foot standing by the barrel placed in the arena. Rider 1 runs down and dismounts their horse, Rider 2 mounts and runs home, Horse must round the barrel or it is a no time. Please use caution when dismounting at high speeds.

Class 13 and 14 Broomstick Polo

Rider is given a broomstick and a ball. One barrel will be set at the opposite end of the arena. You must use your broomstick to hit the ball down the arena, around the barrel and back. Horses may accidentally kick the ball themselves but please do not try to make your horse kick the ball the entire time as it will pop the ball. Hit the ball as hard as you can!

Class 15 and 16 Dizzy Bat

Rider starts mounted, run down and stop at the barrel placed at the opposite end of the arena. A handler will hold your horse while you spin around a bat 10 times and remount your horse and run back home!

Class 17 Pick Up Race

Takes 2 people!! Rider 1 starts horseback, Rider 2 can either be standing on the barrel at the far end of the arena or standing by the barrel. Rider 1 runs down and picks up Rider 2, you must ride double back home.

Class 18 Innertube (Suicide) Race

Takes 2 people!! Rider is given a rope with an innertube tied to it. Their partner rides the innertube while the rider runs down and around 2 barrels set up at the far end of the arena and back home. Rider must stay on tube the entire time or you are disqualified. Fastest time wins! Helmets required. Goggles may be preferred.

Class 19 and 20 Ribbon Race

Takes 2 people, both horseback! Riders start side by side and are given a ribbon. Riders run down and around both barrels set up at the opposite end of the arena and back. Both riders must have a hold of the ribbon the entire time or they are disqualified.

Class 21 and 22 Follow the Leader

Simple trail course will be set up in the arena, you must lead your horse through the trail course using nothing but treats, grain, carrots etc. You may leave a halter on your horse if you choose but any touching of your horse will result in a disqualification. All obstacles must be attempted, if horse refuses obstacle a 15 second time penalty will be applied. This is timed, go as fast as you can!

Class 23 and 24 Drag Your Pony Match Race

Lead your horse through our obstacle course!! You must attempt every obstacle and if you do not complete each obstacle a 15 second time penalty will apply. Fastest time wins! We will be setting up 2 courses so that we can run 2 horses at a time and you will feel the pressure of a competitor going at the same time!

Class 25 Pony Express Trail Challenge

Ride your horse through our obstacle course as fast as possible. Each obstacle must be attempted and if not completed a 15 second time penalty will apply. Fastest time wins!!