

# IDAHO MINIATURE HORSE CLUB PRESENTS HALLOWED HAUNTINGS OCTOBER 17, 2020



**Open to all miniature horses and ponies. Al Birt Arena, Nampa  
Entries taken after 9:30 a.m., Games to start at 10:00 a.m. \$10 per horse.  
Bring your own lunch and drinks. Checks are payable to IDAMHC**

Exhibitor name(s) \_\_\_\_\_

Email: \_\_\_\_\_

Phone: \_\_\_\_\_

Number of horses \_\_\_\_\_

**By signing this form, each participant agrees to hold harmless the Idaho Miniature Horse Club and its members, Al Birt Arena, and its owners or agents, for any bodily injury or property damage or loss in connection with this event. One adult signature required.** \_\_\_\_\_

## CLASSES (youth and adult division for each class)

### Cauldron Course

Before start time decorate your own cup (provided). Race against the clock as you take your horse over a jump, move one cup of water from one bucket to another, dress in a costume bag, and take your horse back over the jump. Best time wins.

### Scary Sock Race

As a group, race across the arena, put a sock on your horse's leg, and run back across the finish line.

### Candy Race

With your horse, race to the bucket of candy, grab a handful of candy (one hand only), run it to the bucket at the starting line. The person with the most candy is the winner. Ties broken by the number of candies dropped along the way. Everyone keeps the candy they bring back to the starting line.

### LUNCH (BYOL)

### Red Light, Green Light

The game we all knew as kids. Start at one end of the arena with your horse, try to make it to the finish line first as Red Light and Green Light is called. During Red Light, if you or your horse moves, go back to the starting line.

### Monster Mash Cones

A new take on musical chairs. Instead of sitting on a chair, you run to a cone with your horse and put your foot the X on the cone. Last person with the last cone wins.

### Costume Class

Judged by our wonderful volunteers. Bring your A game for this class!!!