

Contents



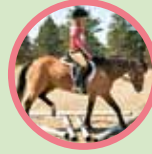
Hi There! 1



Sit-a-Buck
and Breakaway 16



Ball Games:
Throwing and Catching 2



Wild-and-Crazy
Obstacle Course 18



An All-Time Favorite:
Badminton 4



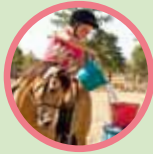
Barrels and Poles 20



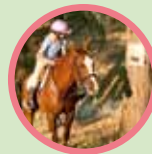
Musical Chairs 6



Stay Cool! 22



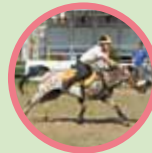
Bucket Brigade! 8



Scavenger Hunt 24



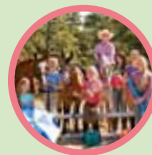
Flowers and Potatoes 10



Team Races 26



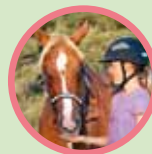
Four Legs vs. Two 12



Goodbye! 27



Boot Race 14



Thank You! 28

Four Legs vs. Two

A race where one runner has twice as many legs—do you think that's fair? Horses are much faster than people, so isn't the winner already obvious? No way! Set up a special **obstacle course** where two-legged humans and their four-legged friends have an equal chance of winning. Speed isn't the only thing that counts—it's also about **agility**, concentration, and skill.



You need to be able to control and guide your horse well to stand a chance against the runner.

Sometimes Fast, Sometimes Slow

Two identical **obstacle courses** are set up side-by-side in the arena or field, separated by a row of **cones** or **poles**. The start line (which will also serve as a finish line) should be drawn about 30 feet (10 m) from the short side of the arena.

Another 30 feet (10 m) from the start line, the course begins with a line of poles set up in a "slalom" for racers to weave through. Often, the runner has an advantage here, but Dusty is well trained and trots through the pole slalom flawlessly.

Right after the *slalom*, place a single ground pole. Both two-legged and four-legged runners must stop here, one or two legs respectively on either side of the pole, and stay here for three seconds. Finally, at the other end of the arena, runners must round a barrel—without knocking it over!



Katie and her horse appear to be tied with Hannah—but the winner will be the one who's made the fewest mistakes.

A Strong Finish!

The *home stretch* can be ridden at a *canter* from the barrel all the way back to the start line, past the first set of obstacles. But watch out! Around 15 feet (5 meters) from the finish line, there should be a final *jump*, less than 2 feet (60 cm) high.

Scoring: The player who crosses the finish line first isn't always the winner. For each mistake—knocking over a pole in the slalom; not stopping at the ground pole for a full three seconds; tipping over the barrel; or knocking down the final jump—three seconds are added to a runner's time. The winner has the best *overall* time.

Boot Race

This game is best suited for riders wearing **cowboy boots**, or other types of proper riding footwear that can be pulled off and put back on easily. In this race, the players don't just have to ride fast—they also have to be able to take off and put on their boots quickly! Isabella, Laura, Krissy, and Daniela had a blast with their "boot race," and they want to show *you* how to play, too!



This game is best played wearing cowboy boots or other "pull-on" riding footwear.

Ready, Set, Go!

All you need for this game is an arena or field at least 66 feet by 131 feet (20 m by 40 m). There should be at least three players, but five or six is even better. Players need to line up along the short side of the arena with their horses' noses even. But they can't start yet! At the **signal**, the group must ride at a walk, **all together**, to the opposite side of the arena. There, everyone dismounts and takes off their right **boot**, making a pile at that end of the arena. Then the players mount up again, with one booted foot and one stocking foot, and ride at a trot back to the starting line, where they should turn around and line up a second time.

It feels strange to put your feet in the stirrups with nothing but socks on!



Tip

Riders in English apparel can play this game too, of course. It's just important for everyone to be wearing boots that are easy to remove—like "ropers" or slip-on paddock boots. High riding boots won't work because they're too hard to take off and put on by hand. Regardless of your chosen discipline, don't play this game while riding horses that have a tendency to kick or bite. When players are busy putting their boots on, the horses have to stand very close to one another, so it's important for them to get along.



Speed is good in a race, but if your horse is going too fast, it can be difficult to stop at the right spot.

Now the starting signal can be given again, and this time the horses are off! The players must ride as fast as they can to the pile of boots at the other end of the arena. There they must slow to a stop and dismount. Each player has to fish his or her own boot out of the pile—while remaining in control of the horse. If your horse pulls away, you lose! Everyone puts their boots on as quickly as possible, and then it's time to head back to the start line, as fast as you can.



Rushing too much won't help you, if your hurry disturbs your horse! You can only win if you hold your horse calmly while retrieving your boot.