

CELEBRATING THE 10TH ANNUAL

Colorado Driving Society

BLUE JEANS DRIVING GAMES

Saturday, September 20, 2025

At Salisbury Equestrian Park, Parker, Colorado

9:30 am Competitor Briefing and **10:15 am** Start

Divisions:

- * VSE
- *Pony/Donkey
- *Horse/Draft/Mule
- *Multiples

Classes:

- Equestrian Cornhole
- Our Colors Don't Run
- Go Fish
- Neighborhood Drive
- Javelin Joust

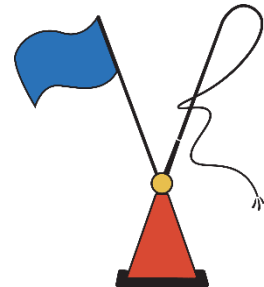
Interesting, Colorful & Challenging Classes!

Awards: Finest Games Driver, Divisions & More

Games Coordinator - Susie Haszelbart

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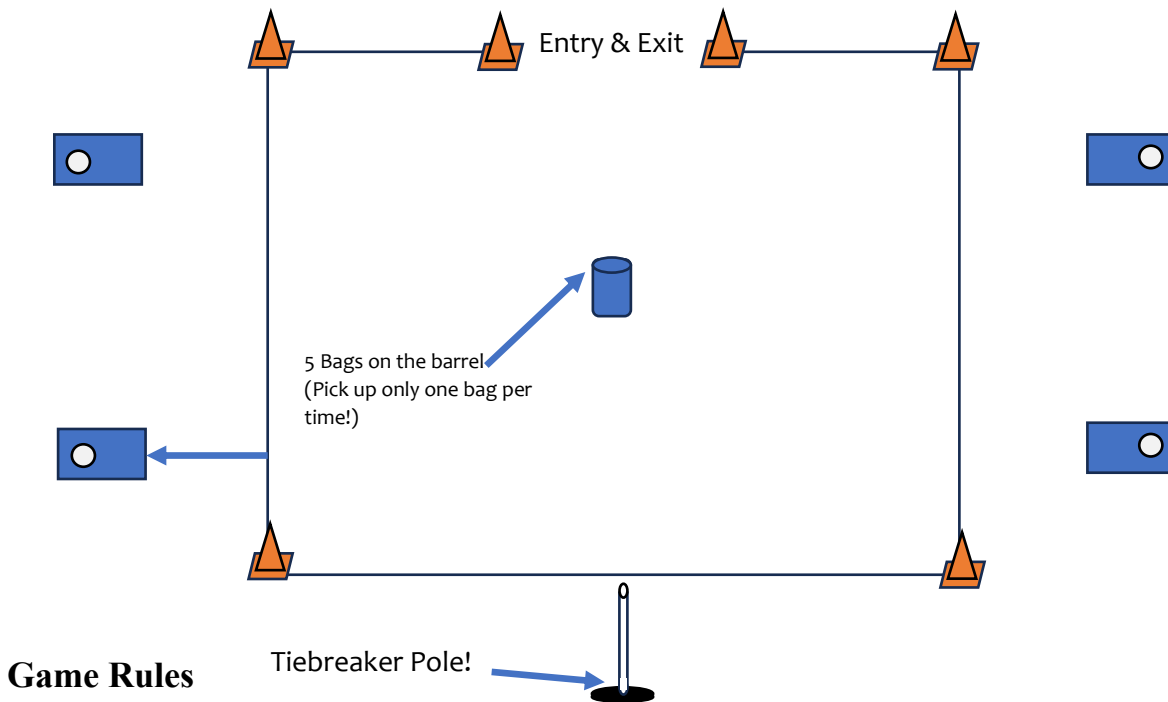


Please have your entry **emailed or text** by Wednesday, September 17.

Volunteers Needed!



Equestrian Cornhole



Game Rules

Who doesn't love Cornhole? This game is all about control rather than speed! Similar to traditional Cornhole:

- 3 points for a bag that goes through the hole.
- 1 point for a bag landing on the table.
- 0 points for a bag that misses the table completely. A perfect score is 15 points.

Objective

Each driver takes their turn and will be individually scored. Drive your vehicle inside the designated box and pick up **one** Cornhole bag from the barrel at the center. The driver must personally pick up the bag and throw it. (Grooms are not allowed to assist.) Do not knock over the barrel. (If the Cornhole bags hit the ground, you'll be disqualified.)

At a walk or trot, align your cart for the best possible throw.

- Your vehicle must remain in motion while tossing the bag—you cannot stop to throw.
- The preferred technique is an underhanded toss with a high arc, but this is not required. Some vehicles may be better suited to different throwing styles.
- Drivers must hold the reins with one hand while throwing, adding an extra challenge.
- If you or your horse leaves the square, any points for that throw will be forfeited.
- Return to the barrel to get another bag and repeat the process for each Cornhole table.
- You cannot attempt the same table more than once.

Tiebreaker Pole

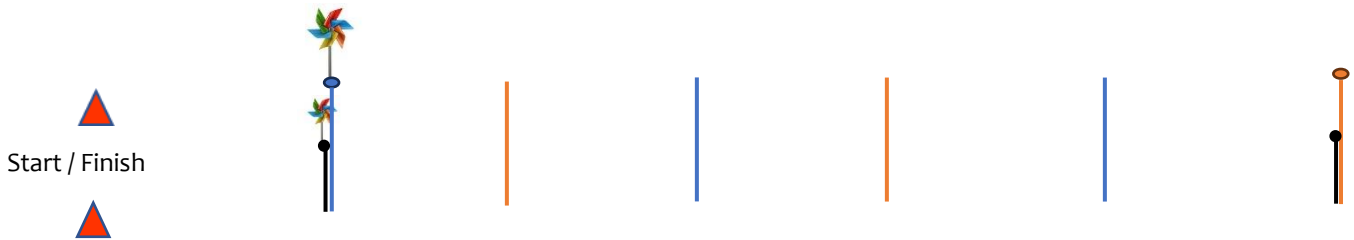
Your final 5th bag is for the tiebreaker pole. Follow the same throwing process, but this time, your goal is to get the bag as close to the pole as possible.

- Distance will be measured from the pole to the closest corner of the bag, ensuring a clear winner in case of a tie.

Our Colors Don't Run

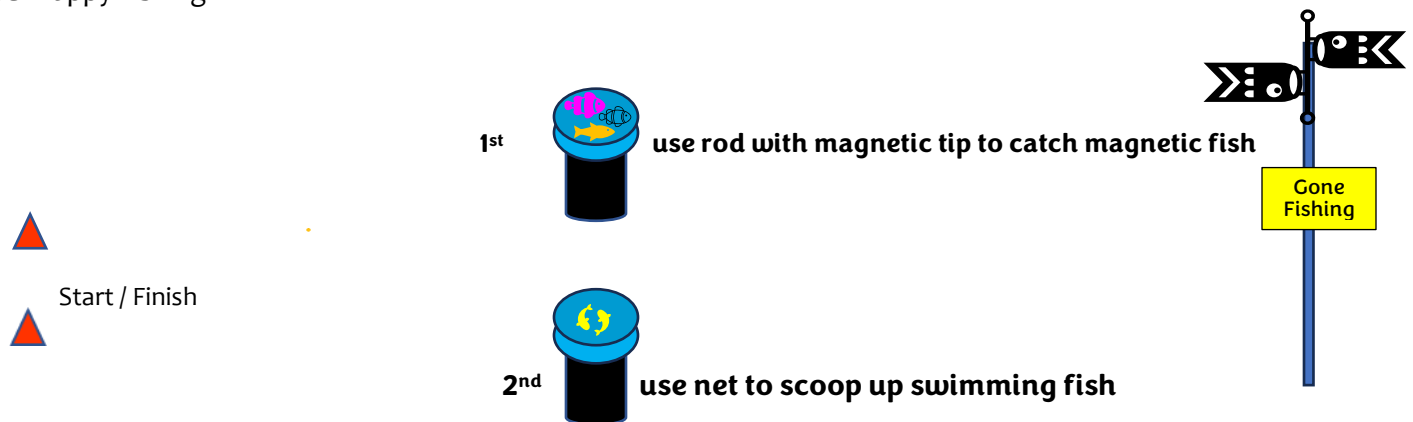
6 poles with a pinwheel mounted on the first pole, with two pole options to accommodate the equine's height. Walk only. Pick up the pinwheel on 1st pole, NO STOPPING, weave through the poles, place the pinwheel in last pole, NO STOPPING, then weave your way back. Penalty points for not successfully completing pinwheel placement: 20 pts. Each occurrence of a trot, canter or stop: 10 pts.

Goal: **"Slowest"** time with no pentalty points.



Go Fish

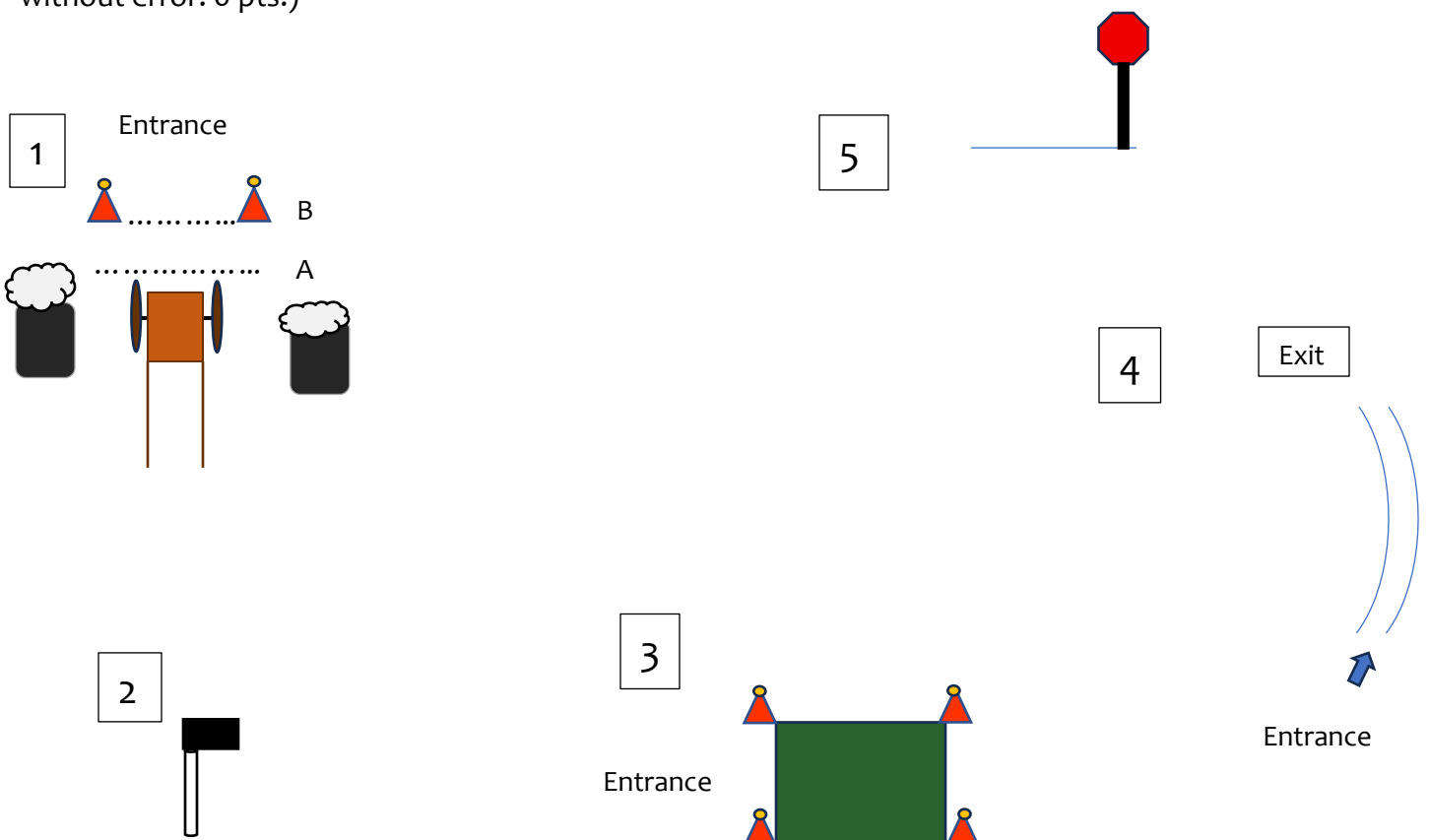
You are given a rod, net, & creel prior to starting the course. Proceed through the start. At 1st barrel, fish out as many fish, one at a time, as you can with the rod (magnetic) & place each fish into the creel. Proceed to the 2nd barrel. Use the net to scoop out as many swimming fish as possible, one at a time & place into the creel. 10 points awarded for each fish caught & placed in creel. No passenger assistance. Keep track of your time, you only have 3 minutes on course. Happy Fishing!!!



Neighborhood Drive

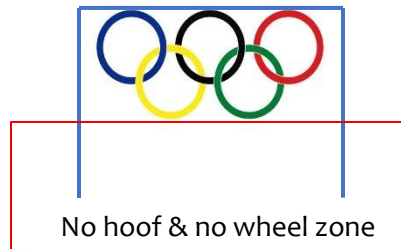
This class is to simulate those challenges we encounter on a morning drive through the neighborhood. Challenges must be taken in order. Only one attempt at each challenge allowed.

1. Enter through the cones at B and stop at the trash cans, with rear wheels past the line of A. Rein back without help to cross line B with both rear wheels, without touching the cones. Drive forward out of the obstacle. (Penalties: ➤ Obstacle not tried: 20 pts, ➤ Reining back without crossing line B, touching the cones, whip not in hand, outside assistance, use of brake: 10 pts, ➤ Completed without error: 0 pts.)
2. Open mailbox, pull & show item, then return item to mailbox & close door. (Penalties: ➤ Obstacle not tried: 20 pts, ➤ Item not shown, item not returned to mailbox, door not closed, whip not in hand, outside assistance, use of brake: 10 pts, ➤ Completed without error: 0 pts.)
3. Drive over the carpet without touching the cones. (Penalties: ➤ Obstacle not tried: 20 pts, ➤ Not crossing carpet, ball(s) knocked down, whip not in hand, outside assistance, use of brake: 10 pts, ➤ Completed without error: 0 pts.)
4. The right front wheel of the carriage must stay between the two lines, curved to the left, without touching the lines. (Penalties: Obstacle not tried: 20 pts. ➤ Touching boundary lines at any time; whip not held in hand; outside assistance; or use of brakes: 10 pts. ➤ Completed without error: 0 pt.)
5. Stop with heads of horses at a STOP sign. Halt for 20 seconds. (Penalties: ➤ Obstacle not tried: 20 pts. ➤ Halt not held for 20 seconds; whip not in hand; outside assistance; use of brakes: 10 pts, ➤ Completed without error: 0 pts.)



Javelin Joust

You have 4 minutes to throw 5 wooden dowels through the rings. You need to throw one javelin through one ring at a time. Once a shot has been taken, successfully or not, you must pass around the far pole & return for another shot. Once a ring has been successfully completed, you can not shoot through that ring again. There will be a rectangle where no equine hoof or carriage/cart wheel may enter, elimination will result. 20 points awarded per ring.



Must pass around pole between shots



Good Luck 🍀

Final note: Blue Jeans are the expected attire, so no lap robe is necessary. Helmets are strongly encouraged & required if you're under 18 years old. A groom is required if you're driving multiples. Your equine's gait is up to you, unless otherwise specified ... walk, trot or canter. If cantering, you must maintain control, with safety as the ultimate goal. The classes will run concurrently to minimize any wait time and allow you to continue driving from one game course to another. We normally conclude around noon, enjoy lunch together, give out awards, pack up & head home.

Thank you for being part of the Blue Jeans Driving Games!

