





DRHC Spooktacular Trail Challenge

September 30, 2018

Back of Arena			DRHC Show Booth
<p>9. Dracula's lair</p> 	<p>6. Mummified Barrel Board pinwheel</p> 	<p>5. Flying Witch</p> 	
<p>10. Stake the vampire.</p> 	<p>7. "Emily's Bridge" Teeter Totter</p> 	<p>4. Headless Horseman Bridge</p> 	
<p>11. Spider Barrel</p> 	<p>8. Snake Pit</p>  <p>*Proceed to obstacle #9</p>	<p>3. Gates of Hell</p> 	
<p>12. Trick or Treat (END)</p> 	<p>1. Rat Mailbox (BEGIN)</p> 	<p>2. Spooky walk through</p> 	
Gate			

Instructions:

NOTES: Level 1, lead line and youth will have the same pattern. Level 2 and in hand will have the same pattern. Pattern differences between levels will be called out below if applicable.

1. Rat Mailbox. Open the mailbox and pull rat out. Show judge and replace rat.
2. Spooky pool noodles. **Level 1, Youth and Lead Line** stops next to walk through and high fives the ghost. **Level 2 and In Hand** ride/walk through. Level 3 ride through pool noodles and halt and back up through the pool noodles.
3. Gates of hell. **Level 1, Youth and Lead Line** no rope, walk between the gate posts, **Level 2 and In Hand** open gate and walk through only (no closing it), **Level 3** open gate, walk through and close.
4. Headless Horseman Bridge. **Level 1, Youth and Lead Line** rides straight across the bridge. **Level 2 and In Hand** halts on bridge for 5 seconds. **Level 3** halts in middle of bridge and moves pumpkin from left side barrel to right side right side barrel. Proceed off bridge.
5. Flying Witch. Hit the quintain to make the witch fly.
6. Mummified Barrel board pinwheel. **Level 1, Youth and Lead Line** picks up the mummy from the barrel and place on the other barrel. **Level 2, In Hand and Level 3** pick up the board and make a complete circle around barrels and replace the board on the stand.
7. “Emily’s Bridge” (teeter totter bridge). **Level 1, Youth and Lead Line** halts next to bridge for 5 seconds. **Level 2, In Hand and Level 3 walk over bridge.**
8. Snake pit. **Level 1, Youth and Lead Line** rides over the cavaletti jump. **Level 2 and In Hand** walks over the tarp. **Level 3** rides through the snake pit pool.
9. Dracula’s lair. Navigate through ground poles. **Level 1, Youth and Lead Line** walk through. **Level 2 and In Hand** back through. **Level 3** side pass through.
10. Stake the Vampire. Pick up the stake and stab the vampire with it.
11. Spider Barrel. **Level 1, Youth and Lead Line** halts at barrel and backs 2 steps. **Level 2 and In Hand** walk over the spider barrel. **Level 3** trot over the spider barrel.
12. Trick or treat. Rider grabs a treat out of the bucket and exits the arena through the cones.

Note: The course is subject to change at the discretion of the judges and/or the management of the DRHC Trail Challenge up until the time that the first competitor enters the ring (per level). Any changes in the course will be announced.