

Whidbey Western Games Association dedicates this book to the promotion of patterned horse racing. This book outlines the rules by which patterned racing is run and WWGA recognizes the need to provide an example for new riders. Each and every rider who competes is setting an example for this fun and exciting sport. As the times run in each event become faster each year and new riders join the sport, it is important that every competitor set a proper example, not only to other games riders, but also spectators and potential competitors watching in the stands. Please use every courtesy and thoughtfulness in the treatment of the horses and other competitors and do your part to keep our sport fun for everyone.

Age Groups

| AGE GROUP | AGE (YEARS) * |
|------------------|----------------------|
| LEAD LINE | 8 & YOUNGER ** |
| PEE WEE | 11 & YOUNGER ** |
| JUNIOR | 11 THRU 16 |
| INTERMEDIATE | 16 THRU 25 |
| SENIOR | 25 THRU 43 |
| SUPER SENIOR | 44 AND UP |

*Your age as of January 1 of current year.

** No Lead Line or Pee Wee's in Team Events

Rules and Regulations

Ground Rules

1. Any unsafe equipment or procedure is grounds for dismissal by the judge.
2. Any new arena records must be measured immediately following the run. Course may not deviate more than six inches from the correct dimensions or record is not valid.
3. Western boots must be worn while riding anywhere on the grounds.
4. All riders on a horse in the arena must have a signed release.

General Rules of Conduct

1. A rider may be disqualified for abuse of arena equipment or over-abuse of the horse on any place of the grounds. This will be announced from time to time over the P.A. system

2. No rider or official shall have intoxicating beverages in the arena. Drinking or smoking of intoxicating material will not be allowed.
3. Excessive whipping, excessive spurring or striking the animal on the head will immediately disqualify that rider. Cruelty to animals will not be tolerated by anyone at anytime on the grounds.
4. any unsportsmanlike conduct or profanity is grounds for dismissal with no entry fee refunded for the event or for the day at the discretion of the ring steward or judge.

Arena Layout

1. Lane measurements common to all events are shown in a diagram immediately preceding the diagrams of individual events.
2. Cones, spaced thirty feet apart, shall designate the length of the start/finish line, and a horse and rider must pass between these cones at the start/finish line or be considered off-course. Starting cones may be omitted in barrels.
3. When the course is measured, the measurement shall be taken from the center of the barrels, poles or containers. A course may be moved for safety reasons; riders shall then choose to either re-run or keep their original time.

Miscellaneous

1. In no event will horses ever be tied together.
2. No one is allowed in the arena except contestants, ring crew and officials.
3. No running of horses except in arena or other designated areas.
4. Stallions may be used by a Senior rider 18 years of older. Stall used by adults will be subject to the judges' approval.
5. Sick or injured horses will not be allowed to compete. Money will be refunded for any remaining events, subject to approval by the ring steward.

Contestant's Equipment

1. All games contestants shall be fully prepared with the proper equipment in good condition and ready to compete. Breakage of contestant's equipment shall not entitle any contestant to re-run any games event.

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2. Western equipment to be used shall be a saddle with horn, bridle type optional. Rider must wear western boots in all events where a saddle is used. Riders are required to wear "near" western attire at the discretion of the games judge, or judges, "gimmicks" will not be allowed.

During Competition

1. No horse or rider shall compete against themselves in the same group.
2. Riders shall be considered mounted with the knee over the center line of the horses back.
3. For those events where this event diagram book is the rule book shows no directional arrows, the course may be run in either direction.
4. Striking the animal with any event property shall disqualify that contestant.
5. Breakage of equipment shall not entitle any competitor to a re-run in any games event, unless otherwise stated.
6. No property shall be re-set until the rider has finished the course.
7. Contestants may not ride out of age group.

Re-Rides and Run-Offs

1. In the event of a missed time, a contestant with a clean ride will be given two chances to make a qualified run. Re-rides must be made in the original lane. If the first run qualifies, the contestant is not entitled to the second run.
2. In the event of interference, a re-run shall be offered at the discretion of the official games judge with re-rides to be run after the last rider in the class has completed the course. Contestants wishing to re-run must request one before leaving the arena.
3. In the event of a tie, it shall be optional to the riders to flip a coin or accept a run-off. In the breaking of a tie, the loser takes the next lower position. The contestants involved will flip a coin to see who will be the first rider or have choice of lane. The horse declared the winner in the run-off must run the pattern no slower than two seconds than the original time or the run-off must be held again. Run-off times shall not be announced until all riders have completed there runs. In the event of a disagreement, the decision shall be left to the judge or judges. Re-rides and run-offs must be made on the original horse.

Judging and Interpretation

1. The decision of the judge, or judges, will be final.
2. All complaints and protests will go to the ring steward. The ring steward in turn, if necessary, takes the complaint or protest to the appropriate person or persons who will take whatever action is

necessary. Protests must be accompanied by a \$25.00 protest fee.

3. Rules state only what you cannot do, not what you can do.
4. These rules to be understood as intended.

Disqualifications

1. All four of the horse's feet step out of the lane at one time.
2. Contestant becomes dismounted, unless specified.
3. Off Course:
 - a. Failure to complete course as diagrammed.
 - b. Runouts - crossing the run out line upon entering or leaving the course.
 - c. Refusals
 - d. Upsetting the starting poles.
 - e. Circling around the marker considered part of the course.
 - f. Crossing the starting line plane at any point other than the rider's designated lane.
 - g. Deviation of the course or loss of forward progress of the course.
4. Failure to start within 30 seconds of the starting of signal.
5. Knocking down, dropping or moving stationary properties outside of foot radius of its original location.
6. Stopping the clock before completion of course by any portion of the rider or properties.
7. Whipping the horse with properties of the event, including behind the starting line.
8. Unsportsmanlike conduct. The judges may disqualify riders for use of profane language, unnecessary roughness, and excessive use of bat, quirt, spurs, and disorderly conduct of any kind. They may disqualify any unmanageable horse for reasons of safety. Decision of the judges shall be final.
9. Loose horse, defined as separated from, or out of control of contestant. A ground tied horse is considered to be in control of the contestant.
10. In the flag race, flag must remain in the barrel. Disqualifications due to breakage or defective flag or staff may be waived at discretion of the judge.

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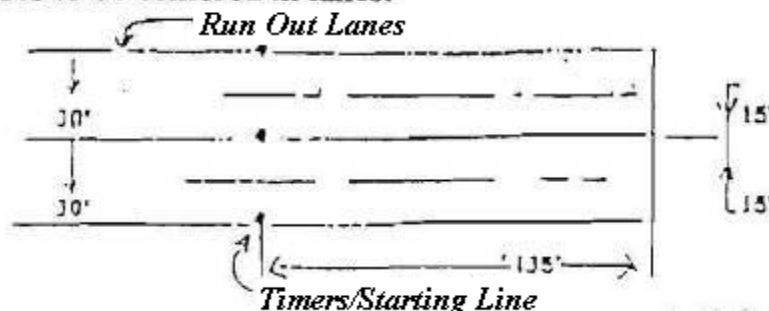
11. In the scurry, all 4 feet must pass over the jump. A balk is not considered a refusal if the horse finally completes the course, but there is a balk line (Disqualified after 3rd balk).
12. Teams will be disqualified if the horse waiting his turn crosses the course starting line before the horse completing the course crosses the finish line completely.

Equipment

1. The following equipment shall be used whenever any of these terms are used. All equipment is to be standardized according to these specifications.
2. Equipment should be white and may have stripes or lettering.
 - a. **Barrels:** Fifty-five gallon standard plastic barrels with both ends intact.
 - b. **Containers:** Quarter barrels containing 8-10 inches of sand or soil.
 - c. **Flags:** Consists of a staff and a flag. Staff to be 1 & 1/16" wood doweling, 5 feet long. Flags to be sturdy cloth (double thickness, hemmed 8" by 12") one light and one dark; wrapped completely around the top of the staff, tacked and/or glued securely leaving an 8" by 8" portion free from the staff.
 - d. **Poles:** To be white and made as described:
 - Optional 1" schedule 40 or 80 white plastic cap.
 - Standard 1 1/2" schedule 40 or 80 white plastic pipe, 81" long.
 - Standard heavy rubber pole bases
 - Poles to have minimum weight of 11 lbs., maximum weight of 13 lbs. Extra weight if needed to be added to bottom center of the base.
5. **Jump Standards:** To be determined by the show committee.
 - Jump poles to be 15 feet in length with a minimum 3" to a maximum 4" in diameter.

Lane Dimensions

Equipment: Start line poles, chalk and a minimum 50' tape measure.
All courses to be centered in lanes.



Team Events

Team Flags

Same course as flags. First rider crosses finish line before second rider starts. Riders must make the same directional turn.

Team Poles

Same course as poles. First rider crosses finish line before second rider starts. Riders must make same directional turn.

Team Barrels

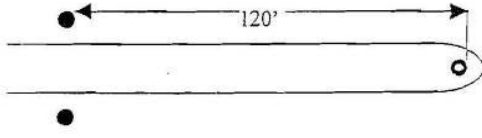
Same as barrels. First rider crosses finish line before next rider starts.

Rider races across turning line, picks up partner and races back across start/finish line. Riders must be mounted when crossing start/finish line. Riders cannot touch ground between turning line and start/finish line.

First rider places both flags in center container, one at a time and crosses the start/finish line to end the race. Both riders must make the same directional turn.



Riders start race holding provided ribbon between the, race around barre!, making a left turn and back across starUfinish line. Disqualification for knocking over barrel or letting loose of ribbon at any time.



Ribbon Race