

THE SHAMROCK SHOWDOWN

EVENT GUIDE



MARCH 14TH
2026

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SCHEDULE

- 8:30 AM CHECK-IN BEGINS
- 9:00 AM HOBBY HORSE COMPETITION
- 10:30 AM PARADE OF BREEDS
- 11:00 AM MOUNTED GAMES

FEATURING

HARVEST MOON FOOD TRUCK
TIPACANOE CREAMERY ICECREAM TRUCK

ADDITIONAL DETAILS

All Pine Ridge residents are welcome to join the fun—whether participating or cheering from the sidelines!

Every attendee will be entered into a free prize drawing, and preregistered participants will receive a bonus entry. The event is free to attend (food truck items available for purchase).

PARTICIPANT REGISTRATION LINK BELOW

[HTTPS://BIT.LY/SHAMROCKSHOWDOWN26](https://bit.ly/shamrockshowdown26)

PARADE OF BREEDS

Join us for a fun and educational experience as horses take center stage in our Parade of Breeds!

Watch as horses, accompanied by their riders or handlers, gracefully parade across the arena while our announcer shares fascinating facts about what makes each breed unique.

If you have a horse you would like to include, please contact Staci Zo by February 28th.



HOBBY HORSE FAQ

1. WHAT IS HOBBY HORSING?

- Hobby horsing is a sport where participants perform routines and jump courses using a stick horse (a “hobby horse”). It combines elements of gymnastics, dance, and traditional equestrian events.

2. IS HOBBY HORSING A REAL COMPETITION SPORT?

- Yes. Hobby horsing has organized competitions with rules, judges, and scoring systems. The sport gained international attention through the documentary Hobbyhorse Revolution, which highlights its competitive structure and dedicated athletes.

3. WHAT TYPES OF EVENTS ARE INCLUDED?

- Our competition will be equestrian-style games such as a derby-style race, barrel race, show jumping, and more.

4. WHO CAN PARTICIPATE?

- Pine Ridge Neighbors age 5–110.

5. HOW ARE PERFORMANCES JUDGED?

- Judges score based on technical accuracy, course completion (in jumping events), form and movement quality, and creativity (in freestyle categories). Penalties may apply for knocked rails or missed elements.

6. WHAT ARE THE HOBBY HORSE REQUIREMENTS?

- Competitors can make or purchase their own hobby horse. We will have a limited number available for “lease” the day of the show.

7. WHAT SHOULD I WEAR?

- We would love for riders to dress for the occasion in either equestrian clothing or festive holiday attire. Athletic shoes or boots are required. No flip flops or crocks.

8. WHERE AND WHEN IS THE COMPETITION?

- The competition will be held at Pine Ridge Equestrian Center. Check-in begins at 8:30am and ends at 8:50am. The competition will begin promptly at 9:00am. No late entries will be allowed. Participants are highly encouraged to register in advance for an additional entry into our drawing for a free prize.

9. HOW CAN I GET STARTED?

- YouTube is a great reference or the national hobby horse website.

10. IS HOBBY HORSING JUST FOR FUN?

- While hobby horsing can be athletic and competitive, we are really just here to have fun and include our neighbors whether they have a horse or not.



HOBBY HORSE RULES

Safety First

- Wear closed-toe athletic shoes.
- No pushing, shoving, tripping or intentional contact.
- No throwing or dragging of hobby horses.
- Keep a safe distance from others.
- Keep the stick of your hobby horse between your legs at all times.
- Participants must be at least 5 years old, maximum age is 110.

Hobby Horse/Equipment Rules

- Event check-in begins at 8:30am and ends at 8:50am.
- Any hobby horse is allowed (minimum stick size is 30 inch).
- Each participant must use a hobby horse (no sharing during classes).
- Hobby Horses must be safe (no sharp edges, hard or heavy parts).
- Decorations are allowed as long as they don't create hazards.

General Arena Rules

- Listen to staff instructions at all times.
- Enter and exit only when directed and through designated gates.
- Return any borrowed hobby horses.
- Be kind and encouraging to yourself and other participants.
- Have FUN!

Scoring/Awards

Events will be judged based on successful completion of all required obstacles. During competition, hobby horse participants are expected to mirror a horse's natural gait and movement style. Awards will be presented for creativity and costumes/festive attire. The Pot O' Gold Pony Dash is the only competition scored solely on speed and time.



Shamrock Showdown

Hobby Horse Games

1) Pot O' Gold Pony Dash

Get ready to gallop for glory in the Pot O' Gold Pony Dash — a high-energy hobby horse race where speed, spirit, and a little bit of luck come together. Riders will dash down the course in pursuit of the legendary “pot o’ gold,” racing hoof-and-heart to claim victory. Costumes, festive flair, and dramatic race-day enthusiasm are strongly encouraged.

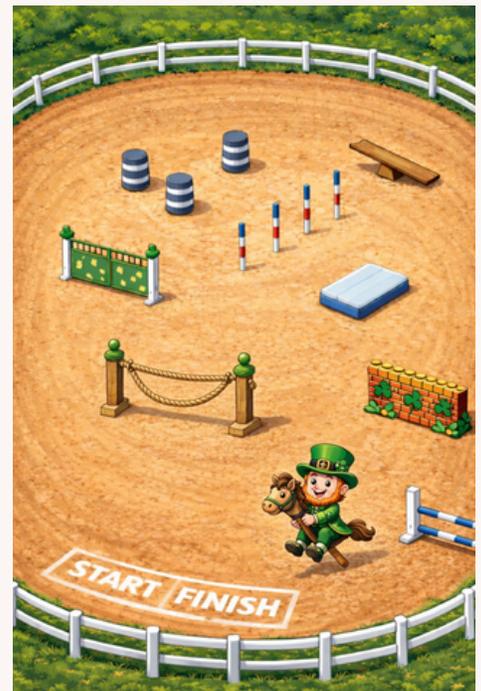
- 1) All riders must line up behind the designated starting line.
- 2) The hobby horse must remain between the rider's legs at all times.
- 3) A clear “Go” will signal the start.
- 4) Riders should mirror a realistic horse gait (gallop or canter encouraged).
- 5) Excessive skipping, running without proper form, or carrying the hobby horse improperly may result in a time penalty.
- 6) Follow the marked race lane from start to finish.
- 7) Stay within course boundaries at all times.
- 8) If a rider drops their hobby horse, they must stop, retrieve it, remount, and then continue racing.
- 9) The rider and hobby horse must cross the finish line together.
- 10) Official times will be recorded upon crossing.



2) Shamrock Showdown Obstacle Course

Get ready to gallop into the Shamrock Showdown — a festive St. Patrick's Day themed hobby horse challenge filled with jumps, turns, and a little Irish luck. This obstacle course tests agility, control, and creativity as riders complete a series of themed challenges while mirroring a horse's natural gait. This is not a timed event.

- 1) Riders must line up behind the designated starting line.
- 2) Hobby horse must remain between the rider's legs at all times.
- 3) The course begins on the official “Go” signal.
- 4) Riders should mirror a realistic horse gait throughout the course.
- 5) Jumps must be cleared without knocking down rails.
- 6) Barrels and poles must be navigated in the correct pattern.
- 7) Missed obstacles must be corrected before continuing.
- 8) If the hobby horse is dropped, the rider must stop, retrieve it, remount, and resume.
- 9) Obstacles must be completed in the designated sequence.
- 10) Skipping an obstacle may result in disqualification or time penalties.
- 11) The rider and hobby horse must cross the finish line together to stop the clock.





Shamrock Showdown

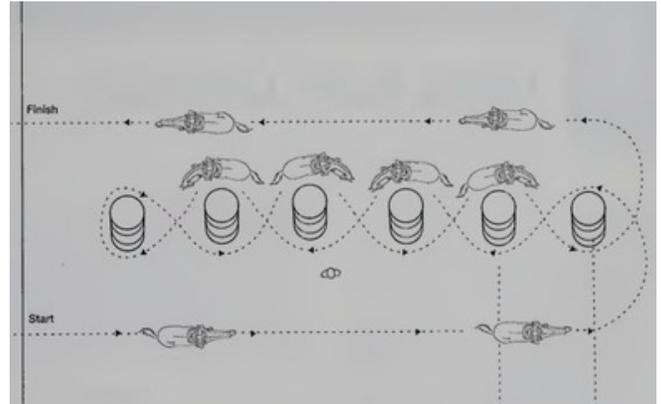
Mounted Games



1) Race the Rainbow - Pole Bending (Timed Game)

As a timed event, the goal of Pole Bending is to ride as straight a line as possible, weaving around the poles.

- 1) 6 poles are set up.
- 2) Instructor announces gait for race and signals rider to begin.
- 3) Rider rides length of arena around last pole and weaves left and right through poles to start/finish line, then circles first pole and weaves right and left back through poles. After rounding the last pole, rider heads straight back to start/finish line.

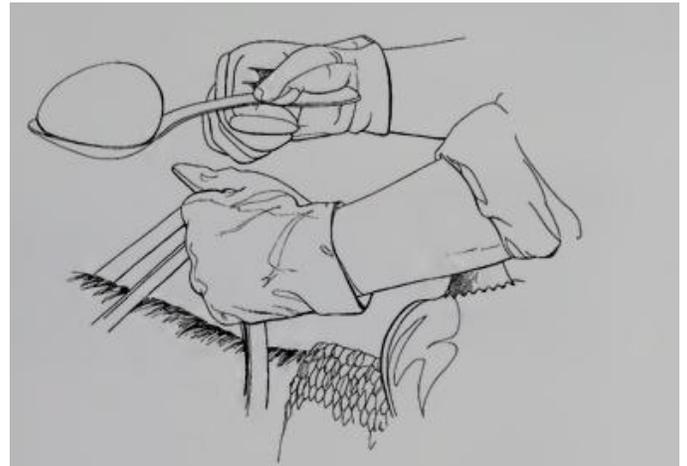


 Winner: Rider with fastest time at designated gait.

2) Golden Nugget Get-Away (Elimination Game)

In this game, the rider holds a golf ball in a large spoon as they ride. The goal is to ride at the specified gait without dropping the ball. Rider may not touch the golf ball once the game begins.

- 1) Riders start parked in single line and halted.
- 2) Riders are handed golf ball and spoon.
- 3) Instructor directs riders to perform various movements at a specific gait, reining their horses with one hand while keeping the golf ball balanced in the spoon with the other.
- 4) If and when the golf ball falls, rider and horse
- 5) leave the game and “park” in the center of the
- 6) arena.



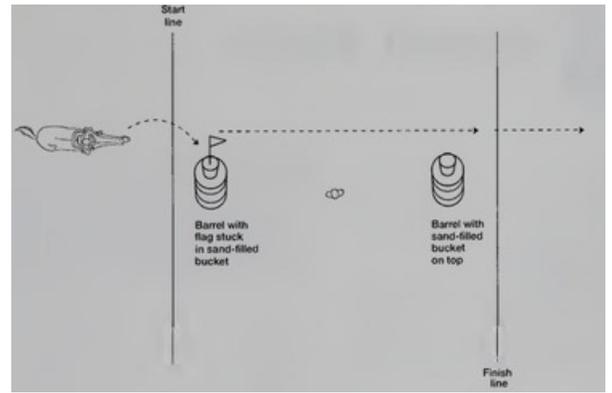
 Winner: Last rider to carry golf ball in spoon.

3) Pot o' Gold Flag Grab (Timed Game)

As a timed event, the riders attempt to move a flag from one bucket to another.

- 1) One 55-gallon barrel is placed a few feet away from start line and one at the finish line. A bucket filled with sand is put on top of each barrel. A stick with a flag on one end is put in the bucket at start line.

- 2) Rider lines up at start line.
- 3) Instructor announces gait for race and signals rider to start. Time starts when rider crosses start/finish line.
- 4) From the start line, rider rides to barrel, takes flag from bucket, rides prescribed course and puts flag in opposite bucket.

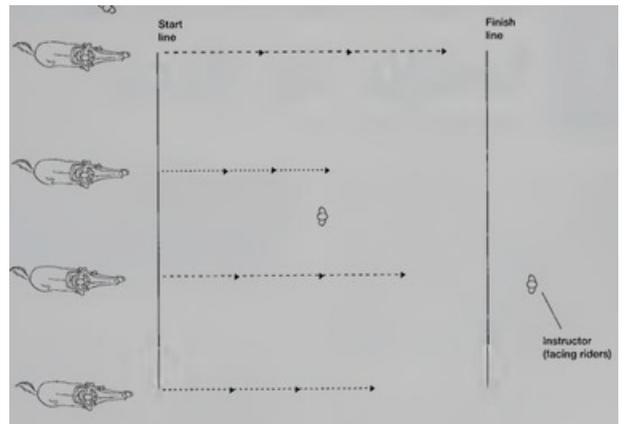


🍀 Winner: Rider with fastest time at designated gait.

4) Emerald Go, Ruby Whoa (Elimination Game)

The instructor acts as a vocal traffic light, calling out “Green Light” to start the riders, then “Red Light” to stop them wherever they are. The goal is to reach the finish line as quickly as possible without getting caught moving on a red light.

- 1) Instructor establishes start line at one end of ring, finish line at opposite end, and gait (walk or trot).
- 2) Instructor says “Green Light” and riders move their horses at designated gait toward the finish line. Horse and rider must return to start line if horse changes to faster gait.
- 3) After 5-7 seconds, instructor says “red Light”.
- 4) Rider halts within a 3-second audible count of the “Red Light” command. Horse and rider must return to start line if horse fails to halt or moves after halting.
- 5) Instructor continues giving start and halt commands.

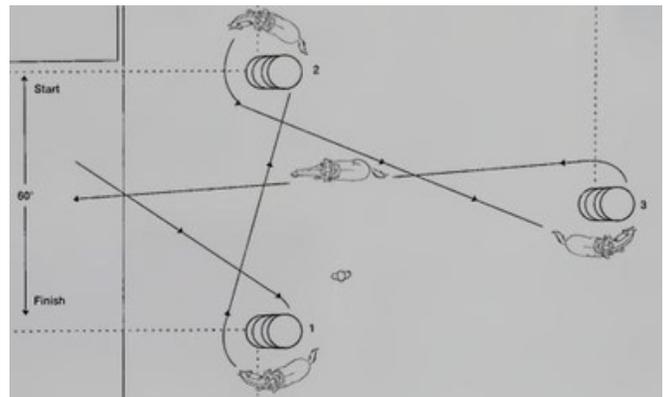


🍀 Winner: The first rider to cross the finish line.

5) 3-Leaf Clover Dash (Timed Game)

As a timed event, the rider circles 3 barrels in a designated pattern and gait announced by the instructor.

- 1) 3 barrels are set up in a triangle.
- 2) Riders line up in arena behind start/finish line.
- 3) Instructor announces gait for the race and signals first rider to begin. Time starts when rider crosses start/finish line.
- 4) Rider proceeds from start/finish line to barrel 1, circling it completely, then rides to barrel 2, circling it completely in the opposite direction. Then rider circles barrel 3 and returns to start/finish line.



🍀 Winner: Rider with the fastest time at designated gait.



6) Luck in the Cup (Elimination Game)

Rider holds a glass filled with water and rides over several obstacles without losing any or as little water as possible.

- 1) Riders start parked in single line and halted.
- 2) Instructor hands glass and fills it with water.
- 3) Instructor directs riders to perform various movements at a specific gaits.
- 4) Elimination occurs when the cup is dropped or all water spills out. Rider and horse leave game and “park” in the middle of arena.

✿ Winner: Rider with the most water in cup.

7) Simon Says (Elimination Game)

Simon Says is an elimination game where rider only perform the instructor’s commands if they are preceded by “Simon Says”.

- 1) As the game begins, riders are mounted and walk along the outside track of the arena in single file.
- 2) Instructor tells riders to ride at a specific gait, execute a certain movement, or touch the horse in a particular spot. Some commands begin with “Simon says”; some don’t.
- 3) Riders follow command when it’s prefaced by the word “Simon says”. A rider who follows a command without the preface is eliminated.

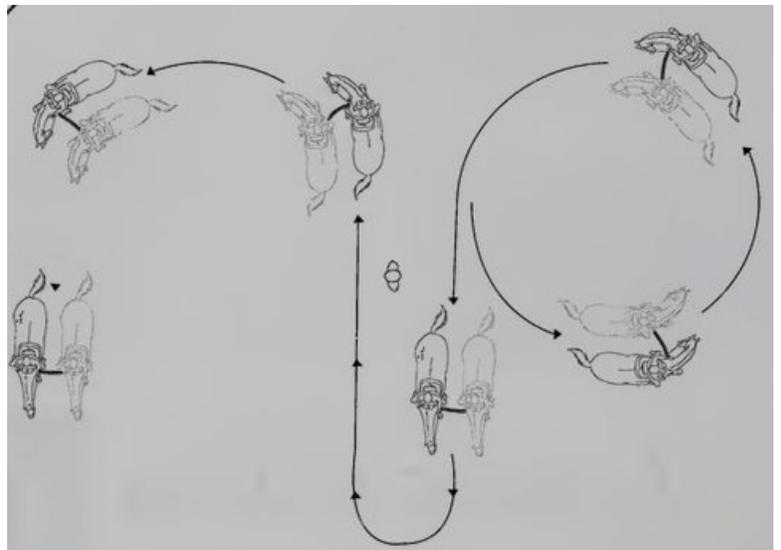
✿ Winner: Rider(s) remaining in game after series of commands are given.

8) Leprechaun’s Lucky Line (Team Game)

Leprechaun’s Lucky Line is a ribbon race which requires each of a pair of riders hold one end of a 3-foot length of crepe paper ribbon between them as they ride side by side. When riders separate and the ribbon stretches beyond its limit and breaks, or if one rider drops the ribbon, the pair is eliminated.

- 1) Riders pair up with their partners and practice riding side by side at the walk once around the ring.
- 2) Instructor hands each team a 3-foot length of crepe-paper ribbon.
- 3) Each team member holds one end of the ribbon, while riding at instructor’s direction.
- 4) Instructor calls out commands, starting with walk and halt, and adding turns and faster gaits, if needed,

✿ Winner: Last team to hold onto both ends of ribbon without it breaking.



THE SHAMROCK Showdown

A PINE RIDGE EXCLUSIVE EVENT

VOLUNTEERS NEEDED

It takes more than luck to run a horse show – we need YOU to help make the *magic* happen!

VOLUNTEER OPPORTUNITIES

- 8:00 AM – SET-UP CREW
- ALL DAY – RING CREW & JUMP CREW
- ALL DAY – GATE / CHECK-IN HELP
- ALL DAY – SCRIBES
- ALL DAY – RUNNERS
- AS NEEDED – PARKING ATTENDANTS
- END OF DAY – CLEAN-UP CREW

No experience necessary – we'll show you the ropes!

VOLUNTEER PERKS

- Snacks & Drinks Provided
- Free Entry into the Prize Drawing
- A Fun Day with Horses and Friends

ADDITIONAL DETAILS

All Pine Ridge residents are welcome to volunteer – whether you can help for an hour or the entire day.

The Shamrock Showdown cannot run without the support of our amazing community.

Don't leave it to luck...

BE PART OF THE TEAM THAT MAKES IT HAPPEN!

✉ Email to Volunteer:

PineRidgeEvents@gmail.com