

RULES AND REGULATIONS

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

REVISED 2026

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 the 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, decrease 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. 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.

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, containers or other arena properties. 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 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.

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. 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 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 rerun 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, (power failure/mechanical failure, operator's mistake or timer interference by another contestant), 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 awarded if a rider or their horse is interfered with before a disqualification occurs. 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, both riders receive equal points of the highest placing.

G. 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 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.
   g. Starting before given a start signal by the announcer.
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. Majority of staff must be in barrel. Disqualifications due to breakage or defective flag or staff may be waived at the discretion of the 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. Teams second rider must start on same side of lane as first rider and can finish on either side of lane
12. All four of the horse's feet step out of lane at same time.
13. Contestant becomes dismounted on course, unless specified.
14. Failure to enter the arena within 60 seconds of signal or request by announcer or other official.

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.

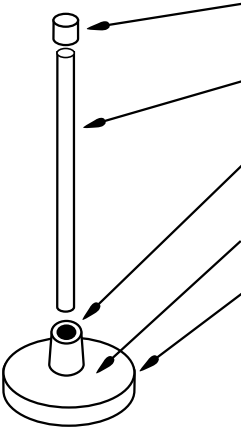
Barrels: Fifty-five gallon standard metal barrels with both ends intact with a protective top rim. Fifty-five gallon plastic barrels optional.

International Flag and Can: -The international flag consists of a staff and attached flag. Staff to be wood dowel, 16" long. Flag to be sturdy cloth. The flag will be wrapped completely around staff leaving 3-½" high x 5-½" long portion free. Can to be standard 3lb coffee to be completely filled with arena soil.

Quarter Barrels: 15 gallon standard metal barrel. Barrel to be filled with 8-10 inches of arena 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.



Optional schedule 40 or 80 white plastic cap.

Standard 1-1/2" schedule 40 or 80 white plastic pipe, 80" long.

Same schedule weight for all contestants.

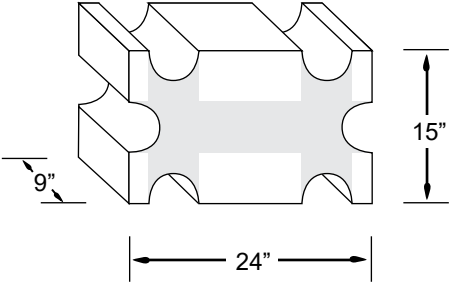
Edge to be protected.

Poles to have minimum weight of 13 lbs., maximum weight 19 lbs. Extra weight, if needed, to be applied to the bottom center of the base.

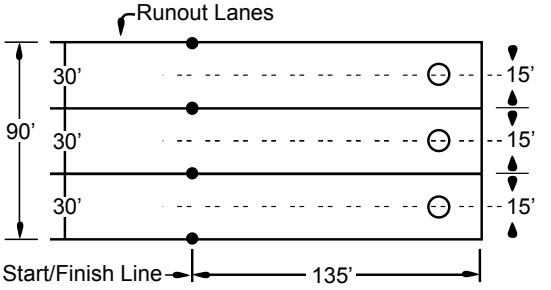
Games approved pole base.
14" rubber pole standard

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.

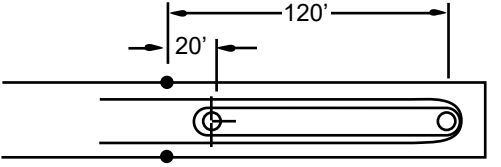


J. EVENT PATTERNS



Lane Dimensions

Equipment: Start line poles, lime, 250' tape measure.
All courses to be centered in lanes.
Backline not required for all events

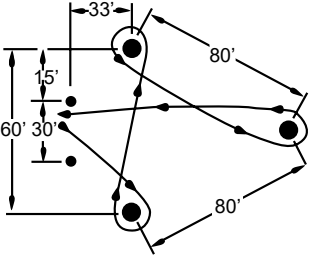


Barrel & Stake

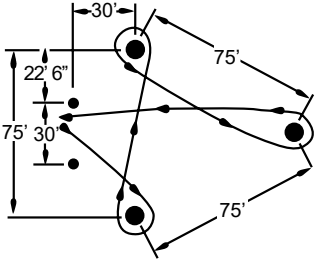
Equipment: 2 Quarter Barrels and 3 - 5' long stakes
Pattern to be run as shown above placing all stakes from first container into second container one at a time. Flags on the stakes are optional. All lanes to be run the same.

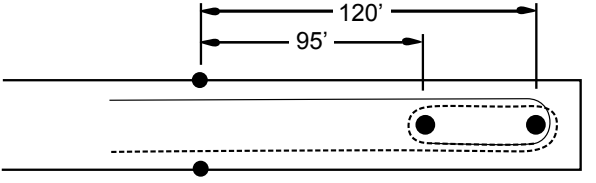
Barrels

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

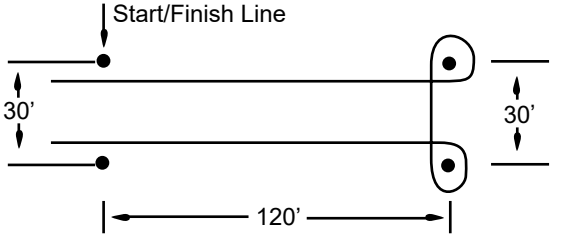




Big "O"

Equipment: 2 barrels

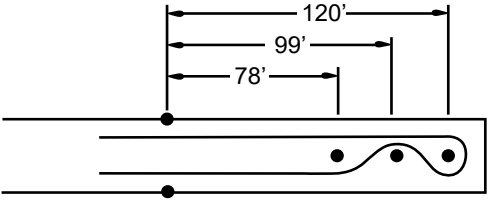
Pattern to be run as shown above.



Birangle Stake

Equipment: 2 poles

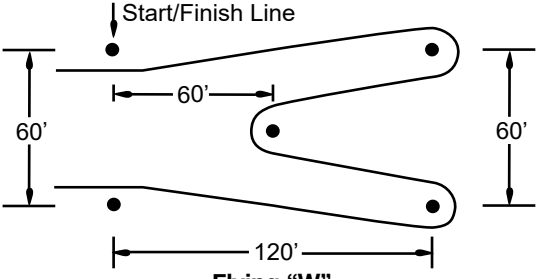
Pattern to be run as shown above.



Cotter Pin

Equipment: 3 poles

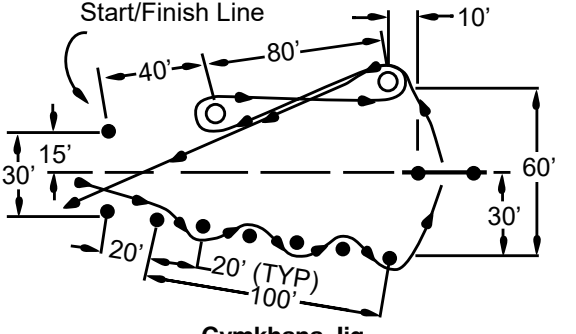
Rider may start on either side and weaves 3 poles making either right or left turn on end pole, then run straight back across start finish line.



Flying “W”

Equipment: 3 poles.

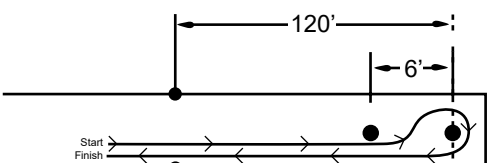
Pattern to be run as shown above.



Gymkhana Jig

Equipment: 6 poles, 1 scurry (See Scurry pg 9), 2 barrels

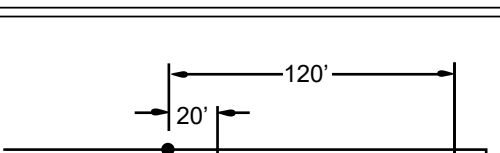
Pattern to be run as shown above. Any other direction on any property shall be considered off-course.



Half Eight

Equipment: 2 poles

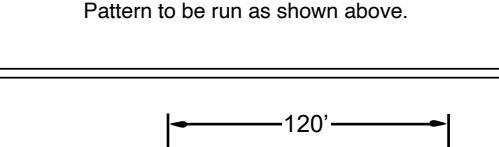
Pattern to be run as shown above. Run pattern either side.



Idaho Figure Eight

Equipment: 2 poles

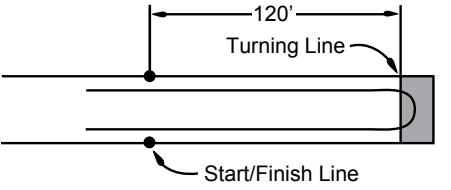
Pattern to be run as shown above.



International Flag

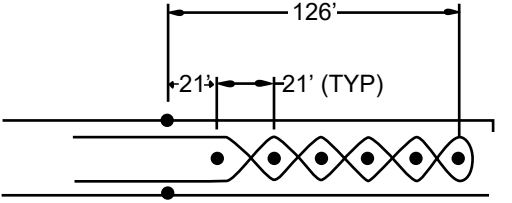
Equipment: 1 barrel, one 3 lb. coffee can (full of arena dirt), 1 flag 3 1/2” x 5 1/2” on a 16” shaft.

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



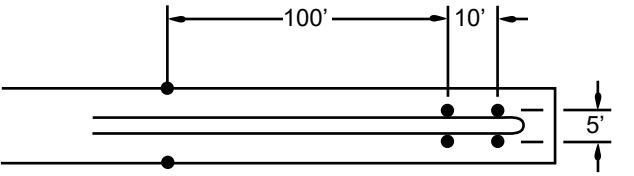
Kansas Leadback

Horse and rider race across 120' line; rider dismounts and leads horse back across finish line. Rider must cross finish line ahead of horse with reins in hand. Length of reins not to exceed seven feet (7'). The use of a strap, lead rope or rein attached where the riding reins are attached is permissible.



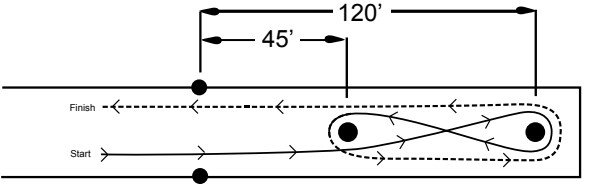
Keg Race

Equipment: 6 traffic cones or five gallon buckets. No end line. Pattern to be run as shown above.



Key Race

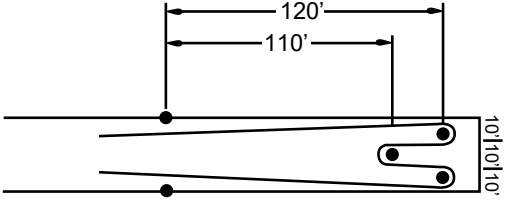
Equipment: 4 poles with optional red socks. Pattern to be run as shown above.



Lane Barrels

Equipment: 2 barrels

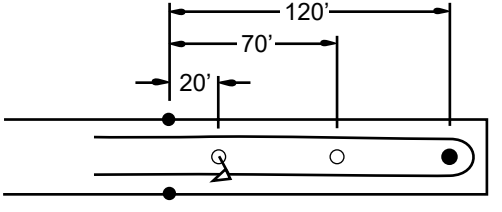
Contestant races between barrels before making a right or left turn around barrel at 120’, then races to second barrel making an opposite turn and returns to the 120’ barrel and makes a turn in the same direction as the second turn, then races straight back across finish line.



Little Flying W

Equipment: 3 poles

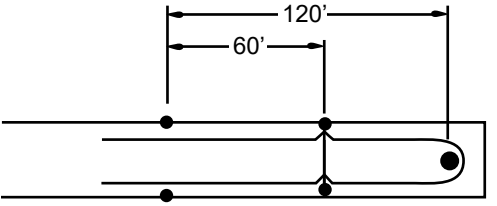
Pattern to be run as shown above.



Mighty Eagle

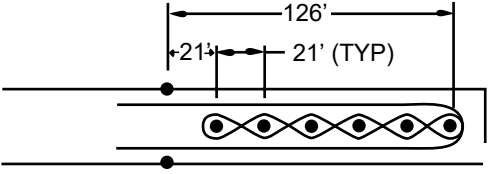
Equipment: 2 Quarter Barrels, 1 barrel, 1 flag

Pattern to be run as shown above placing flag in second barrel, turn the end barrel and returns flag to first container.



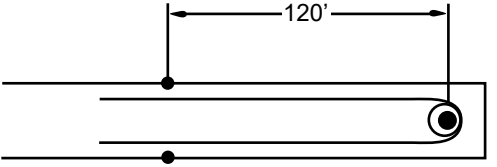
One Jump Scurry

Equipment: 1 jump (See Scurry pg 9), 1 barrel
Pattern to be run as shown above.



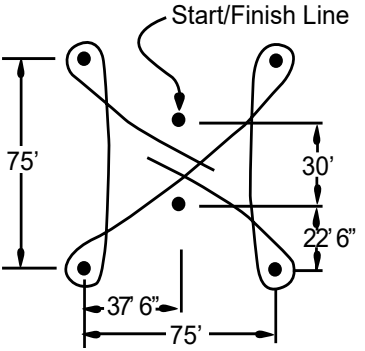
Poles

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



Polo Turn

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

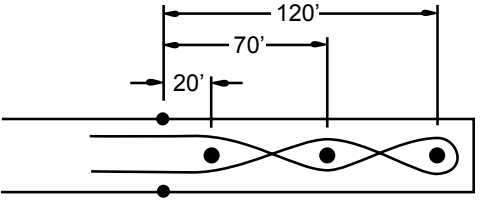


Quadrangle Stake

Equipment: 4 poles

Pattern to be run as shown above.

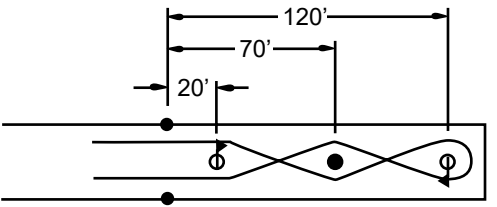
Circling around the marker is considered part of the course.



Speed Barrels

Equipment: 3 barrels

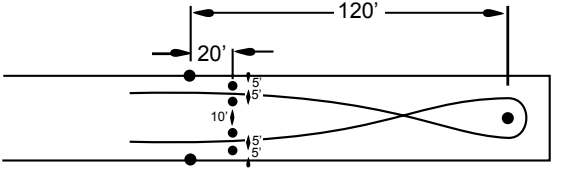
Pattern to be run as shown above.



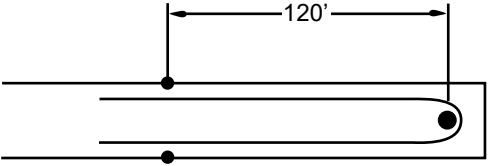
Speed Flags

Equipment: 2 Quarter Barrels, 2 flags, 1 barrel

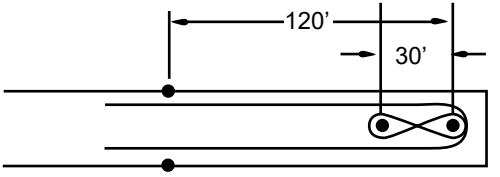
Pattern to be run as shown above placing first flag in second container and second flag in first container.



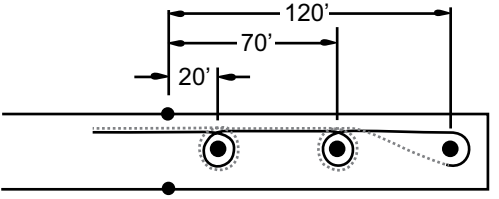
Spur Race
Equipment: 5 poles
Pattern to be run as shown above.



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

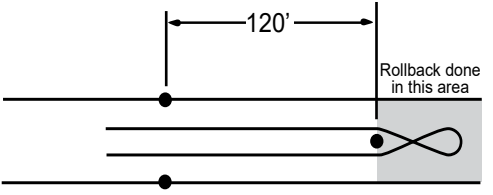


Stilly Figure Eight
Equipment: 2 poles
Pattern to be run as shown above.



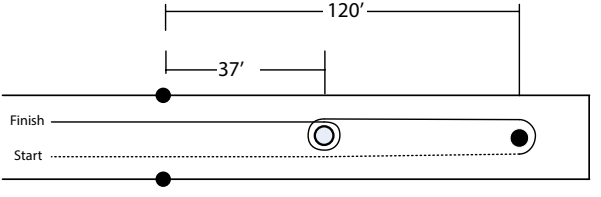
Straight Barrels

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



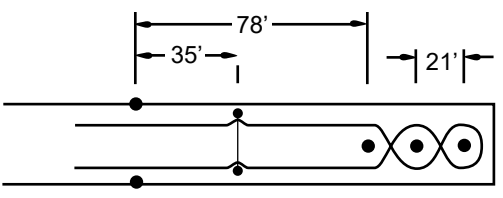
Texas Rollback

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



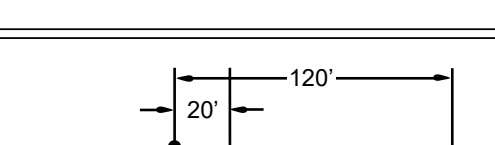
Top & Turn

Equipment: 1 pole, 1 Barrel
Rider may start on either side and run to pole making either right or left turn, and then same turn at barrel.



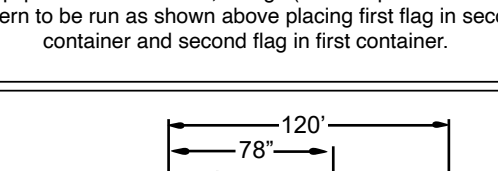
Western Jumping

Equipment: 1 jump (See Scurry pg 9) and 3 poles.
Pattern to run as shown above.



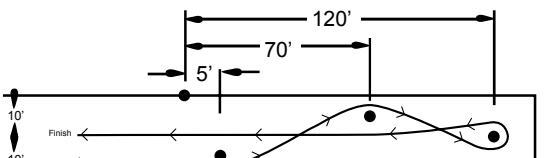
2 Barrel Flags

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.



2-Barrel Poles

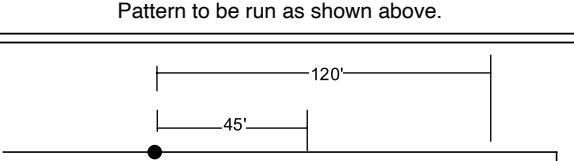
Equipment: 2 Quarter Barrels, 3 poles
Pattern to be run **right barrel first**, figure 8 barrels, weaving poles either right or left up and back, and straight through barrrels.



3 Pole Weave

Equipment: 3 poles

Pattern to be run as shown above.



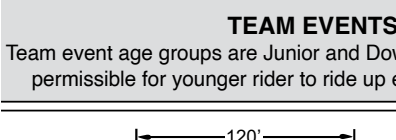
360-8

Equipment: Two Barrels.

Rider to run down, make a complete left or right circle at closest barrel, go to end barrel make a opposite turn, weave to closest barrel, make a complete opposite circle and run to finish line.

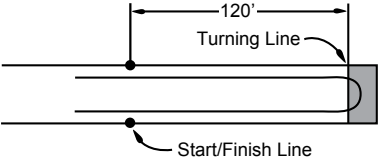
TEAM EVENTS

Team event age groups are Junior and Down, Intermediate and up, permissible for younger rider to ride up except for O-Mok-See



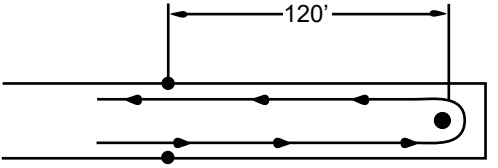
Kansas Leadback Team

Rider races across turning line; rider dismounts and leads horse back across finish line. Rider must cross finish line ahead of horse with reins in hand. Second rider runs same. (See rule H-10) Length of reins not to exceed seven feet (7'). The use of a strap, lead rope or rein attached where the riding reins are attached is permissible.



Rescue Race

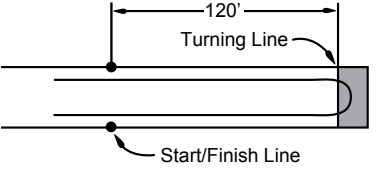
Rider races across turning line, picks up partner and races back across start/finish line. Riders must be mounted when crossing start finish line. (See rule E-3) Contestants must maintain contact from mounting area.



Ribbon Race

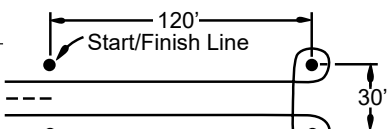
Equipment: One 5 ft. ribbon & a barrel
Riders start race holding provided ribbon between them, race around barrel making a left turn and back across start/finish line. Disqualified for knocking over barrel or letting loose of ribbon at any time.

Saddle and Rescue

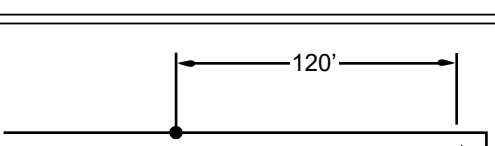


Rider starts on bare-back horse with saddle on ground behind turning line. Rider races across turning line, both saddle horse, putting blanket or pad in place first and then saddle.
Both mount horse behind turning line and race back across start/finish line. (See rule E-3) Conventional cinch hooks or tackleberries or any conventional western riding equipment will be permitted. Contestants may not step out of mounting area.

Team Birangle Stake

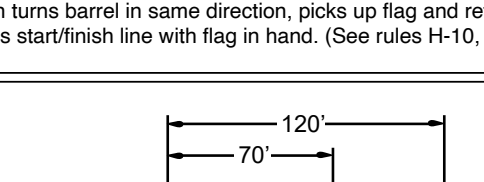


Equipment: 2 poles
First rider crosses start line, runs pattern as shown and crosses finish line. Second rider crosses start line, runs pattern as shown and crosses finish line. Both riders must make same directional turn. (See rules H-10, H-11)



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 rules H-10, H-11)



Two Man Three Barrel Flags

Equipment: 3 containers, 2 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 rules H-10, H-11)

PNW O·MOK·SEE CHAMPIONSHIPS

THE 0-MOK-SEE PRAYER

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.