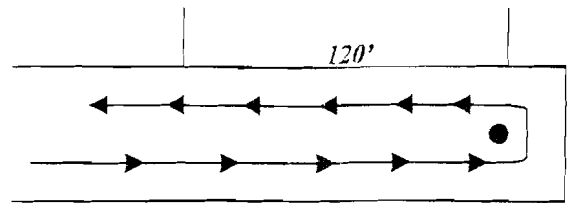


Ribbon Race

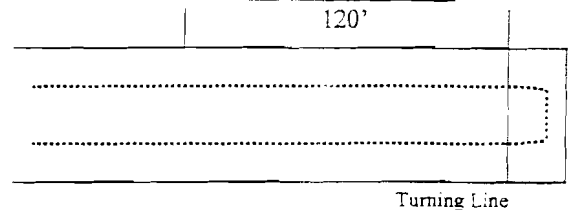
GROUND RULES



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

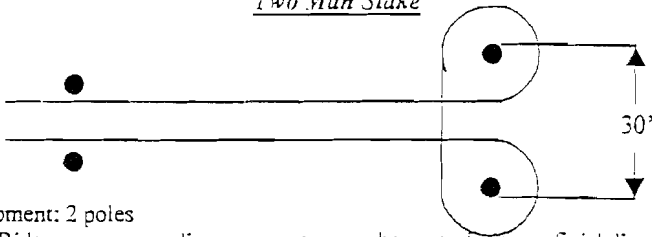
1. Any unsafe equipment or procedure is grounds for dismissal by the judge.
2. Any new arena records must be measured immediately following the run. Course may not deviate more than six inches from the correct dimensions or record is not valid.
3. Western boots must be worn while riding anywhere on the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

Saddle and Rescue



Rider starts on bareback horse with saddle on ground behind turning line. Rider races across turning line, both saddle horse, putting blanket or pad in place first and then the saddle. Both mount horse behind turning line and race back across start/finish line. Conventional cinch hooks, or tackle berries or any conventional western riding equipment will be permitted. Contestants may not step out of mounting area.

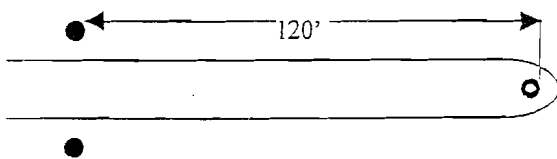
Two Man Stake



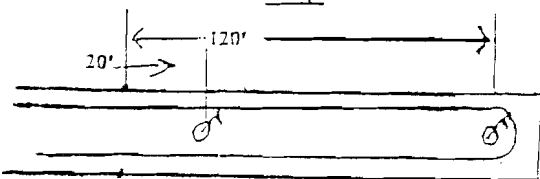
Equipment: 2 poles
First Rider crosses start line, runs pattern as shown and crosses finish line. Second rider does the same thing. Both riders make the same directional turn.

Team International Flags

Equipment: same as International Flags.
Pattern to be run as first rider turns around barrel, placing flag in coffee can and races across start/finish line. Second rider runs down and turns barrel in same direction, picks up flag and races across start/finish line.



Flags



Equipment: 2 containers and 2 flags
Pattern to be run as shown above, picking up first flag and placing in second container, then picking up second flag and placing in first container.

WHIDBEY WESTERN GAMES ASSOCIATION

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 are suggested and subject to each individual club's preference.

<u>AGE GROUP</u>	<u>AGE (YEARS)</u>
PEE WEE	8 & YOUNGER
JUNIOR	9 THRU 12
INTERMEDIATE	13 THRU 18
SENIOR	19 THRU 42
SUPER SENIOR	43 AND UP

** Your age as of 1/1/03

** Age group for team events will be Junior and up

RULES AND REGULATIONS

GENERAL RULES CONDUCT

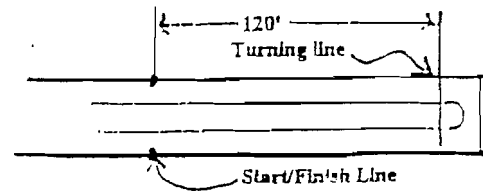
1. A rider may be disqualified for abuse of arena equipment or over-abuse of the horse on any place of the grounds. This will be announced from time to time over the P.A. system.
2. No rider or official shall have intoxicating beverages in the arena. Drinking or smoking of intoxicating material will 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.

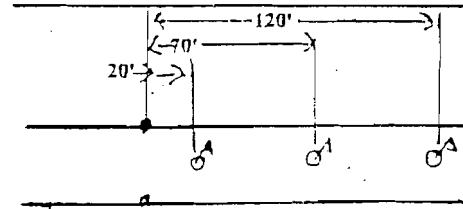
3

Rescue Race



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.

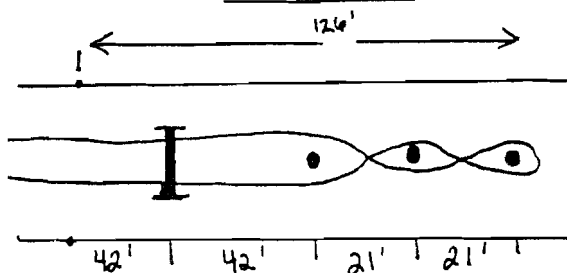
Two Man Three Barrel Flags



Equipment: 3 containers and 2 flags

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

Western Jumping



Equipment: 1 15' Jump pole, 2 standards, 3 poles
Pattern to be run as shown

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 the same directional turn.

Team Barrels

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

A. MISCELLANEOUS

1. In no event will horses ever be tied together.
2. No one is allowed in the arena except contestants, ring crew or officials.
3. No running of horses except in arena or other designated areas.
4. Stallions may be used by a Senior rider 18 years or 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.

B. 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.
2. Western equipment to be used shall be a saddle with horn, bric type optional. Rider must wear western boots in all events where 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.

C. 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 horse's 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.

D. RE-RIDES AND RUN-OFFS

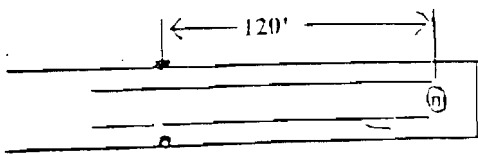
1. In the event of a missed time, a contestant with a clean ride will be given two chances to make a qualified run. Re-rides must be made in the original lane. If the first run qualifies, the contestant is not entitled to the second run.
2. In the event of interference, a re-run shall be offered at the 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 their 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.

E. JUDGING AND INTERPRETATIONS

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.

5

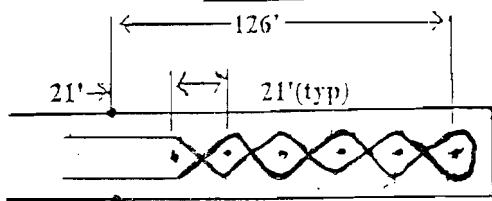
Polo Turn



Equipment: 1 pole

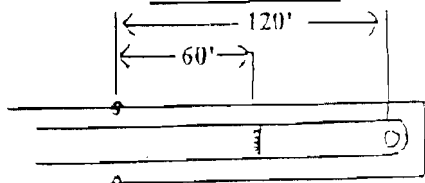
Pattern to be run as shown above completely circling the pole.

Keg Race



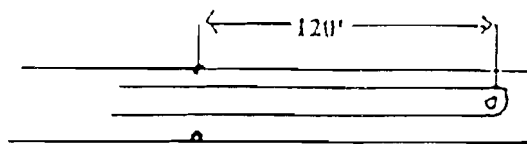
Equipment: 5 gallon plastic buckets with handles removed
Pattern to be run as shown above.

One Jump Scurry



Equipment: 1 (2' High) jump and one barrel
Pattern to be run as shown above.

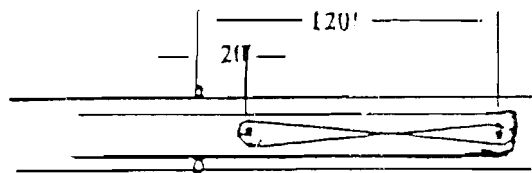
Stake Race



Equipment: 1 pole

Pattern to be run as shown above

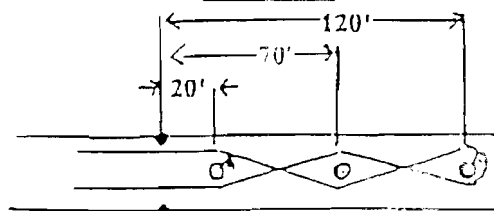
Idaho Figure Eight



Equipment: 2 poles

Pattern to be run as shown above

Speed Flags



Equipment: 2 containers, 2 flags and 1 barrel

Pattern to be run as shown above, placing first flag in second container and second flag in first container.

DISQUALIFICATIONS

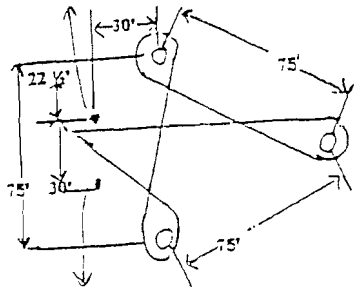
3. Off course – failure to complete course as diagrammed.
 - b. Runouts – crossing the run out line upon entering or leaving the course.
 - c. Refusals
 - d. Upsetting the starting poles.
 - e. Circling around marker considered part of the course.
 - f. Crossing the starting line plane at any point other 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, 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. ground tied horse is considered to be in control of the contestant.
10. In the flag race, flag must remain in the barrel. Disqualification's due to breakage or defective flag or staff may be waived at discretion of the judge.
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 horse waiting his turn crosses the course starting line before the horse completing the course crosses the finish line completely.

6

Barrels

Equipment: 3 Barrels

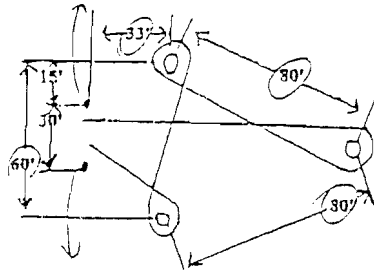
Pattern to be run as shown. (Pattern may be run to the right or to the left.) Take out poles or cones at timing line. Set timers near fence.



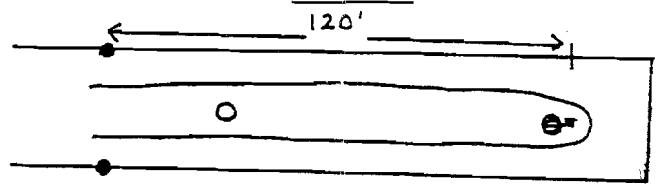
Optional Barrel Course

Equipment: 3 Barrels

Pattern to be run as shown above and may be run to the right or to the left. Distance between barrels to be set at clubs discretion. Take out poles or cones at timing line. Set timers near fence.



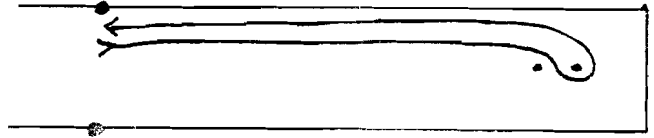
Tomahawk



Equipment: 1 Barrel; 1 container; 1 Tomahawk

Pattern to be run as shown; Pick up Tomahawk off Barrel (Handle extend off Barrel 6") and place it in container.

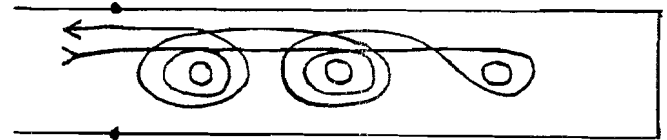
1/2 Eight



Equipment: 2 Poles

1 Poie placed on turn line (120") and other placed in line 6' short of line course to be run as shown.

Straight Barrels



Equipment: 3 Barrels

Centered in lane as shown. Pattern to be run as shown.