**ENGLISH SPEED GAMES**

* BARRELS

BARREL BACK THRU

BIG M

BIG O

CRAZY 8

DOUBLE BOWTIE

FIGURE 8 COWHORSE

FOUR LEAF CLOVER

HORSESHOE BARRELS

SPEED BARRELS

TAIL SPIN

TURN AND BURN

TWO BARREL COWHORSE

* BARREL AND POLES GAMES

BIG “T” RACE

BIG Z

BOOT LACE

CUPID’S ARROW

GAITED KEYHOLE

HOUR GLASS

MOUNTAIN COWHORSE

ROSS’ RUN

TUNNEL VISION

WILD LARK

* BOBBING FOR APPELS
* BOOT RACE – SELECTING HUMAN OR HORSE BOOTS
* CATALOG RACE – DISMOUNTING AND SELECTING SPECIFIC ITEM
* CONE AND BARRELS – RACING AROUND CONES AND BARRELS
* CONE RACES

BIRANGLE

BOW TIE RACE

HORSESHOE CONES

PYLON ALLEY

* DOWN AND BACK
* GROOMING TEST – DISMOUNTING SELECTING SPECIFIC ITEM
* HIDE DRAG RACE – SOMEONE BEING DRAGGED ON A TARP
* HULA HOOP – RIDER DISMOUNTS TO RUN THROUGH A TIRE, WHILE ANOTHER PONIES HORSE
* JUMPING GAMES:

FAULT AND OUT

GAMBLER’S CHOICE

HURRY SCURRY

SCRAMBLE

SCUDDA HO

TWO JUMP COWHORSE

* KEYHOLE
* LINE THROUGH LANE – RACING BETWEEN POSTS
* MUSICAL CARPET – WHEN MUSIC STOPS FIND A CARPET (LIKE MUSICAL CHAIRS)
* MUSICAL STALLS – WHEN MUSIC STOPS FIND A STALL (LIKE MUSICAL CHAIRS)
* PICK UP RIDER: THERE IS NOT MUCH SKILL REQUIRED FOR THIS EVENT, IT’S BASICALLY JUDGED ON HOW FAST YOU CAN GET THE RIDER UP ON THE BACK OF THE HORSE AND GET BACK TO THE FINISH LINE.
* POLE BENDING

BUTTERFLY

CAT’S CRADLE

FIGURE 8’S

REVERSE KEYHOLE

SPEED WEAVERS

STREAKING POLES

TWO POLE RUN

* PONY EXPRESS – RACE THROUGH POLES, HAND OFF LETTER TO “POSTMAN”
* PONY PAIRS – WEAVING THROUGH POLES WITH A ROPE
* QUADRANGLE – RACING AROUND CONES/STAKES
* RELAY RACE
* RUN AND RIDE – LEADING AND RIDING THROUGH POLES
* SADDLE RACE – LEADING HORSE, PUT SADDLE ON, RACE BACK
* SINGLE STAKE – RACING AROUND 1 STAKE

**ENGLISH SKILL GAMES**

* AGILITY ACES (AKA STEPPING STONES) – BALANCING OVER SMALL POTS
* ASSOCIATION RACE – PLACING LETTERS ON TOP OF EACH OTHER
* BALL AND CONE – PLACING A TENNIS BALL ON A CONE
* BALL TOSS – THROWING A BALL IN A BUCKET
* BANG-A-BALOON (AKA BALLOON POP) – POPPING BALLOONS
* BANK RACE – REMOVING AND PLACING NUMBERS
* BOTTLE RACES: - MOVING BOTTLES (NEED TO BE STANDING UP STRAING)

BOTTLE SHUTTLE

BOTTLE SWAP

BOTTLE EXCHANGE

* CARROT RACE – REMOVING AND PLACING CARROTS IN BUCKETS
* CARTON RACE – REMOVE CARTON FROM POLE PUT IN BUCKET
* EGG AND SPOON – BALANCING EGG ON A SPOON, DON’T DROP
* FLAG RACE: - REMOVING AND PLACING FLAGS IN CONES/BUCKETS

FLAG FLIERS

FOUR FLAGS

TWO FLAG

TRIPLE FLAG

THREE POT FLAG RACE

FIGURE 8 FLAGS

* FOUNDER’S RACE – PICKING UP AND PLACING LETTERS OVER A POLE
* GIFT RACE – PICKING UP AND PLACING GIFTS ON BARREL/IN BUCKET
* HI LO – REMOVING TENNIS BALLS FROM CONES AND PLACING IN A NET
* HOOPLA – REMOVING AND PLACING QUOITS ONTO A CONE
* JOUSTING – HITTING JOUSTING BOARD WITH A LANCE
* LITTER LIFTERS – PICKING UP CARTONS WITH STICK, AND PLACING IN BIN
* MOAT AND CASTLE
* MUG RACES: - REMOVING AND PLACING MUGS ON POLES/BINS/BUCKETS

HUG-A-MUG

MUG SHUFFLE

THREE MUG

* POT RACE – PICKING UP AND PLACING POTS ON BARREL/IN BUCKETS
* PUSH BALL GAMES:

HORSE BALL

POLO

COWBOY POLO

BROOM POLO

* RIDE A BUCK – RIDE AROUND WITH BILL BETWEEN LEG AND HORSE/SADDLE, DON’T DROP
* RING TOSS – TOSSING RINGS OVER CONES
* SACK RACE – RUN/HOP IN A POTATO SACK WHILE LEADING HORSE (BALANCE)
* SOCKS AND BUCKETS – PICKING UP AND TOSSING SOCKS INTO A BUCKET
* SPEED BALL – TOSSING A BALL IN A CONE
* STAKE RACE – PICKING UP AND TOSSING STAKES INTO A BUCKET
* STOP AND SPIN – RACE DOWN, DISMOUNT, SPIN AROUND POST, RUN BACK
* SWORD LANCERS – USING SWORD TO HOOK A RING ONTO IT
* TACK SHOP – PICKING UP AND PLACING GROOMING TOOLS IN TACK BOX
* TOOL BOX SCRAMBLE – PLACING HAMMERS INTO A TOOLBOX
* VICTORIA CASTLE
* WINDSOR CASTLE – PLACING AND TOSSING ITEMS

**WESTERN BARREL EVENTS:**

* BARRELS
* BARREL BACK THRU
* BIG M
* BIG O
* CRAZY 8
* DOUBLE BOWTIE
* FIGURE 8 COWHORSE
* FOUR LEAF CLOVER
* HORSESHOE BARRELS
* SPEED BARRELS
* TAIL SPIN
* TURN AND BURN
* TWO BARREL COWHORSE

**WESTERN POLES EVENTS:**

* POLE BENDING
* BUTTERFLY
* CAT’S CRADLE
* FIGURE 8’S
* REVERSE KEYHOLE
* SPEED WEAVERS
* STREAKING POLES
* TWO POLE RUN

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