



Broome Horse Riders' Club Inc
GAMES NIGHT 4

24TH OCTOBER 2026
REGISTRATIONS BY 4:45 PM
FOR 5PM SHARP START
MAIN RODEO ARENA

ORDER OF EVENTS:

- HALLOWEEN DRESSUP JUDGING
- STOCKMANS CHALLENGE
- FLAG RACE
- THE BIG T
- BARRELS

\$5 PER EVENT ENTERED

DIVISIONS:

- LEAD LINE
- SUB-JUNIOR 10 & UNDER
- JUNIOR 18 & UNDER
- OPEN

**EACH COMPETITOR CAN ONLY
ENTER IN 1 DIVISION**

**IF ENTERING MULTIPLE HORSES
ONLY THE FASTEST TIME
ON 1 HORSE COUNTS
TOWARDS CHAMPIONSHIP**





Broome Horse Riders' Club Inc

Please kindly note:

- Payment of \$5 Entry Fee must be made in full prior to commencement of any Event;
- Completion of Competitor Registration form and payment of Entry Fee deems full acceptance of Equestrian Australia Entrant Declaration – Events which is available by scanning the code or clicking <https://canva.link/entrant-declaration-pdf> ;
- It is not compulsory to participate in all events offered on the evening;
- If you wish to withdraw from an event you may do so at any time;
- You may also ask the organisers for a modification to any event to suit you/and your horse but this will make you ineligible for a ribbon or championship points for that event.



COSTUME CONTEST

NON CHAMPIONSHIP EVENT



SPOOKIEST COSTUME WINS!

YOU CAN COMPETE IN YOUR COSTUME
FOR THE REST OF THE NIGHT OR CHANGE

IT IS NOT COMPULSORY TO ENTER THIS EVENT



STOCKMAN'S CHALLENGE

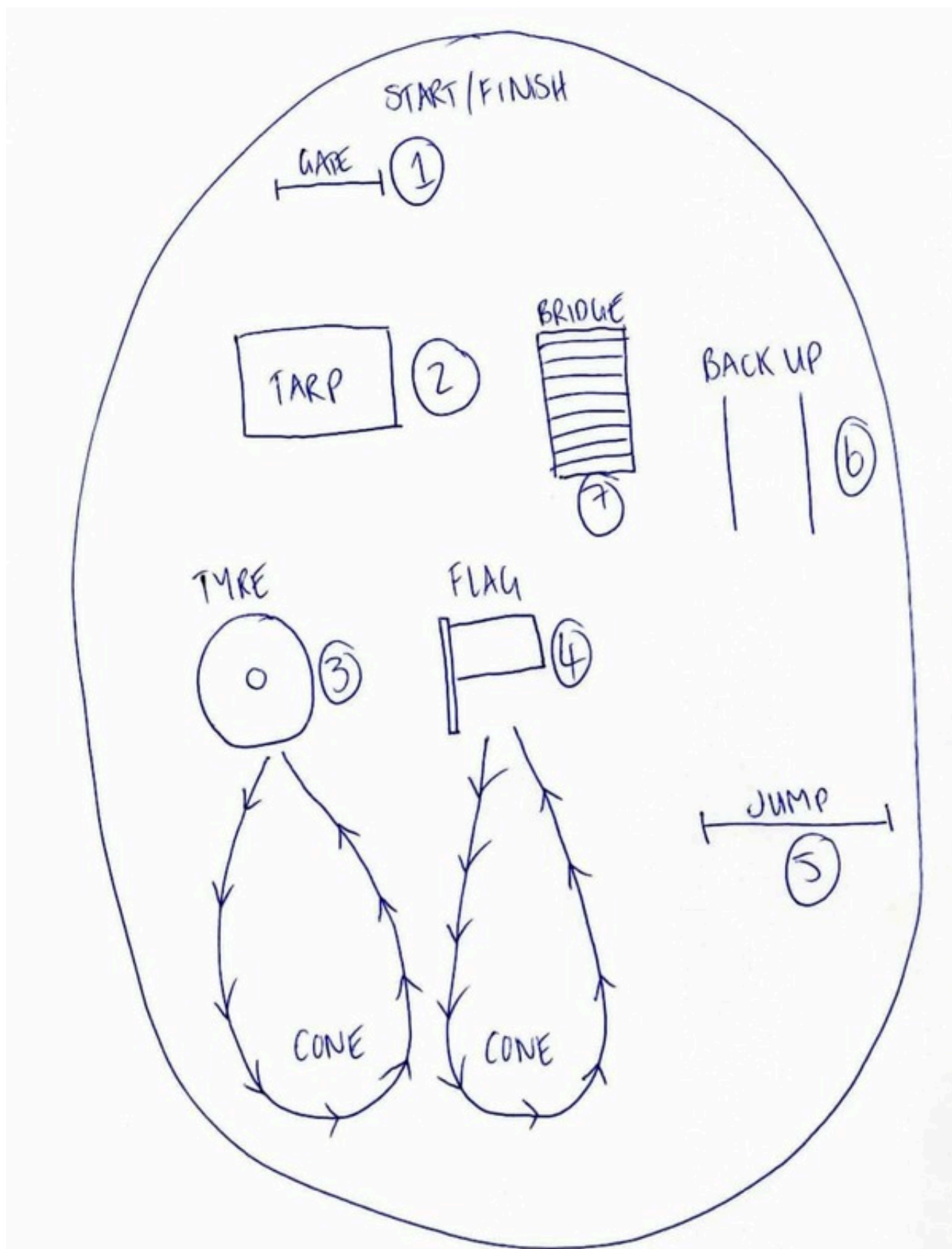
AN EVENT JUDGING THE SKILL
& COMPOSURE OF HORSE &
RIDER

POINTS ALSO AWARDED FOR
COMPLETING THE COURSE IN A
TIMELY MANNER

CHALLENGE TO INCLUDE
OBSTACLES AS FOLLOWS

STOCKMAN'S CHALLENGE PATTERN

LEAD LINE & SUB-JUNIOR OBSTACLES 2, 4, 5 & 6 ONLY



FLAG RACE

RACE THROUGH TIMER, COLLECT EACH FLAG POLE ONE AT A TIME AND PLACE IN BARREL CLOSEST TO START LINE

FASTEST TIME WINS

- 1 RUN PER COMPETITOR
- IF YOU DROP A POLE YOU MAY DISMOUNT, COLLECT POLE, MOUNT AND CONTINUE
- IF YOU MISS WHEN TRYING TO PUT A POLE IN THE BARREL, YOU MUST DISMOUNT, COLLECT POLE, MOUNT WITH POLE AND PLACE POLE IN BARREL



THE BIG T

THIS IS A TIMED EVENT



CAN BE RUN IN EITHER DIRECTION

WEAVE AROUND THE POLES AND GO AROUND THE
OUTSIDE OF THE FURTHEST BARREL.

HEADING TO THE INSIDE OF THE OPPOSITE BARREL,
TURN AROUND IT.

WEAVE THROUGH THE POLES STARTING WITH THE
FAR SIDE OF THE CLOSEST POLE.

FASTEST TIME WINS

1 RUN PER COMPETITOR

5 SECOND PENALTY FOR EACH POLE OR
BARREL KNOCKED OVER

Barrel Race

You know how this goes!

Can be run in either direction!

2 runs per rider!

Fastest time wins!

(no averages)

