

- Class List:
- 1. Clean round/jump off. Ride a 10 fence course clean, and jump off over 4 fences for time!
- 2. Red Solo Cup. Enter your jumping level as a group, holding a solo cup full of water. Music plays, and when it pauses you have to jump! After 10 jumps, the rider with the most water in their cup wins!
- 3. Musical Freestyle/Costume Class. Ride a 10 fence course to the music of your choice, in costume (if you wish). Judged in faults, ties broken by popular vote on music and costume theme.
- 4. Gambler's Choice. All 10 fences will have a point value. Lower fences, less points, more challenging fences, more points. Each fence can be jumped once, in each direction. There will be a Joker Fence, worth 100 points if you jump it successfully. If you try and fail, you lose 100 points. You have one minute to accumulate as many points as possible.