



## **RULES AND REGULATIONS**

Compiled, Recommended and Accepted  
by the  
Snohomish County Western Games Association

**REVISED 2014**



## SCWGA GROUND RULES

1. Any unsafe equipment or procedure is grounds for dismissal by judge.
2. Any new arena records must be validated by measuring the course immediately following the run. the course may not deviate more than six inches from correct dimensions or record is invalid.
3. Western boots must be worn while riding anywhere on the grounds.
4. Any horse ridden in training is not permitted to be ridden in competition in that same event; no exceptions will be made.
5. All riders on a horse in the arena must have a number and have signed a release.
6. No clip on spurs. Spurs must be secured to boot by strap or tape. Loss of a spur may result in disqualification.
7. Riders are not allowed to ride bareback anywhere on the Fairgrounds.
8. Riders are not allowed to ride double anywhere on the Fairgrounds, except during competition.



## **SNOHOMISH COUNTY WESTERN GAMES ASSOCIATION, INC.**

Snohomish County Western Games Association (SCWGA) dedicates this book to the promotion of patterned horse racing. This book outlines the rules by which patterned racing is run and SCWGA also 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, lower each year, and new riders join the sport, it is important to mention the fact that, as in other horse activities, the patterned horse and rider is a specialist who requires years of training. It is the responsibility of every competitor to set a proper example, not only to other games riders but also for the spectators and potential competitors watching in the stands. Please use every courtesy and thoughtfulness in the treatment of your horses and other competitors and do your part to keep our sport fun for everyone.

### AGE (YEARS)

groups  
adjust  
by year  
for balance



## **RULES AND REGULATIONS**

### **A. CONDUCT**

1. A rider's number may be pulled for abuse of arena equipment or abuse of a horse any place on 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 at any time 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.

### **B. ARENA LAYOUT**

1. Lane measurements common to all events are shown in a diagram immediately preceding the diagrams of individual events.
2. Two poles, spaced thirty feet apart, shall designate the length of the start / finish line, and a horse and rider must pass between these poles at the start and finish or be considered off course. Starting poles 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. If a course is re-set for initial wrong measurement, all riders in that class must re-run.



### **C. MISCELLANEOUS**

1. Little trainers are 8 years and under. This is a non-competitive class. Horses or ponies may be lead through courses. All horses or ponies being lead must be lead with a lead rope. Reins must be in rider's hands. Horses or ponies must be under control and not dangerous.
2. In no event will horses ever be tied together.
3. No one is allowed in the arena except contestants, ring crew and officials. An adult, 18 or older, may enter the arena with a rider in the youngest competitive age group as long as they do not interfere with or handle the horse and they stand near the wall in the rider's lane.
4. No running of horses except in the arena or in other designated areas.
5. Stallions may be used by riders of 18 years or older. Stallions used by adults will be subject to the judges' approval.
6. Sick or injured horses will not be allowed to compete. Money will be refunded for any remaining events, on approval by Ring Steward.

### **D. 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 a re-run in any games event.
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.
3. At the discretion of the games judge, or judges, "gimmicks" will not be allowed.

### **E. DURING COMPETITION**

1. No horse or rider shall compete against themselves in the same age group.
2. Contestant's number must be uncut, unfolded, and clearly visible at all times on the rider's back or where designated by the sponsoring club, or that rider will be disqualified.
3. Riders shall be considered mounted with the knee over the center line of the horse's back.
4. For those events where the event diagram in this rulebook shows no directional arrows, the course may be run in either direction.
5. Striking the animal with any event property shall disqualify that contestant for that event.



6. Breakage of equipment shall not entitle any competitor to a re-run in any games event.
7. No property shall be re-set until the rider has finished the course.
8. Contestants may not ride out of age group.

#### **F. 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 at the discretion of the official games judge as indicated by raising the white flag. The rider must accept the re-ride before leaving the arena. The rider has the option of completing the re-ride before they leave the arena or at the end of their class. Once the decision to re-ride is made, the re-ride must be run or contestant will receive a no time.
3. In the event of a tie, the hosting club may opt to award both riders equal points of the highest placing, or an option 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 worse than two seconds slower 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.

#### **G. JUDGING AND INTERPRETATIONS**

1. The decision of the judge, or judges, will be final. (No video camera replay.)
2. All complaints and protests will go to the Ring Steward. The Steward, in turn and if necessary, takes the complaint or protest to the appropriate person or persons, who will take whatever action is necessary. Official 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.



## **H. DISQUALIFICATIONS**

- 1 a. Off Course - failure to complete the course as diagrammed.  
b. Runouts - crossing the runout line upon entering or leaving the course.  
c. Refusals.  
d. Upsetting the starting poles.  
e. Crossing or breaking the starting line plane with the horse's chest or any other part of their body at any point other than the rider's designated lane or any other designated plane.  
f. Deviation from the course or loss of forward progress of the course.
2. Failure to start within 30 seconds of the start of signal.
3. Knocking down, dropping, or moving stationary properties outside of a two foot radius of its original location.
4. Stopping the clock before completion of course by any portion of horse, rider or properties.
5. Whipping the horse with properties of the event, including behind the starting line.
6. Unsportsmanlike conduct. The judges may disqualify riders for use of profane language, unnecessary roughness, excessive use of bat, quirt, or spurs, and disorderly conduct of any kind. They may disqualify any unmanageable horse for reasons of safety. Decision of the judges shall be final.
7. Loose horse, defined as separated from, or out of control of, contestant.
8. In the flag race, flag must remain in the barrel. Disqualifications due to breakage or defective flag or staff may be waived at the discretion of the same judge.
9. 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 three balk limit. (Disqualified after third balk.)
10. Teams will be disqualified if horse waiting his turn crosses the course at the starting line before the horse completing the course crosses the finish line completely.
11. All four of the horse's feet step out of lane at one time.
12. Contestant becomes dismounted on course, unless specified.
13. Failure to enter the arena within 60 seconds of signal or request by announcer or other official.



6. Breakage of equipment shall not entitle any competitor to a re-run in any games event.
7. No property shall be re-set until the rider has finished the course.
8. Contestants may not ride out of age group.

#### **F. 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 at the discretion of the official games judge as indicated by raising the white flag. The rider must accept the re-ride before leaving the arena. The rider has the option of completing the re-ride before they leave the arena or at the end of their class. Once the decision to re-ride is made, the re-ride must be run or contestant will receive a no time.
3. In the event of a tie, the hosting club may opt to award both riders equal points of the highest placing, or an option 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 worse than two seconds slower 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.

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## **I. EQUIPMENT**

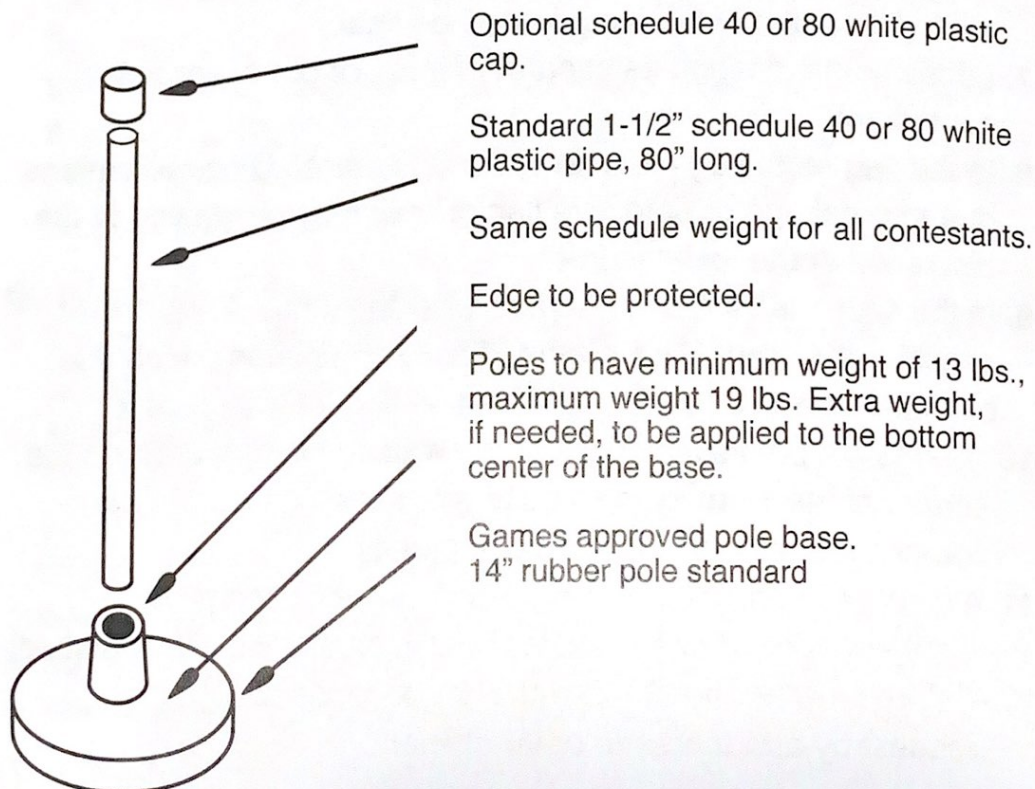
1. The following equipment shall be used whenever any of these terms are used. All equipment is to be standardized according to these specifications.
2. Equipment should be white, and may have stripes and/or lettering.

Barrels: Fifty-five gallon standard metal barrels with both ends intact with a protective top rim. Fifty-five gallon plastic barrels optional.

Containers: Quarter barrels containing 8 to 10 inches of sand or soil.

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 staff, tacked and/or glued securely leaving an 8" by 8" portion free from staff.

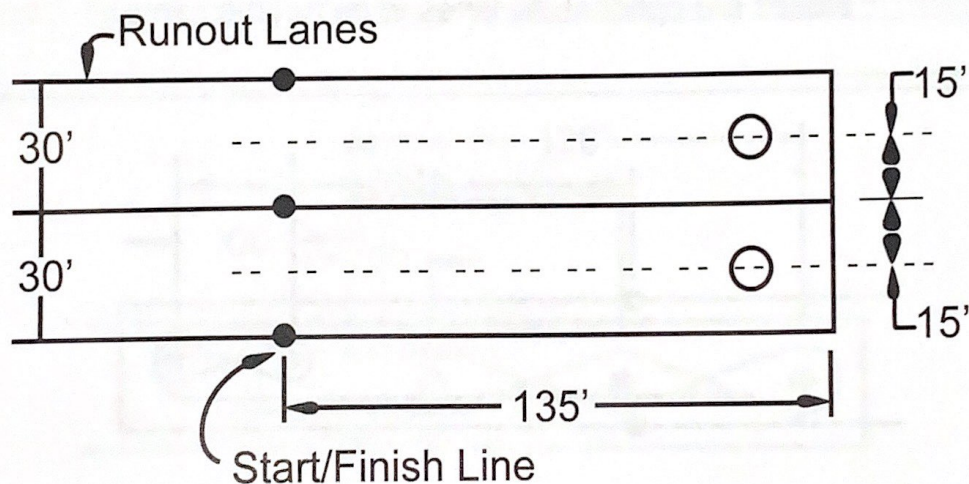
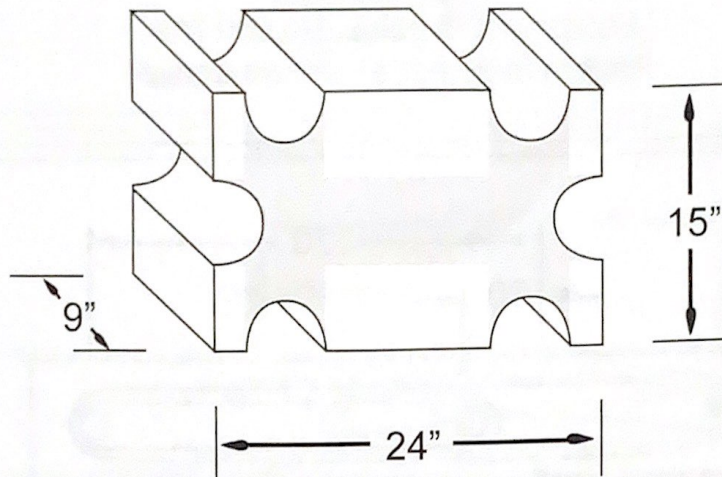
Poles: To be white and made as shown in the diagram.





**Scurry** Rev 2010

Jumps to be set as follows: Scurry poles to be 14 feet in length, with a minimum 3-inch to a maximum 4-inch in diameter. Three-way plastic jump standards will be used for jumps. Jumps placed on the ground for Lead-Line. Jump placed on flat at 11-inch height for Youth and Junior classes. Jump placed on side at 17-inch height for Intermediate and up.

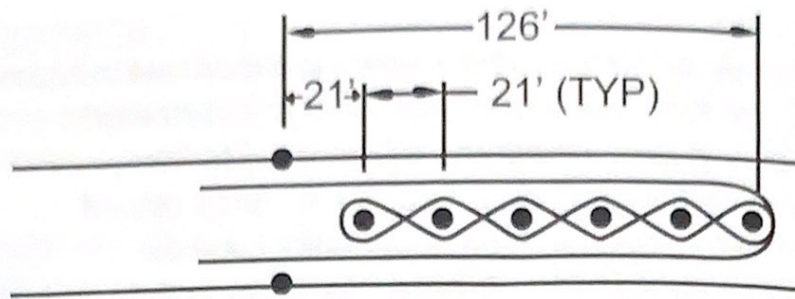


**Lane Dimensions**

Equipment: Start line poles, lime, 150' tape measure.

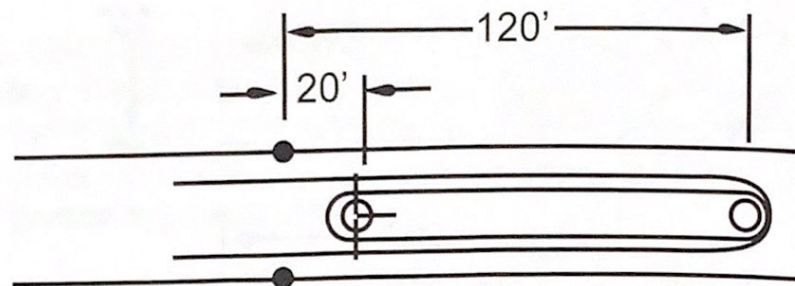
All courses to be centered in lanes.





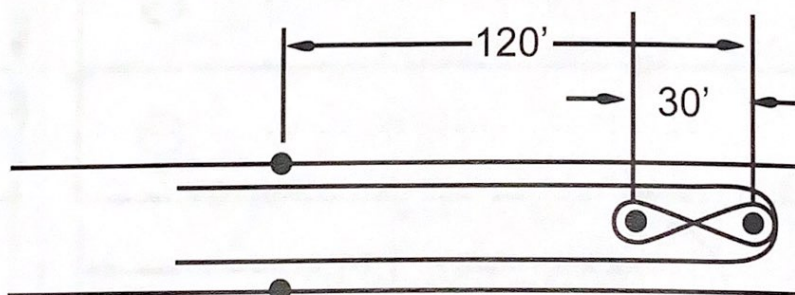
### **Poles**

Equipment: 6 poles. No end line.  
Pattern to be run as shown above.



### **Barrel & Stake**

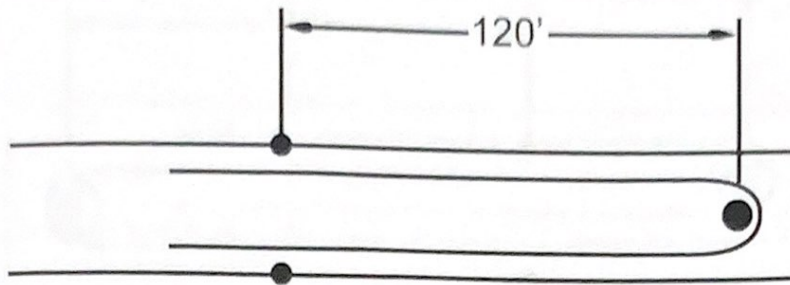
Equipment: 2 containers and 3 - 5' long stakes  
Pattern to be run as shown above placing all stakes from first container into second container one at a time. Flags on the stakes are optional. All lanes to be run the same.



### **Stilly Figure Eight**

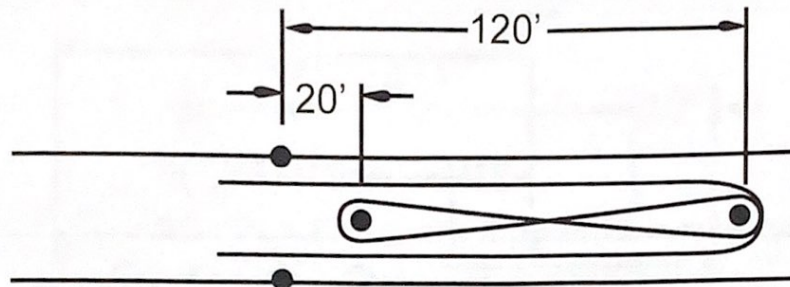
Equipment: 2 poles  
Pattern to be run as shown above.





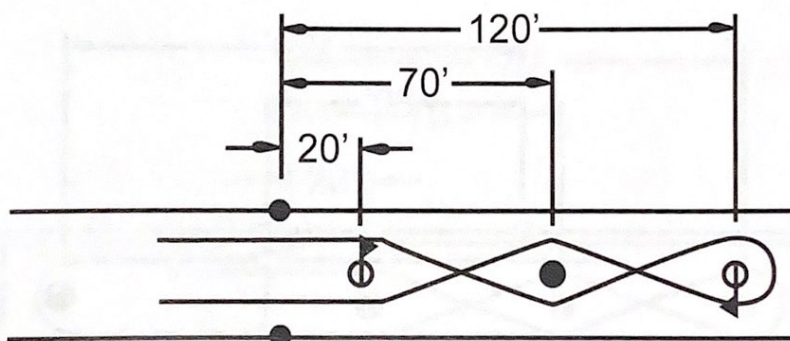
### **Stake Race**

Equipment: 1 pole  
Pattern to be run as shown above.



### **Idaho Figure Eight**

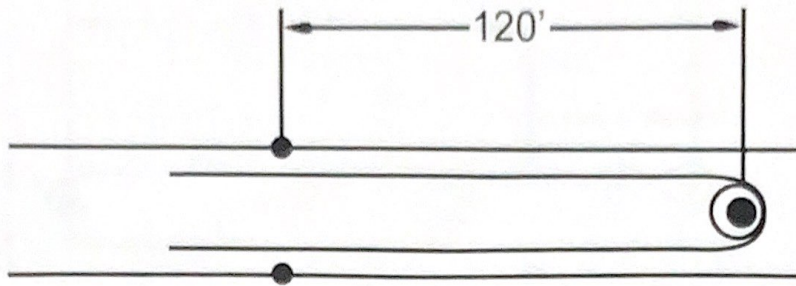
Equipment: 2 poles  
Pattern to be run as shown above.



### **Speed Flags**

Equipment: 2 containers, 2 flags, 1 barrel  
Pattern to be run as shown above placing first flag in second container and second flag in first container.

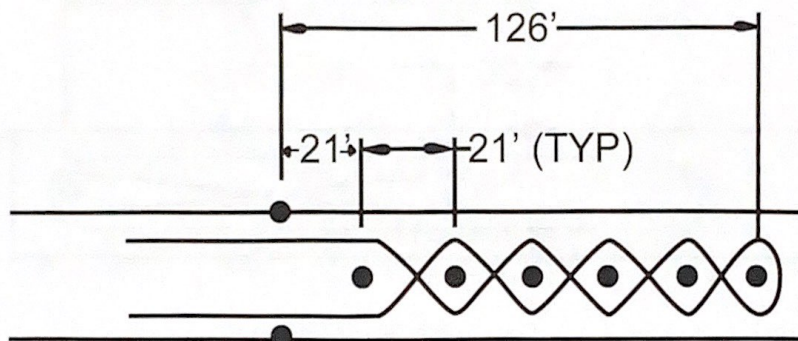




### **Polo Turn**

Equipment: 1 pole

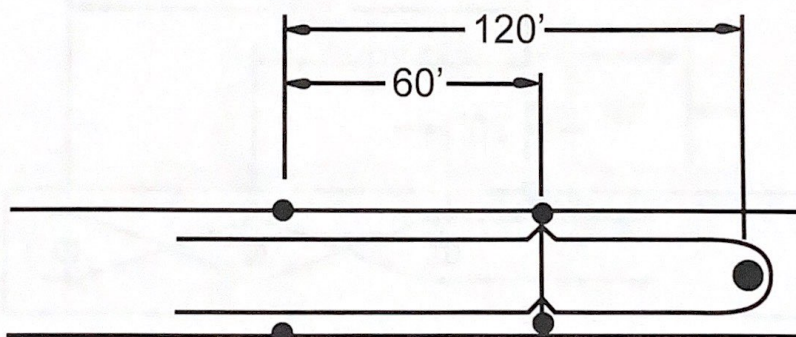
Pattern to be run as shown above completely circling the pole.



### **Keg Race**

Equipment: 6 traffic cones or five gallon buckets. No end line.

Pattern to be run as shown above.

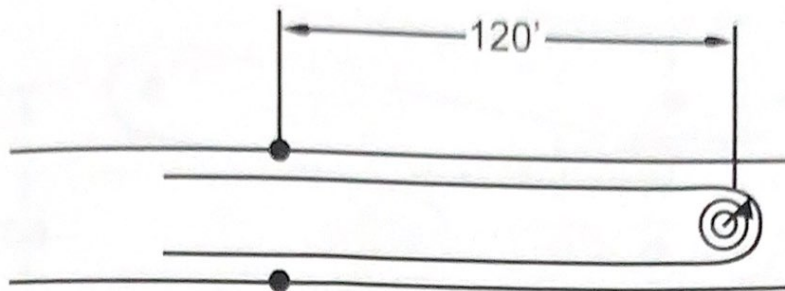


### **One Jump Scurry**

Equipment: 1 jump (See Scurry pg 9), 1 barrel

Pattern to be run as shown above.

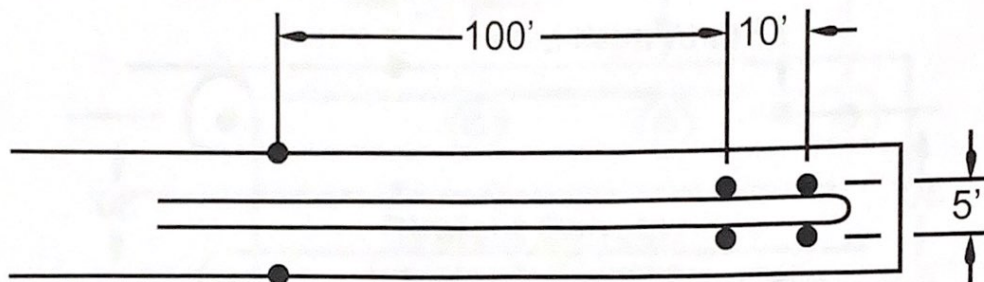




### **International Flags**

Equipment: 1 barrel, one 3 lb. coffee can (full of sand), 1 flag  
3 1/2" x 5 1/2" on a 16" shaft.

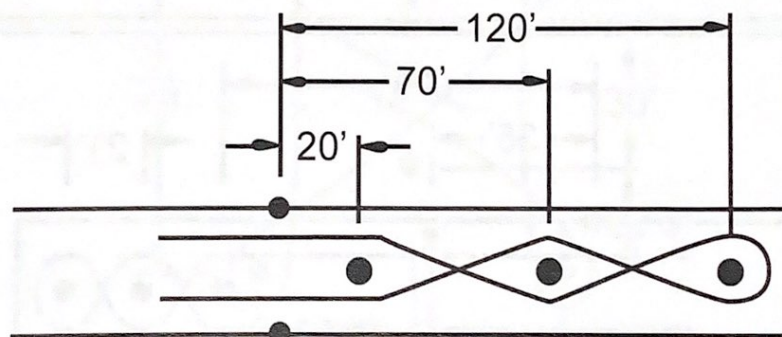
Pattern to be run as shown above. Rider turns around barrel,  
picks up flag and returns across start/finish line with flag in hand.



### **Keyrace**

Equipment: 4 poles with optional red socks.

Pattern to be run as shown above.

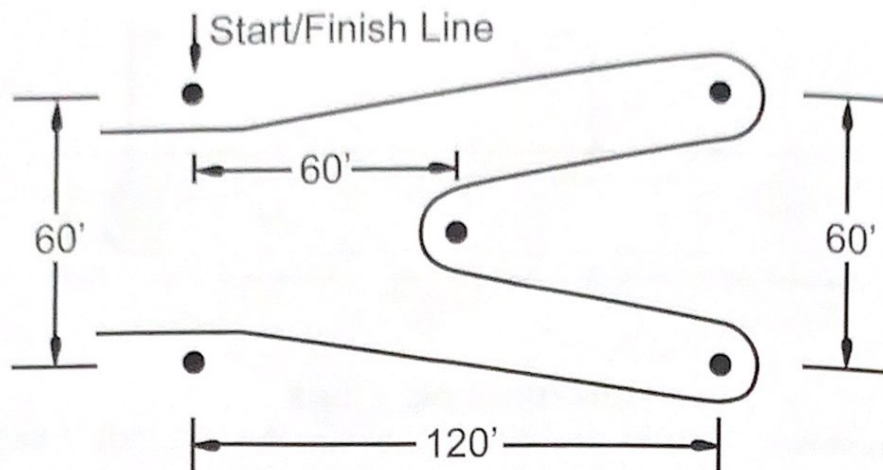


### **Speed Barrels**

Equipment: 3 barrels

Pattern to be run as shown above.

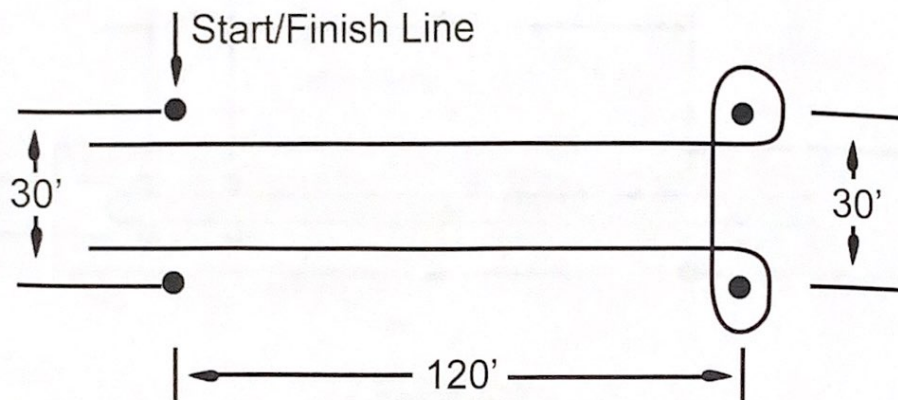




### **Flying "W"**

Equipment: 3 poles.

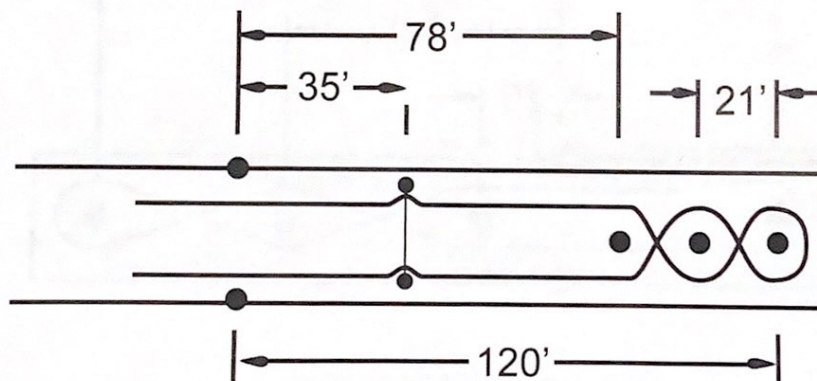
Pattern to be run as shown above.



### **Birangle Stake**

Equipment: 2 poles

Pattern to be run as shown above.

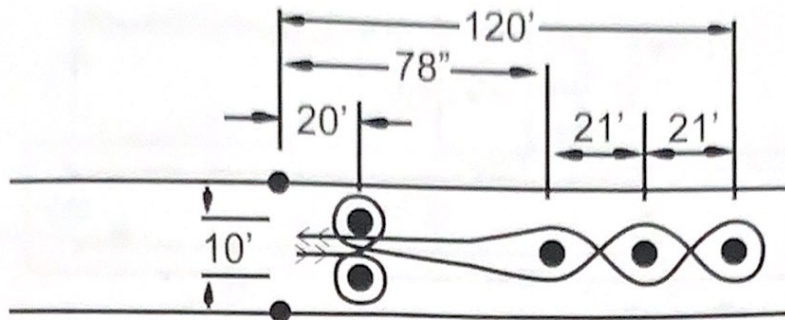


### **Western Jumping**

Equipment: 1 jump (See Scurry pg 9) and 3 poles.

Pattern to run as shown above.

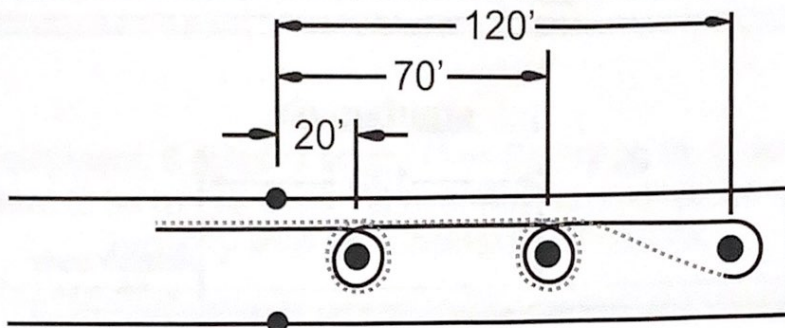




### 2-Barrel Poles

Equipment: 2 barrels, 3 poles

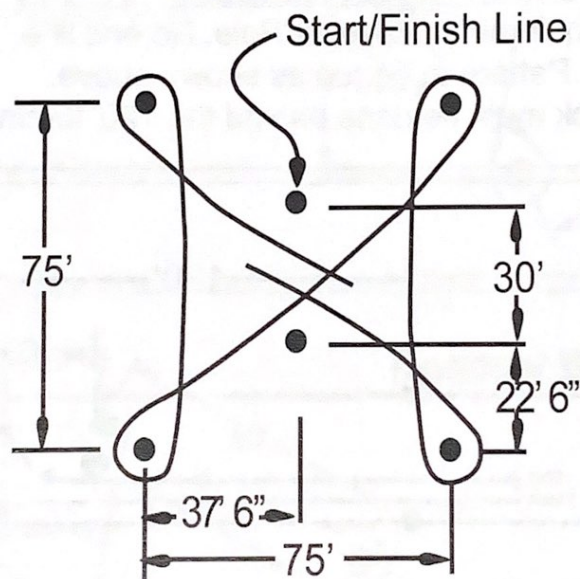
Pattern to be run **right barrel first**, figure 8 barrels, weaving poles either right or left up and back, and straight through barrels.



### Straight Barrels

Equipment: 3 barrels

Pattern can be run 3 right turns & 2 left turns or 3 left turns and 2 right turns.



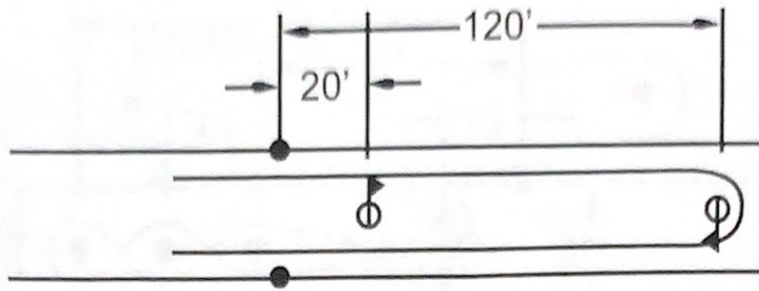
### Quadrangle Stake

Equipment: 4 poles

Pattern to be run as shown above.

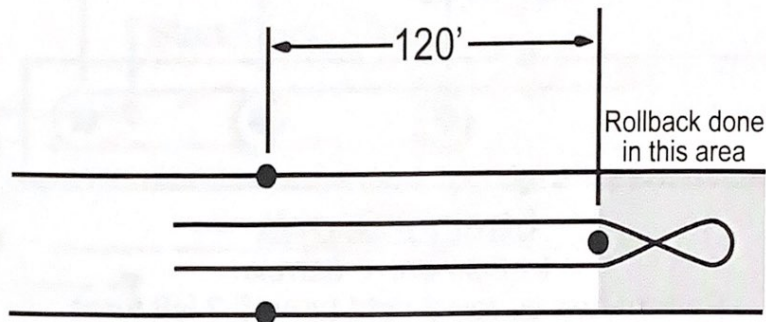
Circling around the marker is considered part of the course. 15





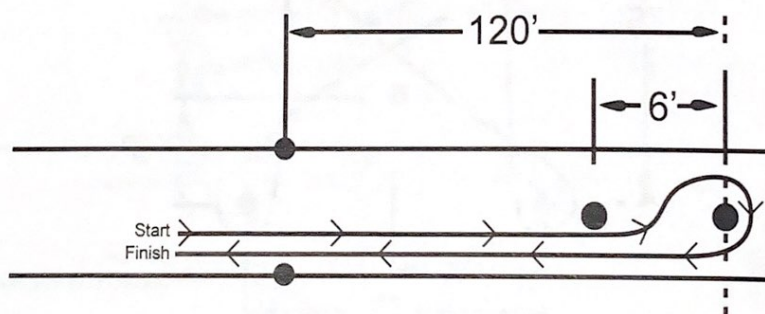
### **2 Barrel Flags**

Equipment: 2 containers, 2 flags (8 1/2" sq. on a 5' staff)  
 Pattern to be run as shown above placing first flag in second container and second flag in first container.



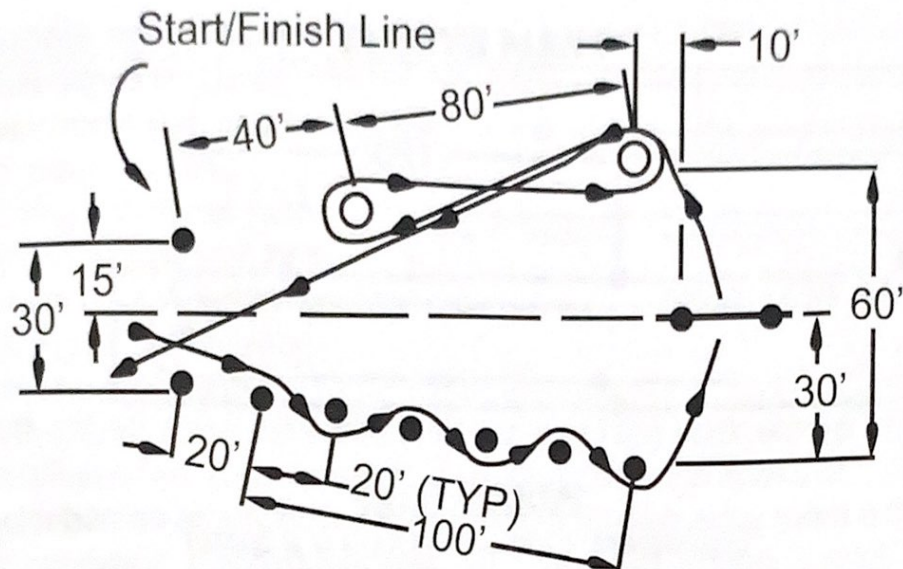
### **Texas Rollback**

Equipment: Barrel or Pole. No end line.  
 Pattern to be run as shown above.  
 The rollback must be done behind the 120' turning plane.



### **Half Eight**

Equipment: 2 poles  
 16 Pattern to be run as shown above. Run pattern either side.

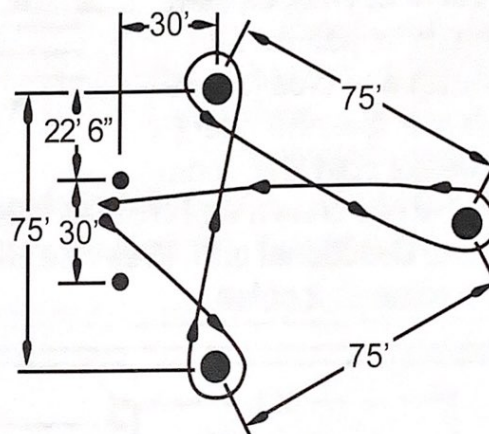


### Gymkhana Jig

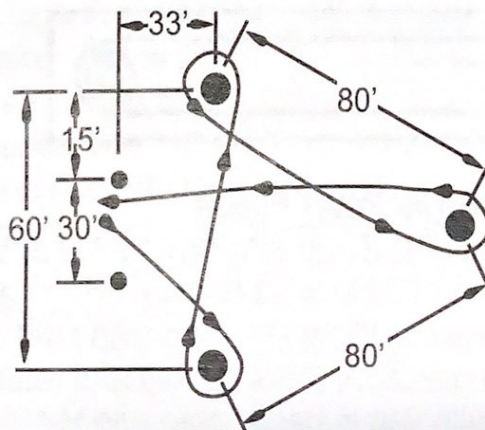
Equipment: 6 poles, 1 scurry (See Scurry pg 9), 2 barrels  
 Pattern to be run as shown above. Any other direction on any property shall be considered off-course.

### Barrels

Equipment: 3 barrels  
 Pattern to be run as shown.  
 Start line opening optional.  
 (Pattern may be run to the right or left.)

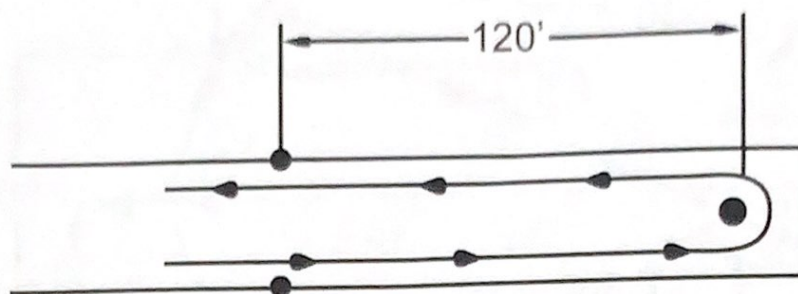


### Optional Barrel Course





## TEAM EVENTS



### Ribbon Race

Equipment: One 5 ft. ribbon & a barrel

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

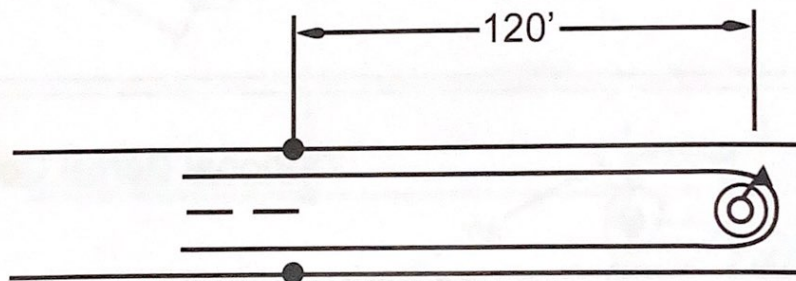
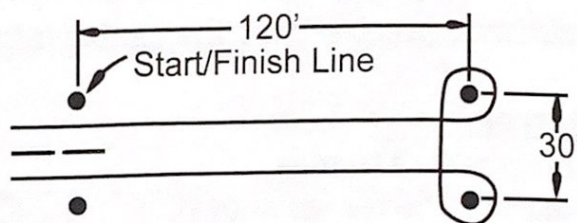
### Two Man Stake

First rider crosses start line, runs pattern as shown and crosses finish line. Second rider

crosses start line, runs

pattern as shown and crosses finish line. Both riders must make same directional turn. (See rule H-10)

Equipment: 2 poles



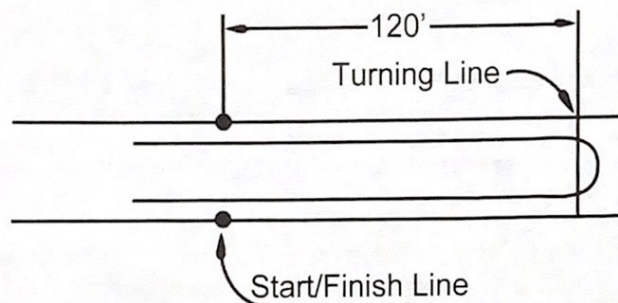
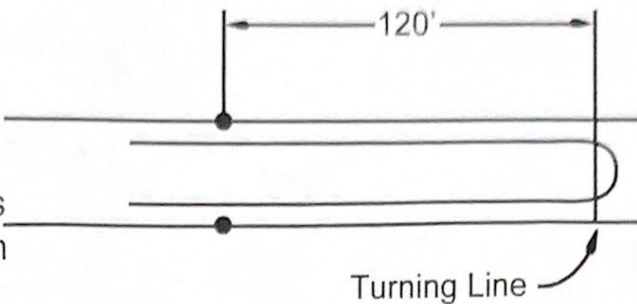
### Team International Flags

Equipment: same as International Flags with can 1/2 full of sand  
Pattern to be run as first rider turns around barrel placing flag in coffee can and returns across start/finish line. Second rider runs down turns barrel in same direction, picks up flag and returns across start/finish line with flag in hand. (See rule H-10)

### **Saddle and Rescue**

Rider starts on bare-back 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 saddle.

Both mount horse behind turning line and race back across start/finish line. (See rule E-3) Conventional cinch hooks or tackleberries or any conventional western riding equipment will be permitted. Contestants may not step out of mounting area.



### **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

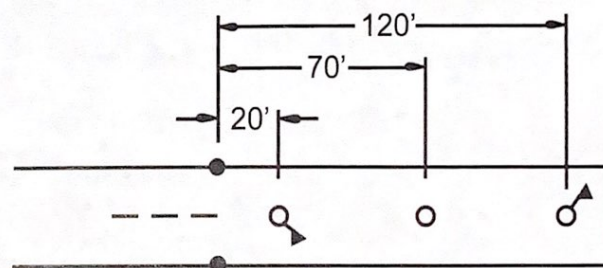
between turning line and start/finish line. (See rule E-3)  
Contestants may not step out of mounting area.

### **Two Man Three Barrel Flags**

First rider places both flags in center container one at a time and crosses start/finish line

Second rider places one flag in each end container one at a time and crosses start/finish line to end race. Both riders must make same directional turn. (See rule H-10)

Equipment: 3 containers, 2 flags





# **PNW O•MOK•SEE CHAMPIONSHIPS**

## **THE O-MOK-SEE PRAYER**

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Dear Lord, we pause, mindful of the many blessings you have lain along our path. We don't ask for special favors, nor do we ask that the blessings granted our opponents be diminished. Instead, we thank you for allowing us to experience friendship in one of its truest forms. To be able to gather with friends and loved ones to pay tribute to the great sport of O-Mok-See.

We ask that you guide us up the greatest lane of all, and that you as our final judge will allow us to ride once more, where the sun never sets and where happiness rides beside us and never behind.

For this dear Lord, we thank you.