

# 2003 WESTERN GAMES

---

**YOUTH MANUAL AND CLASS RULES**





# WASHINGTON 4-H YOUTH DEVELOPMENT POLICY FOR PROTECTIVE HEADGEAR USE IN THE 4-H EQUINE PROGRAM

All Washington 4-H youth participating in the 4-H Equine Projects will wear American Society of Testing Materials (ASTM) and Safety Engineering Institute (SEI) #1163 equestrian approved protective headgear, properly fitted and with a chin strap.

## WESTERN GAMES 4-H YOUTH MANUAL AND CLASS RULES

### TABLE OF CONTENTS

<p><b>WESTERN GAMES</b></p> <p><b>PROJECT BACKGROUND</b></p> <p>Purposes ..... 5</p> <p>Project Requirements ..... 5</p> <p>Project Activities ..... 6</p> <p>Keeping 4-H Records ..... 6</p> <p>Showmanship ..... 6</p> <p>Class Procedure ..... 7</p> <p>Additional Tests ..... 8</p> <p>Grooming For Showmanship ..... 9</p> <p>Five Western Games Events ..... 10</p> <p>Texas Barrel Race ..... 10</p> <p>Pole Bending ..... 10</p> <p>Two-Barrel Flag Race ..... 10</p> <p>Idaho Figure Eight Stake Race ..... 11</p> <p>Key Race ..... 11</p> <p>Suggestions For Training ..... 11</p> <p>Games Training ..... 12</p> <p>Riding the Games Horse ..... 13</p> <p>Suggested Western Games Equipment ..... 13</p> <p>Snaffle Bits ..... 13</p> <p>Curb Bits ..... 13</p> <p>Hackamores ..... 14</p> <p>Breast Collars ..... 15</p> <p>Tie-Downs ..... 15</p> <p>Running Martingale ..... 15</p> <p>Protective Gear ..... 16</p> <p>Choosing a Western Saddle ..... 16</p>	<p>Western Tack Adjustment ..... 16</p> <p>Bridle ..... 16</p> <p>Saddle Blanket ..... 17</p> <p>Saddle ..... 17</p> <p><b>WESTERN GAMES</b></p> <p><b>CLASS RULES</b></p> <p>General Rules ..... 18</p> <p>Ground Rules ..... 19</p> <p>Herdsmanship ..... 20</p> <p>Section 1. Age &amp; Class ..... 21</p> <p>Section 2. Rules for Showmanship ..... 21</p> <p>Section 3. 4-H Western Games Events ..... 22</p> <p>Section 4. Equipment and Attire ..... 22</p> <p>Section 5. Course ..... 23</p> <p>Section 6. Ties ..... 24</p> <p>Section 7. Mounted Riders ..... 24</p> <p>Section 8. Rerides ..... 24</p> <p>Section 9. Lane Lines ..... 24</p> <p>Section 10. Moving a Course ..... 24</p> <p>Section 11. Arena Safety ..... 24</p> <p>Section 12. Judges ..... 24</p> <p>Section 13. Recommended Awards ..... 27</p> <p>Section 14. Rider Disqualification ..... 27</p> <p>Section 15. Time Penalties ..... 28</p> <p>Section 16. Equipment Specifications ..... 28</p> <p>Section 17. Western Games Course Diagrams .... 29</p>
---	---



# WESTERN GAMES PROJECT BACKGROUND

This manual is to provide activities for all Washington youth interested in improving their riding skills, basic horsemanship, and horse husbandry. The project includes guidelines to conduct games, encourage good sportsmanship, and recognize accomplishments. It also includes the five events most widely accepted in games competition throughout the Pacific Northwest. The events will be conducted at any 4-H sanctioned games show at the county and state level.

## PURPOSES

- Develop leadership, initiative, sportsmanship, and responsibility.
- Develop self-reliance and patience by working with your animal daily.
- Learn to work with other 4-H'ers and leaders.
- Learn to keep good records and use them to make management decisions.
- Learn about equipment and its care.
- Learn Western Games rules and procedures.
- Learn to show courtesy to the public, judges, event and fair officials, and other competitors.
- Learn to appreciate riding as a safe, healthy, wholesome form of recreation.
- Learn to care for and safely manage a Western Games horse.
- Develop speaking ability by expressing your ideas before groups in demonstrations, judging contests, and other activities.
- Learn to be a versatile horse person.
- Experience the pride of taking care of and exhibiting your 4-H animal.
- Enjoy and benefit from the experience of being an active member of the 4-H program.

## PROJECT REQUIREMENTS

1. You should have completed, or be currently enrolled in, the Beginning Horsemanship Project.
2. You may own or lease a horse for this project. You are responsible for the daily care and feeding of your project animal. If the horse is boarded, you may delegate this responsibility to a caretaker.

When leasing a horse, make a business-like agreement with the owner; include such things as length of time you are to keep the horse, training, use, feeding, special care, showing, and breeding. Always live up to your part of the bargain.

Members of the same family may jointly care for and show one animal. If you do this, you may need to make adjustments; for example, two members of the same family may not compete in the same event in the same grade group, since a horse or pony may not compete against itself.

3. You need a saddle, bridle, saddle blanket, halter, lead rope, and grooming tools. You are responsible for the care of this equipment.
4. Keep a record of your income and expenses, training and riding time, vaccinations, veterinary care, and goal setting. Learn the specific rules for the classes you plan to enter.

5. Study this manual to completely understand the following 4-H Western Games rules:
  - general rules
  - disqualifications
  - penalties
  - illustrations and explanation of prerequisites for equipment and events
  - all matters pertaining to safety of horse and rider

A top and consistent games horse is a well-trained athlete who knows its leads and obeys the aids given by the rider. The horse should stop without undue pressure being applied, for the safety of the rider and others in the arena. Consistency is just as important as speed, and many times more so. Participation in events or contests should be based on individual coordination, skill, and speed. Proficiency is attained by continued practice and improvement.

6. You may enroll in the project without a horse. This option offers you the opportunity to learn about horses and Western Games events, patterns, rules, and procedures. You may wish to share the information you gain with other 4-H members as part of a leadership project.

## PROJECT ACTIVITIES

1. Join a 4-H club.
2. Read and study project literature.
3. Plan your project.
  - Know what is required for all phases of the project.
  - Keep your 4-H records up to date.
4. Participate in as many clinics, shows, contests, and practices as possible.
5. Consult with 4-H leaders, clinic guests, experienced games people, or people

knowledgeable about horses concerning the various phases of the project. Remember, genuine interest is rewarded.

6. Apply the knowledge, experience, and training you gain toward improving both your motivation and ability. Games are useful in teaching control of the horse, improving your alertness, and developing skills based on the coordination of horse and rider. The selection of events must be compatible with the rider's ability.
7. Basics of horsemanship (horse behavior, leading, grooming, saddling, bridling, mounting and dismounting, riding position, and controlling the horse) are covered in EM4842, *Beginning Horsemanship*. This publication is available from your 4-H leader.

## KEEPING 4-H RECORDS

Your record book is important. Some fairs and shows require it. A completed record book may be required before you can receive your year pin. It may also be required when you apply for a 4-H trip, grant, or scholarship. Keeping accurate records can help you decide what progress you are making, what events to enter, and help you keep track of your expenses, income, and riding time.

Keep your records current. It is easier to work on records consistently than to try to catch up at the end of the year.

## SHOWMANSHIP

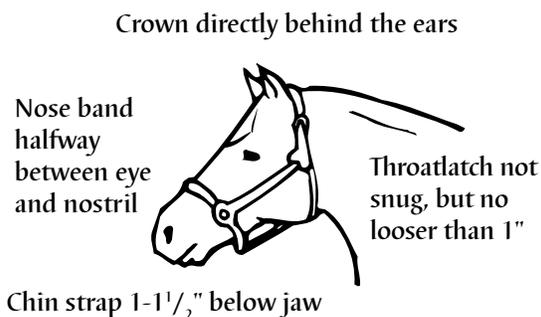
(See also **Western Games Class Rules** section, p. 18)

In the showmanship class the exhibitor leads the horse with a halter at a walk and trot. It is scored 60% on the exhibitor's ability to show the horse as directed by the judge; 10% on the exhibitor's appearance and confidence; and 30% on the condition of the horse and equipment (grooming).

The purpose of showmanship classes is to teach courtesy, good grooming, poise, confidence; and how to fit, train, and handle your horse.

Your horse should be well-groomed and clean (see Grooming section, p. 9), well-trained to the required routine, and well-mannered so that it will stand quietly, but alertly, while in the class. You should frequently practice leading, turning, stopping, and setting up the horse. Practicing five minutes a day is better than one hour, once a week. A properly trained horse will walk, trot, stop, set up, and turn with little or no "pull" on the lead.

The tack used to show your horse should be clean and fit well. When you show in western attire, the halter may be leather, web, or rope, and must have a throatlatch. An Arabian show halter with or without a snaffle bit is acceptable.



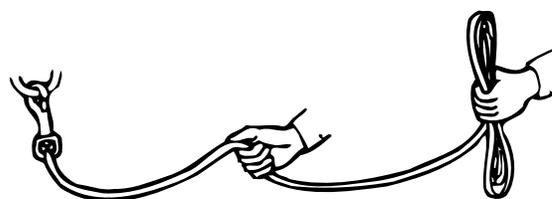
**Fig. 1. Proper Halter Adjustment**

Lead shanks should be 5–8 feet long, and made of web, rope, or leather. A chain is permissible and may be used either over the nose or under the chin, with the excess run up the off cheek or doubled back to the lead.

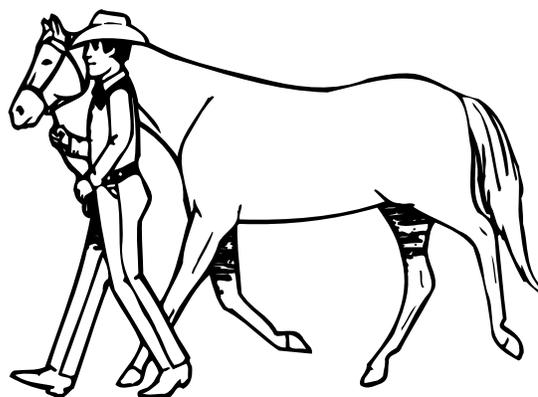
When leading your horse, do not put your hand on the chain. A chain approximately 15–24 inches is long enough. Don't yank or jerk on the lead shank if you have a chain under your horse's jaw or over your horse's nose. A chain is a poor substitute for good training.

## CLASS PROCEDURE

When entering the ring, walk on the left side of your horse at about the throatlatch area. Hold the lead shank 12–18 inches from the halter with your right hand and carry the loose end folded in your left hand, not coiled around your hand (Fig. 2). Walk briskly in the direction the ringmaster or judge tells you. The horse should travel with its throatlatch even with your shoulder (Fig. 3). Keep at least one horse length behind the horse in front of you. When you line up, keep enough room for the judge to pass between the horses and have a good view of your horse.



**Fig. 2. Holding the Lead Shank**



**Fig. 3. Leading Position**

Set your horse up with all four feet square or according to breed type, and with its head up. Keep the horse alert and posed at all times. When the judge inspects your horse, respond by using the "quartering system" (Fig. 4). Mentally divide the horse in four quarters. When the judge is in the right front quarter, you are on the left front quarter of the horse, keeping an eye on the judge. When the judge is in the back right quarter, you are in the front right



## 2. Side Pass.

You should be able to side pass your horse from the ground in either direction. You may use your hand on the horse's barrel.

## 3. Turn 360 degrees on Haunches to the Right.

This is a complete turn once around. You may not touch the horse with your hand.

## 4. Turn 180 degrees on the Forehand in Either Direction.

You may use your hand to ask the horse to move the hindquarters. You will need to change hands on the lead when on the off side.

## 5. Lead From the Off (Right Side).

You will need to change hands on the lead. Position is the same—about even with the horse's throatlatch.

Other possible tests are listed in the Showmanship Rules section of this publication.

## GROOMING FOR SHOWMANSHIP

Grooming methods differ for different breeds of horses. Refer to *Beginning Horsemanship*, EM4842, for information on basic grooming and *Performance Horse Manual and Class Rules*, EM4727, for further details on grooming by breed or breed type. This publication is available from your 4-H leader.

### Stock Type

These include the Quarter Horse, Paint, Stock-type Pinto, and Appaloosa. Show these breeds with a shortened (pulled), roached mane, or a natural length mane and tail.

### Other Types

Saddle types are Arabian, Morgan, and Half-Arabian. These breeds are shown with full, natural manes, and natural, unset tails.

### Welsh Pony, Shetland Pony, Connemara

Generally, pony breeds are shown with full natural manes and tails.

### Grade Horses and Ponies

Groom your grade horse or pony according to its type. If your horse resembles a stock type, you may wish to shorten the mane. If you have a horse resembling the Arabian, leave the mane and tail full and natural. Use your own discretion.

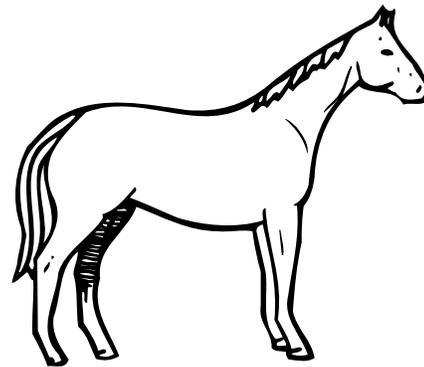


Fig. 6. Stock Type

There are many trimming and grooming variations both by breed type and practicality. For example, a horse that spends time in a pasture should not have the inside hair of the ears trimmed out because it offers protection from summer insects.

Following is a review of the typical trimming done to prepare a horse or pony for fitting and showing.

### Legs

- Clip fetlocks and legs closely (white legs are sometimes "booted up").
- Trim edges of hair above coronary band.
- Carefully cut or peel off "chestnuts" close to the skin (horny, insensitive growths found inside and above the knees and hocks). They are softer after bathing.

- Ergots (small horny growth at the back of the fetlock) may have to be snipped off close to the skin with scissors to allow close clipping of fetlock hair.

### **Mane**

- Train the mane to lie smoothly on one side.
- A bridle path may be clipped just behind the poll. Length varies by breed and/or conformation. Some breeds discourage a bridle path.
- Pull the mane or leave it long and natural.
- Braiding is allowed, but not generally used in Western or Saddle Seat.
- Banding is acceptable.

### **Head**

- Closely trim the long hair between the jaw and under the throat.
- If you choose to clip the whiskers, they should be kept cut short. The hair above the eyes may be cut to 1–2 inches. The long whiskers of the muzzle and above the eyes serve the horse as a warning system when something is close to its face or eyes, especially in the dark. If your horse is pastured most of the time, it is best to leave the whiskers about 1 inch long. Never clip the hairs inside the nostrils or the eyelashes. These are essential for the horse's safety and comfort.
- Trim the outside of the ears, leaving the points on. Trimming inside the ears is optional; pastured horses should not have inside hair clipped out—only clipped even with the outside of the ear.

### **Tail**

- Leave long and full; bushy tails may be thinned and pulled.

## **FIVE WESTERN GAMES EVENTS**

### **TEXAS BARREL RACE**

Equipment and course: Three 55-gallon barrels set in a triangle 75 feet apart. An alternate course for narrow arenas is 60 feet between barrels #1 and #2, and 80 feet to barrel #3.

#### ***Pattern:***

The course is run in a cloverleaf pattern starting either to the left or right barrel (see Figs. 39 & 40, p. 33).

#### ***Skills needed:***

Correct leads must be understood and accomplished. The natural direction a horse turns determines which barrel to go to first. The position of a rider in the saddle and rein hands when turning the barrel is important. It may take a good horse many hours of walking, trotting, and schooling before attempting speed on the course.

### **POLE BENDING**

Equipment and course: Six poles set in a straight line 21 feet apart.

#### ***Pattern:***

Ride straight past the line of poles, turn around the end pole and zigzag through, or “bend,” the line of poles down and back, finish the course by riding straight past the line on the opposite side you started (see Figs. 37 & 38, p. 32).

#### ***Skills needed:***

Your horse must know the correct leads and execute on cue when bending each pole. Some horses have natural leads and may be able to attain speed after being walked through and shown the course several times. Others may take hours of groundwork just to learn leads. You will have to learn and understand leads before attempting the pole bending course.

### **TWO-BARREL FLAG RACE**

Equipment and course: Two quarter barrels 14 inches in diameter, 27 inches high, and two 5-

foot staffs with flag attached 6–8 inches from the top. Set barrels in a straight line 100 feet apart, with one flagstaff in each barrel.

**Pattern:**

Going up one side and coming back on the opposite side, the rider takes the flag from the first barrel and places it in second barrel, turns around the barrel, then takes the flag from the second barrel and places it in the first barrel (see Fig. 32, p. 29).

**Skills needed:**

No lead change is required in the two-barrel flag event. You may have a definite preference as to which hand can best handle the flagstaff. Be consistent on which side you start. You must designate this prior to starting the run, so flags can be placed accordingly.

First, familiarize your horse with the containers. The horse must pass close enough to them to allow you to place and pick up the flagstaff. Carry a flagstaff (or a stick of the same size and approximate weight) to allow your horse to overcome its natural instinct to shy away from such an object. Swing the staff around while keeping the horse calm and under control. Take care to avoid striking the horse, which would set back its training. This also allows you to find the most comfortable, easiest position for holding the flagstaff. When your horse is turning easily and is comfortable with your picking up, carrying, and setting the staff in a container at a walk and a trot, and you are having no problem handling the staff, progress to a lope; then gradually work toward more speed.

**IDAHO FIGURE EIGHT STAKE RACE**

Equipment and course: Two poles set 100 feet apart.

**Pattern:**

Rider executes a figure eight pattern around the two poles, starting with the pole farthest away (see Fig. 35, p. 31).

**Skills needed:**

Smooth turns and flying changes of leads are most important. You must understand your horse's temperament and possible natural tendencies to run for the finish line or gate.

The alternate event is the Figure Eight Stake Race (see Fig. 36, p. 31).

**KEY RACE**

Equipment and course: Four poles or cones set in pairs five feet apart. First set is 100 feet from the start/finish line, second set is 10 feet past first set.

**Pattern:**

Ride through the pairs of poles, turn and come back through the pairs of poles (see Fig. 33, p. 30).

**Skills needed:**

Your horse must be able to accomplish a smooth rollback to be competitive. Ride past the poles or cones and stop before turning or attempting a rollback. Only the most accomplished riders are able to make it appear as a single maneuver.

The alternate event is the Keyhole Race (see Fig. 34, p. 30).

**SUGGESTIONS FOR TRAINING**

1. It is strongly recommended that no horse be ridden before the age of three years. Until then the horse can be saddled and worked from the ground.
2. Most trainers recommend the use of two hands on the reins, especially in the early training stages. This helps balance the horse and teach correct turning and bending. Also, two hands are allowed in all 4-H games events.
3. Before training for games events, the horse should have the following basic skills:

- Lope on the correct lead on cue.
- Be able to stop a willing, balanced stop.
- Give to the bridle (includes bits, hackamores, etc.), meaning the horse should flex at the poll when pressure is put on the reins rather than resisting. Also the horse should follow the bit when asked for turns with a “leading rein,” which is the rein held outward in the direction of the turn.
- Know leg aids. The horse should be taught to move away from pressure, including side passing.

Once a horse has acquired the above skills, you are ready to begin work on gaming.

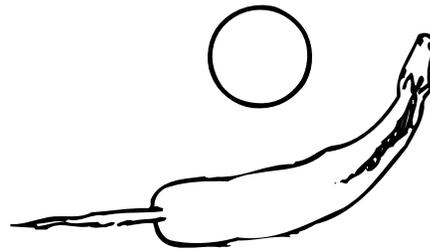
#### **GAMES TRAINING.**

Always work on level ground; when working at speed, only ride on proper footing.

1. Familiarize the horse with the properties in the event and how to turn correctly around them. Start with one barrel, pole, or cone, and walk the horse up to, around, and away from it. It is generally advised to turn the horse a few feet out from the property, creating a “pocket.” As work progresses and the horse is going at faster gaits, it must lean into the turn to be balanced. To avoid knocking down properties later, the horse should be taught the spacing at a walk. This will also help discourage the horse from “diving” into the property. In all phases of training, the rider must use proper leg aids. When turning, the inside leg should be on the girth to bend the horse around the turn (see Fig. 7).
2. Once the horse is turning readily around one property, begin working on patterns. Start with one pattern, usually barrels, and work at a walk until the horse is familiar with it. Progress to a trot, remembering to use the same turning base or pocket. When a horse is working smoothly with a relaxed

attitude, you can move to the lope. At this point, when a change of lead is required, use a simple lead change (slow to a trot, then ask for the other lead). Additional events may be introduced periodically to keep the horse’s interest.

Repetition is necessary in training horses; however, it is possible to sour a horse by overdoing it. Know your horse and use common sense in the length of your workouts.



**Fig. 7. Bending Around a Turn**

3. When the horse is well-balanced while loping through the course, gradually increase its speed to a gallop. If the horse remains balanced and under control, you can then ask for additional speed. However, if you begin to have problems, you will want to go back to a walk and trot to reinforce the training.
4. At this point your horse should be capable of handling the course at its maximum speed. In the process of teaching a horse games skills, repetition is a key. Once the horse knows what is required, it is important that it not be asked for speed over and over, day after day.

The difference between an average games horse and a top, willing competitor is that a top horse enjoys running the course. Therefore, it is reasonable to make the training and running of events as pleasant as possible. You should avoid using any aids (spurs, crops, or gimmicks) that hurt the horse. Of course, there are times when discipline is necessary during the training.

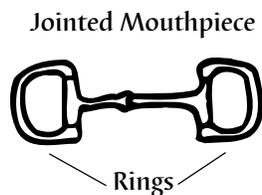
## RIDING THE GAMES HORSE

1. Your method of riding can directly affect your time. You should be balanced with the horse, with your head and eyes looking forward. Looking back to see if the barrel, pole, or cone falls can easily throw your horse off stride. Keep your feet in the stirrups throughout the ride.
2. When coming into a turn, sit down deep in the saddle to help the horse gather itself. While turning, use your inside leg at the girth. As your horse is coming out of the turn, raise slightly out of the saddle to free the hindquarters.
3. Always keep in mind that your horse should enjoy games. Keep your hands as light as possible and give your horse a reward after performing satisfactorily.

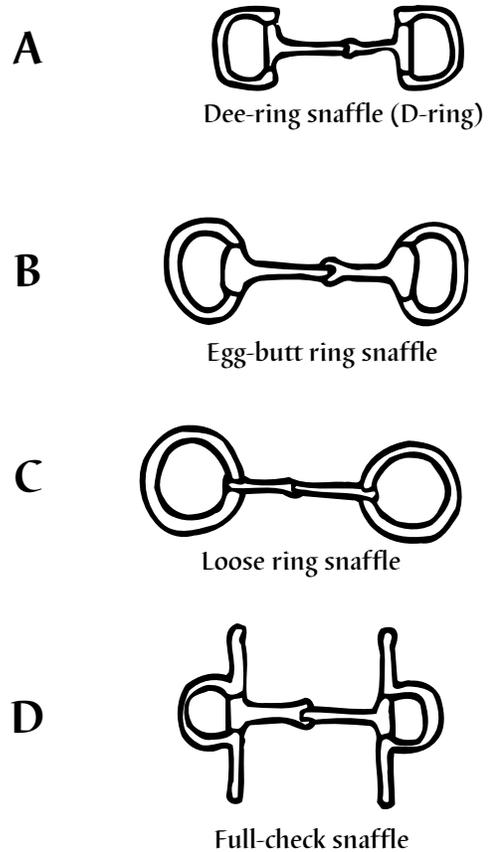
## SUGGESTED WESTERN GAMES EQUIPMENT

### Snaffle Bits

The snaffle bit is any bit that does not have shanks. It is a direct action bit. A snaffle has rings and usually has a jointed mouthpiece (Figs. 8 & 9). When the reins are pulled they apply direct pressure on the corners of the mouth, the tongue, and the bars. A snaffle is commonly used to train or school horses. It is not as severe as a curb bit; however, it has the advantage of applying a direct pull. Snaffles are commonly used in Western Games because of this direct pull. Some horses, however, may not respond easily to a snaffle and may require more control, especially with a young rider.



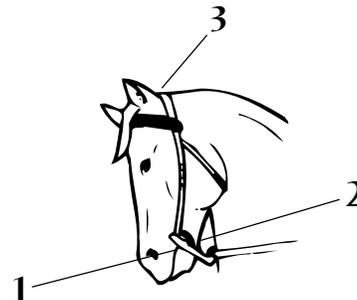
**Fig. 8. Snaffle Bit**  
(may have jointed or solid mouthpiece)



**Fig. 9. Typical Snaffle Bits**

### Curb Bits

The curb bit works by leverage: (1) the mouthpiece presses on the tongue and bars, (2) the chain presses under the chin, and (3) the bridle presses against the poll. The curb pressure tends to lower the head and make the horse flex at the poll (Fig. 10).



**Fig. 10. Flexed at the Poll**

Many types of shanks exist, from the simple cutting horse style to the ornate spade and halfbreed shanks. The mouthpiece, which may be jointed or solid, differs in severity. Generally, the higher the port, the more severe the bit.

The shank can be “fixed” (solid), or “loose” (jointed). Generally, a loose shank is preferred because it gives the horse a pre-signal and it works better using two hands on the reins. The shanks on the curb bit give the rider leverage action on the horse’s mouth. When the reins are pulled, the shanks act as levers to press the bit down on the horse’s tongue and the bars of its mouth. At the same time, pulling the reins also applies pressure on the chin groove and the poll. Any bit with reins attached to the end of the shanks is considered a curb bit. This is true even if it has a jointed mouthpiece. A curb bit without a chin strap is useless.

Curb bits can be more severe than snaffle bits because the leverage action increases the force applied. The action of the curb bit results in indirect pressure on the horse’s mouth. The longer the shanks, the more leverage (more severe). Do not use a curb bit as a training bit. It takes time and training to change a horse from a snaffle bit to a curb bit (Fig. 11).

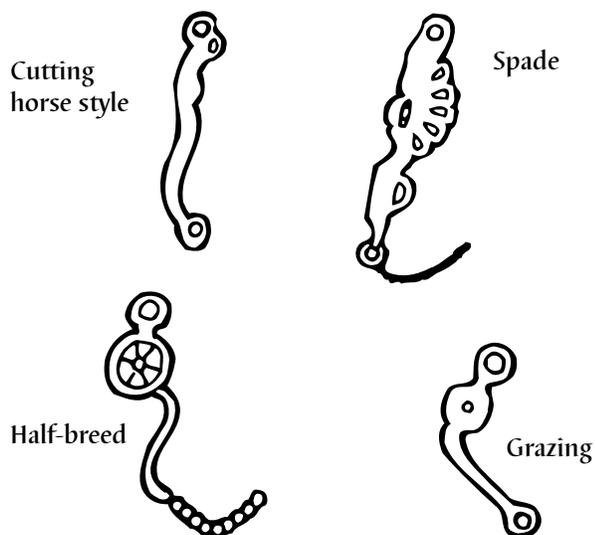


Fig. 11. Samples of Curb Bit Shanks

The Kimberwick bit (Fig. 12) is generally used on a horse that is too strong for a snaffle. It includes a curb chain, may have a solid or jointed mouthpiece, and solid or slotted D-ring.

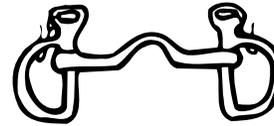


Fig. 12. Kimberwick Bit

### Hackamores

There are basically two types of hackamores. The bosal, or true hackamore, is a rawhide noseband (Fig. 13). It applies pressure to the horse’s nose, chin, and sometimes below the cheek. All bosals meet behind the horse’s jaw in a large ball called a heel button, which is weighted to hang low.

The mechanical hackamore, or hackamore bit, is actually not a bit since it has no mouthpiece (Fig. 14). It affects the nose through the pressure of a leather or covered metal noseband, and the chin groove by the leverage of the long (usually 8–9 inches) free-swinging metal shanks. The curb strap is attached to a short metal shank that curves back from the end of the noseband toward the chin. A metal bar, chain, or leather strap usually joins the two cheek bottoms to prevent the bit from swinging forward and up where it would be ineffective.

Hackamores are used widely in Western Games. They offer a great deal of control because of the

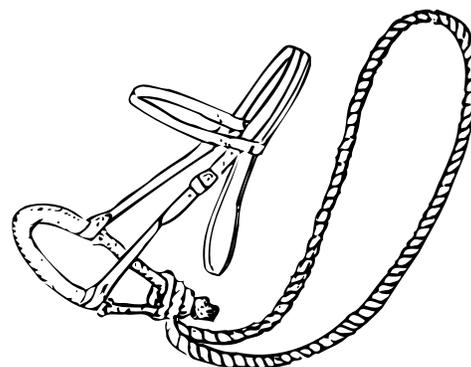


Fig. 13. Bosal Hackamore

leverage action of the long shanks, and since there is no bit in the horse's mouth, there is no possibility of damage to the mouth. There are many variations of hackamores, including gag bits and combinations. All are acceptable for Western Games as long as they are considered humane, and used in a non-abusive manner.

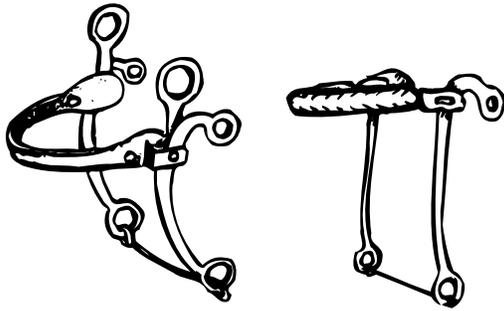


Fig. 14. Mechanical Hackamore Bits

### Breast Collars

Breast collars are recommended to help hold the saddle in place. The breast collar attaches to the saddle on both sides, either directly to the rigging or, on some saddles, to a special slot or D-ring. The breast collar meets in a ring at the center of the horse's chest and an additional strap attaches between the legs to the girth (Fig. 15).

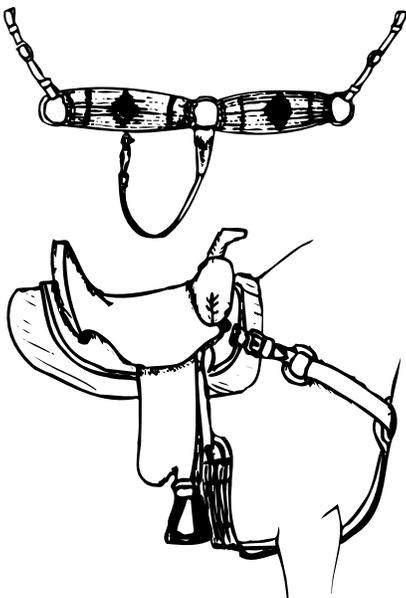


Fig. 15. Breast Collar

### Tie-Downs

A tie-down is often used on horses who tend to carry their heads too high or have a habit of tossing their heads. It attaches to a noseband at one end and the girth at the other end. A tie-down should be adjusted so that when the horse is at rest, the tie-down can be lifted up to reach the throatlatch of the horse. For safety, it should be behind or attached to the breast collar. A tie-down may be used with any type of bridle; however, it can interfere with the action of the hackamore bit (Fig. 16).

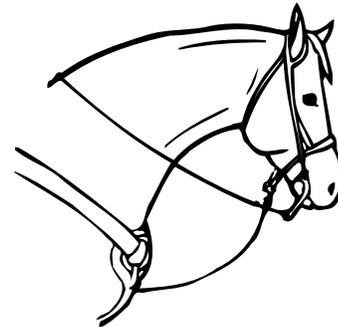


Fig. 16. Tie-Down

### Running Martingale

A running martingale is a y-shaped strap attached to the girth that splits into two straps, each ending with a ring. Each rein runs through one ring, then to the rider's hand. To prevent the rings from catching on the bit attachment, rein stops must always be used (Fig. 17). This device is used only with a true snaffle bit. It keeps the "pull" of the rein coming from a consistent location, encouraging the horse to keep its head

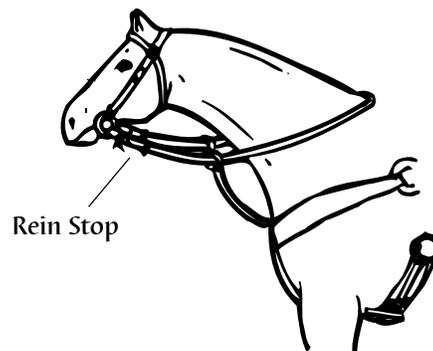


Fig. 17. Running Martingale

lower. A running martingale is never used with a curb bit, since it limits the leverage action of the bit.

### Protective Gear

**For the Horse.** Splint boots or other types of boots are recommended to protect the horse's cannon bones during training and competition. With tight turns at high speed, horses can easily hit one leg with the hoof of the opposite leg, causing splints or lameness. Polo wraps—cloth bandages wrapped many times around the leg—offer adequate protection. However, if the wrap is not applied correctly it could come loose causing the horse to trip and bow tendons.

Bell boots, which cover the coronet band and most of the hoof, protect the horse from clipping a heel as it turns or lengthens to run.

**For the Rider.** An ASTM/SEI Equestrian-approved helmet is required at all times when mounted at a 4-H Western Games event. It is strongly recommended that members wear a helmet every time they ride! Head injuries are the most common serious injuries of horseback riders, and most accidents happen near home on horses thought to be safe.

Shin guards protect riders' legs if a horse dives into a barrel or pole.

### Choosing a Western Saddle

Measure a western saddle from the back of the pommel straight back to the front of the cantle.

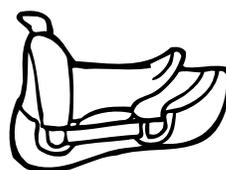
Typical seat sizes are:

Pony	12–13"
Youth	14–14 1/2"
Adult	15–15 1/2"
Large Adult	16–17"

These sizes may vary because the saddle tree is measured before padding and outer coverings are added. Also, the shape of the seat and its depth can affect how it fits. Always try a saddle

before buying to make sure it fits both you and the horse.

Many types of riggings exist; they vary from full-double to center-fire. Your horse's conformation determines the riggings. A horse with a well-laid-back shoulder would be comfortable with a full or 7/8 rigged saddle, while a horse with shorter or steeper shoulders requires a 3/4 or 5/8 rigged saddle. When the saddle is correctly placed behind the shoulder blades, there should be some space between the horse's elbow and the cinch. This allows the horse freedom of its front legs and helps prevent binding, which can cause sores (Fig. 18).



Full double rigging



3/4 double rigging



7/8, 3/4, 5/8 Center-fire rigging

Fig. 18. Western Saddle Rigging

**Western Tack Adjustment.** Properly adjusted tack makes your horse more comfortable, which helps makes your ride pleasant and safe.

**Bridle.** The bit should fit properly in the horse's mouth. The upper shank on a curb bit, where the headstall is attached, must not be tight against the horse's face. Often you will need to bend this upper shank to fit correctly. The

browband should lay comfortably on the head without pulling the headstall against the ears. A split-ear crown piece should fit comfortably around one ear without binding. For the throatlatch, allow at least two fingers between the strap and horse's throat when the horse's head is in a resting position. Adjust the curb strap or chain to allow enough space for two fingers (flat) between the strap and chin.

**Saddle Blanket.** This provides adequate padding and extends about 4 inches in front of the saddle. Put the blanket and then the saddle forward of the proper place and slide them back into place. Never pull the saddle forward. Pull the blanket up in the gullet of the saddle to prevent binding over the withers and allow air circulation under the saddle.

**Saddle.** It settles into the pocket behind the horse's shoulder blades. When cinched tight, there should be two fingers' height (about 1 1/2 inches) between the withers and the arc of the fork under the saddle horn if the rider weighs less than 150 pounds. If the rider weighs more than 150 pounds, there should be a three-finger clearance (Fig. 19). You may use additional padding or a pad with a cutout portion for the withers if you need more space. If there

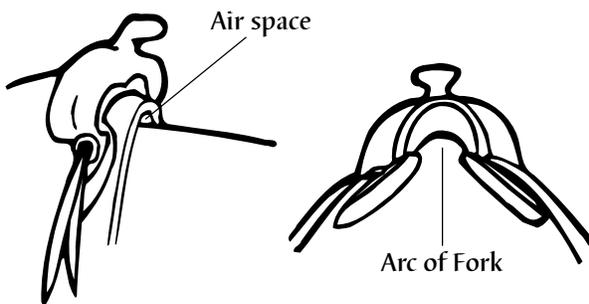
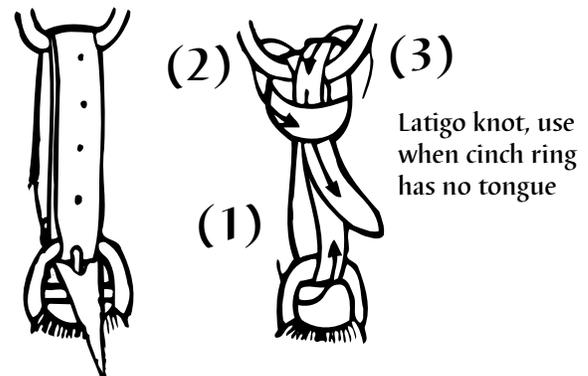


Fig. 19. Saddle Clearance

is more than 1 1/2 inches, the saddle tree could be too narrow for the horse's back. Check the back for dry spots after a long ride, which indicate the saddle is pinching the horse's back. This can lead to serious back sores. If additional padding does not solve the problem, the saddle should not be used.

The front cinch should hang straight down and about 2 inches behind the horse's elbow. When tight, the cinch should be centered on the horse. Be sure the cinch is long enough so the rings are not directly behind the elbow (Fig. 20).

A back cinch is optional. Always buckle this last when saddling and unbuckle first when unsaddling! The back cinch should be snug and there must be a connecting strap between it and the front cinch.



Latigo knot, use when cinch ring has no tongue

Fig. 20. Cinching

# WESTERN GAMES CLASS RULES

The following rules have been established to govern 4-H Western Games in Washington State.

**NOTE:** See also Ground Rules, pg. 19. These rules should be posted at every 4-H function.

## GENERAL RULES

### **4-H Shows, Open Western Games, and Fairs Offering 4-H Classes**

Designated 4-H classes in the state of Washington must be governed by this manual.

### **Horse's Age**

In the Washington 4-H program a horse's age will be determined as of January 1 of the current year; a horse becomes 1 year old on January 1 of the year following the actual foaling date.

### **Ribbons and Awards**

The Danish System of Awards is used for all 4-H events, in which every contestant receives either a flat blue, red, white, or yellow ribbon. Trophies, rosettes, etc., may be awarded in addition to the Danish System Awards.

### **Participation**

Show management has the option of inviting 4-H clubs outside the county to participate in a particular show. This should be stated on the entry form.

### **Conduct**

Show management reserves the right to dismiss anyone from any 4-H class or show for misconduct or lack of sportsmanship, or for infractions of the ground rules or class rules for 4-H Western Games as stated in this manual. (See 4-H Ground Rules, p. 19.)

### **Protests**

Individuals working with a 4-H show should not be interrupted or interfered with in any way. If

someone doesn't agree with what is being done at an event or show, he or she can submit a written, signed protest to the Show Management within 12 hours of the cause of protest. A judge's decision is not protestable unless it is an alleged violation of the rules. A cash deposit may be required to accompany a written protest. The deposit will be refunded if the protest is upheld.

### **Entry Regulation Concerning Accidents**

Each horse and rider is eligible as entered on an appropriate entry form. It is understood that the parent or legal guardian and the 4-H participant make the entry at their own risk and are subject to class rules for 4-H Western Games as stated in this manual. If any loss or damage should occur from any cause, the participant, parent, or legal guardian will not make any claim against anyone connected with the 4-H event or owner(s) of the grounds on which the show is located.

### **Animal Drugging**

It is not consistent with Washington State 4-H philosophy and policy to administer any drug or medication which could affect the performance or disposition of the horse, resulting in an unfair advantage. The use of Phenylbutazone ("bute") in older 4-H project horses is acceptable when the drug is used with a veterinarian's prescription.

### **Volunteer Policy on Animal Disease Diagnosis and Treatment**

4-H volunteers, as representatives of Washington State University, are expected to act within the policies and guidelines of the 4-H Youth Development Program. A 4-H animal science volunteer may educate members and their families in the normal course of their 4-H activities in the areas of animal care, production, and management. WSU volunteers are not to engage in activities that include the diagnosis or treatment of or the direct administration of medications to protect animals without autho-

rization from a licensed veterinarian. A 4-H volunteer may exercise commonly acceptable first-aid skills/practices in emergency situations.

## GROUND RULES

All contestants must be informed of ground rules and rules must be posted in a conspicuous place at every 4-H function. The judge must receive a copy of the ground rules.

---

BREAKING ANY OF THE FOLLOWING RULES MAY RESULT IN DISMISSAL BY SHOW MANAGEMENT FROM THE SHOW AND FORFEITURE OF ALL AWARDS. ALSO, ANY GROSS ABUSE OF THESE RULES MAY RESULT IN THE REMOVAL OF A 4-H MEMBER FROM THE 4-H PROGRAM.

---

All 4-H events are provided for under the auspices of Washington State University Cooperative Extension. For youth safety, we ask that these rules be observed.

1. Equestrian approved helmets and proper boots must be worn at all times when mounted. It is recommended when youth are working around their horses they wear equestrian approved helmets and proper boots.
2. No alcoholic beverages or illegal substances.
3. Contestants may not smoke or chew tobacco in the exhibit area. As adults are role models for youth, it is highly recommended that adults not smoke or chew tobacco in exhibit area.
4. No dogs allowed on grounds unless on a leash or confined.
5. No animal abuse.
6. No coaching of exhibitors while they are in the show arena showing their animals.
7. Only 4-H members may ride, groom, or school a horse while on the show grounds.
8. The arena is off-limits to everyone except working show personnel.
9. After judging is completed, approach the judge for information only, not to dispute decisions.
10. The show committee can dismiss a visibly sick or lame animal from participation. A committee consists of at least three or more people designated by the show chair.
11. All exhibitors will participate in herdsman-ship if offered.
12. Anyone may be asked to leave the grounds for unacceptable behavior.
13. No riding horses double at any time.
14. No riding horses using halters only.
15. No racing or running horses outside the show or warm-up arena.
16. Any rider not having his or her mount under control shall be dismissed from the ring and shall be disqualified from that class at the judge's discretion.
17. When rider dismounts, reins must be taken off the horse's neck for safety.
18. Each contestant shall be given an entry number. This number must be displayed on the rider's back at all times while competing. The rider or handler will be penalized for having anything obscure the view of the number.
19. If there is confusion about a rule or requirement and no clarification can be located, the benefit of the doubt is given to the 4-H member.

# HERDSMANSHIP

## WHEN STABLING IS AVAILABLE

### First Division

Each exhibitor is responsible for the care and cleanliness of his or her own horse and equipment. The 4-H members may assist each other, but parents are not to help, unless the safety of a child or horse is at stake.

The individual exhibitor will be judged on seven criteria:

1. cleanliness and grooming of the horse
2. securing gates
3. tying the horse
4. cleanliness and arrangement of water and feed
5. cleanliness of stall
6. identification stall cards
7. exhibitor decorations (see State 4-H Fair Premium List)

The 4-H exhibitor should check his or her assigned stall for protruding nails, splinters, and other objects that might injure the horse.

### Second Division

The second division consists of herdsmanship responsibilities that a club must work on together. These include cleanliness of the barn aisle, the tack room, and displaying the club banner.

## ONE-DAY SHOW WITH NO STABLING

One-day shows offering herdsmanship judging with no stalls available shall have a designated area for each club to tie their horses, keeping safety in mind. The club should post an identifying sign or banner. The basic considerations for neatness, courtesy, conduct, comfort of the horse, and work done by the 4-H members can be generally the same as in the herdsmanship rules for shows where stabling is available.

### Basis for Scoring

(when stabling is not available)

#### Club Members:

Appearance (clean and neat)	5
Friendliness, courtesy, and conduct	5
Cooperation on job where needed	5
Work done by members	5
	20

#### Horse:

Securely and properly tied	10
Clean and comfortable	10
Evidence of feeding and watering	10
Safely tied in relation to other horses	10
	40

#### General Club Area:

Club area clean, neat, and orderly	20
Tack, feed, and other equipment stored for convenience, order, and safety	15
Club banner or sign for identification	5
	40

**TOTAL 100**

## SECTION 1. AGE AND CLASS

Eligibility is based on school grade designation or its equivalent. Members must be in the 3rd grade and have reached their 8th birthday before January 1 of the current 4-H year to be eligible for competitive events.

- A. Junior Class: 3rd–5th grades
- B. Intermediate Class: 6th–8th grades
- C. Senior Class: 9th–12th grades, or not 19 years of age before January 1 of the current 4-H year.

## SECTION 2. RULES FOR SHOWMANSHIP (INCLUDE IN COUNTY AND STATE EVENTS)

### Tack

Halters may be made of webbing, rope, or leather, and must have throatlatches. An Arabian show halter with or without a snaffle bit is acceptable. Lead shanks may be of webbing, rope, or leather, and be 5–8 feet long. A chain is not required, but it may be used either over the nose or under the chin, with the excess chain run up the off cheek or doubled back to the lead. All tack should be clean and fit the horse well. Whips are not permitted.

### Personal Attire

The handler's attire must be neat and clean.

**Required:** Western hat or helmet; long-sleeved Western shirt (all collars accepted); long pants; Western boots; necktie, kerchief, bolo tie, or pin; and belt (optional if a vest covers the belt loops).

**Optional:** vest, gloves, jacket, and an ASTM-SEI equestrian-approved helmet in accordance with the Washington 4-H Protective Head Gear Policy is recommended. Judges are to be so instructed.  
*Not allowed: chaps and spurs.*

## JUDGING REQUIREMENTS

Exhibitors will be asked to demonstrate their ability to lead, turn, set up, and move their animals as the judge requests. Additional tests may be given.

The following principles always apply:

- Individual tests must be performed with official(s) involved in the same relative position to each exhibitor.
- The exhibitor shall not stand directly in front of the horse.
- The quartering system is required.
- Horses may be shown, trimmed, and groomed according to breed type.
- Exhibitors shall not touch the horse except when doing a requested test that allows touching, or to smooth the mane or forelock if the judge's inspection has disturbed the grooming.

### Basis for Scoring

#### **10% The 4-H Member.**

Neat, clean, and properly dressed; poised and confident; courteous, prompt, alert, and attentive.

#### **30% Horse and Equipment.**

Show thriftiness in condition and general appearance of horse—neither too fat nor too thin. Horse free from dandruff, dust, and dirt. Hair smooth and glossy. Mane and tail combed or separated out, clean and glossy. Ears, chin, jaw, muzzle, bridlepath, and fetlocks trimmed according to breed type. Feet clean and trimmed, shoes optional; hoof dressing (hoof black is permissible). Clipped mane should be neat and short. Halter should be of serviceable material, fit horse properly, and be clean. Horse should be well-mannered and trained to show at halter.

### **60% Showing.**

Ability to lead at a walk and trot, turn, set up, and move the horse as directed by the judge. Exhibitor should watch both the horse and the judge, and be able to follow directions given by the judge. Judge may give additional tests as listed below.

## **TESTS**

- A. Back Horse—turn and face the horse, back it at least four steps, bring it forward, and set up again. Exhibitor should be able to do this without touching the horse or changing hands on the lead.
- B. Side Pass—ask the horse to move over by touching it.
- C. Turn 360 degrees on haunches to the right.
- D. Turn 180 degrees on the forehand—from the near side, hold the lead in the left hand and use the right hand to ask the horse to move. From the off side, hold the lead in the right hand and use the left hand to ask the horse to move.
- E. Lead From the Off (Right) Side. Reverse the hand position—left hand holding the lead with the excess in the right hand.
- F. Answer questions on parts of the horse.
- G. Answer questions on grooming and showing of specific breeds.
- H. Explain the use of grooming tools.
- I. Showmanship Demonstration (1–2 minutes).
- J. Demonstrate the proper use of a chain.
- K. Change Horses (this test may be used only after the handler has demonstrated the same test with his or her own animal).

## **SECTION 3. 4-H WESTERN GAMES EVENTS**

Counties have the option of adding events to fit the needs of their riders and arenas.

- A. Texas Barrel Race
- B. Pole Bending
- C. Two Barrel Flag Race
- D. Idaho Figure Eight Stake Race or Figure Eight Stake Race
- E. Key Race or Keyhole Race

## **SECTION 4. EQUIPMENT AND ATTIRE**

- A. A mandatory warning is made before a dress or equipment call.
- B. A gate steward should be on hand for an equipment and attire check before the exhibitor enters the arena. If a deficiency is discovered, the exhibitor will be given an opportunity to fix the problem.

### **EQUIPMENT REQUIRED**

#### **Western Saddle with Horn**

- A keeper strap is required on stirrup leathers.
- If the saddle has a back cinch, a connector strap to the front cinch is required.
- If the cinch buckle has a tongue it must be buckled into a hole in the latigo or billet.

#### **Bridle with throatlatch**

- Bit or hackamore-type is optional (must be humane).
- Curb bits must have a curb strap or chain.
- Snaffle bits may have a strap to prevent the bit from pulling through the mouth.
- Closed reins are recommended. If split reins are used, it is recommended they be tied or secured with a slider.

### Optional Equipment

- Tie-Down
- Noseband or cavesson
- Running martingale (must have rein stops and may be used only with a snaffle bit)
- Protective boots (i.e., splint boots or bell boots)
- Bat, whip or “Over-and-Under”

### Equipment Not Allowed

- Tackeberry buckle (quick release on cinch)
- Any inhumane equipment (i.e., bicycle chain mouthpieces)
- Rubberbands on the stirrups
- Anything that attaches the rider to the horse or saddle

### Required Attire

- ASTM-SEI approved Equestrian helmet to be worn at all times when mounted
- All collars accepted
- Western boots
- Long-sleeved western shirt
- Long pants
- The contestant’s number must be clearly visible at all times on his or her back

### Optional Attire

- Shin guards
- Vest
- Belt
- Gloves
- Jacket
- Chaps
- Spurs
- Belts and jackets can easily be caught on the saddle horn as the rider leans forward, creating a hazardous situation. If worn, they should have a breakaway feature (snaps, velcro, etc.).

### Safety Checklist

All tack must be properly adjusted and in safe, usable condition. Use the following list for a safety inspection:

1. Western saddle
  - a. D-ring and latigo(s)
  - b. D-ring and offside billet

- c. Cinch and cinch ring
- d. Keeper strap at place where fender and stirrup meet
- e. Make sure connector strap joins front and rear cinches
- f. Rear cinch billets and buckles
- g. Rigging connection of saddle for loose or missing nails and loose leather

2. Bridles with a throatlatch
  - a. All stitching
  - b. Condition of the leather where the headstall, reins, and curb strap attach to the bit

## SECTION 5. COURSE

Refer to Section 16, Equipment Specifications, and Section 17, Course Diagrams.

- A. Where a line is designated, it means a white lime line.
- B. Two poles, **exactly** 30 feet apart, set slightly on course designate the start/finish line.
- C. Course measurement is made from the center of the poles, barrels, containers, or other arena equipment.

## SECTION 6. TIES

The recommended procedure for breaking ties is a runoff or toss of the coin. In breaking a tie with a runoff, the rider with the slower time takes the next lower position. If there is still a disagreement, the judge’s decision is final.

## **SECTION 7. MOUNTED RIDERS**

Riders are considered mounted when their knees are over the center line of the horse's back. Riders must be mounted when crossing the start/finish line.

## **SECTION 8. RERIDES**

Rerides are run after the last rider in that event.

- A. Acceptable reasons for rerides:
  - 1. Timing device failure
  - 2. Course obstruction as determined by the judge
  - 3. Course measured incorrectly
  - 4. Equipment failure due to weather conditions, e.g., poles blown over, flags side switches due to wind
- B. Unacceptable reasons for rerides:
  - 1. Horse or rider damage to arena equipment
  - 2. Failure of tack or participant's equipment
  - 3. Horse or rider accident or injury
- C. Only penalties or disqualifications incurred on a reride will be assessed to the ride.

## **SECTION 9. LANE LINES**

Lane lines are strongly recommended, but not required. If lane lines are used, "ALL" lines are used. It is strongly recommended that line judges be designated. When more than one course is in use, lane lines are required for safety. They will not be used at State Fair because of time constraints; however, the right to reimplement the lane lines requirement is reserved.

## **SECTION 10. MOVING A COURSE**

If a course is moved for safety reasons, riders may choose to reride or keep their first time. If the course is moved because of initial wrong measurement, all riders must reride.

## **SECTION 11. ARENA SAFETY**

- A. During the running of any event, all arena gates must be closed. Contestants must enter and leave the arena at a walk or collected trot. All horses must be under control (see Section 14). When rider dismounts, reins must be taken off the horse's neck for safety.
- B. Only contestants, ring crew, and officials are allowed in the arena.
- C. Horses must be tied in designated areas, not to arena fences, rails, or any other hazardous place.
- D. Horses that constitute a safety hazard may be disqualified.
- E. In all events the ring crew resets downed equipment or repairs lines after a rider has completed the course.

## **SECTION 12. JUDGES**

- A. **Recommended Qualifications**
  - 1. Judges must be knowledgeable and experienced in Western Games.
  - 2. Judges at county and state 4-H shows should not be members of any club whose members compete in the show.
  - 3. Parents should not judge events in which family members compete.

4. Judges should be familiar with all signals (see Section 12, C).
5. Judges must be thoroughly familiar with the events for which they are responsible.
  - a. A list of events must be made available prior to the show.
  - b. The event listing must include all event rules and diagrams of patterns of each course to be run.

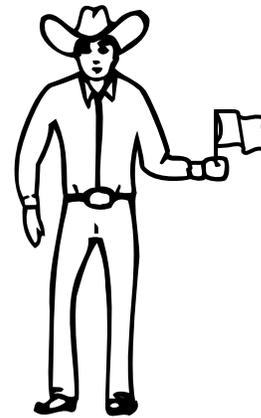


Fig. 21.  
Course is ready—hold up green flag

### B. Judges' Duties

1. At least one judge (two are recommended) must be provided for each event.
2. Judges determine rule infractions.
3. If the judges are in doubt, the decision is made in favor of the rider.
4. The judge is required to carry or have available a copy of *Western Games Youth Manual and Class Rules, EM4610*.
5. Judges are required to follow all rules specified in EM4610.
6. Judges will judge a class to completion.
7. The judge is to make sure that the arena is safe and that all gates are closed.
8. The judge is the only person with the authority to give the green flag as a signal that the course is ready for the rider to start.
9. The judge must insure that all equipment and the course is set correctly.



Fig. 22.  
General disqualification —thumb extended over shoulder



Fig. 23.  
Failure to start on time—point to wrist watch

### C. Judges' Signals (see Figs. 21-29)

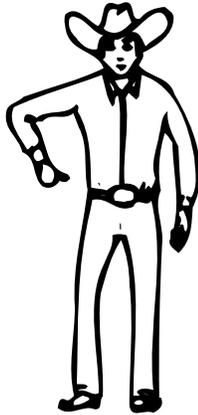


Fig. 24.  
Striking ahead of cinch—jab thumb into side

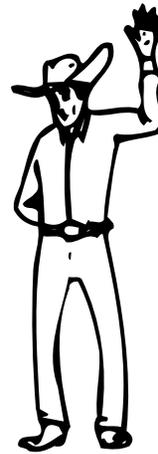


Fig. 27.  
Five-second penalty—hand raised with five fingers extended. Repeat to show 10, 15, or more seconds

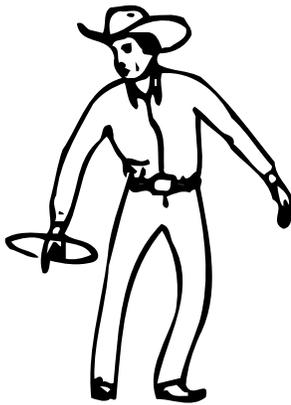


Fig. 25.  
Leaving the course—horizontal circular motion

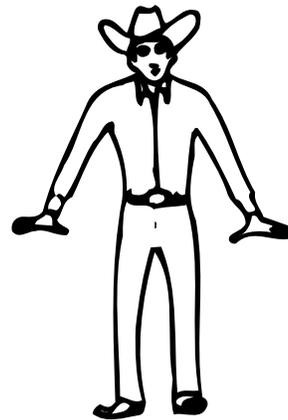


Fig. 28.  
Safe or clean run—both hands, palms down and extended arm's length in front with a back and forth motion

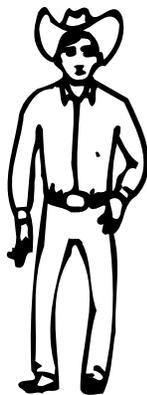


Fig. 26.  
Striking the horse with arena equipment—slap thigh

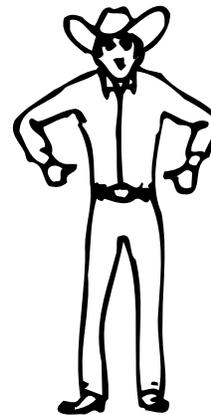


Fig. 29.  
Unnecessary roughness or abusing the horse—both thumbs to the ribs

### SECTION 13. RECOMMENDED AWARDS

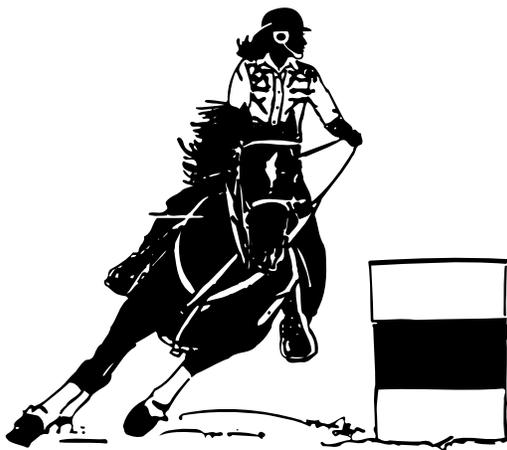
It is recommended that the Danish system of awarding ribbons be used in Western Games. Counties may also use the American placing of ribbons in addition to the Danish awards. The awarding of ribbons is based on the riders' time in each event.

At State Fair, standard times for ribbon divisions are established annually, based upon an average of the times from the three previous years in each event. This standard will be available to counties for optional use. Disqualified riders receive white ribbons, participation ribbons, or no award.

### SECTION 14. RIDER DISQUALIFICATION

Following are reasons for rider disqualification during a Western Games event or show:

- A. White Ribbon Disqualification.
  - 1. Leaving the course, runouts, refusals, upsetting starting poles or cones, all four feet of horse crossing the lane line, or taking more than one minute to cross



the starting line after being given the course. A rider may move the horse across the runout lane to determine the preferred angle to start the run.

- 2. In the Keyhole Race the rider will be disqualified if the horse steps on or outside any of the marked lines, or fails to have all four feet inside the circle before turning toward the finish line.
  - 3. In the Key Race the rider will be disqualified if the horse fails to pass a line or plane with all four feet between the last two poles or cones.
  - 4. Loose horse or grounded rider (unmounted and touching the ground).
- B. Participation Ribbon Disqualification
    - 1. Failure to have the horse under control at the start and close of the running portion of the event. *Under control is demonstrated by the rider being able to stop and turn his or her horse on command without excessive abuse.* In short arenas, turnouts may be allowed for safety. In all events the rider must stop the horse, hesitate, and acknowledge the judge for completion of the ride.
    - 2. Horse creating safety risks.
  - C. No Award Disqualification.
    - 1. Any infraction of event or general rules by the horse or rider.
    - 2. Striking the horse with arena equipment.
    - 3. Intentionally striking the horse ahead of the cinch while on the course.
    - 4. Excessive abuse of the horse or inhumane use of equipment. It is recommended that the judge first give a mandatory warning to the rider so that there is no doubt in the rider's mind how the judge sees the rider's actions.
    - 5. Unsporting conduct in the arena, such as use of profane language or disorderly conduct.

## SECTION 15. TIME PENALTIES

- A. Following are reasons for five-second penalties during a Western Games event:
1. Knockdown of a pole, barrel, container, or cone.
  2. Flag dropped or container missed.
  3. Contestants' intentional use of any part of their bodies to steady or right a falling stake, pole, barrel, cone, or other game equipment.
- B. A ten-second penalty is added for failure to pick up the flag in the two barrel flag.

## SECTION 16. EQUIPMENT SPECIFICATIONS

- A. Texas Barrels—55-gallon white plastic barrels with both ends intact. Barrels are to be set with ring down in the inverted position. Eight (8) pounds of water or sand are recommended to be added to the barrels.
- B. Two-Barrel Flags
1. Containers—quarter barrels, approximately 14-inch diameter, and 27 inches high, painted white, containing 8–10 inches of sand or soil.
  2. Staff—5 feet long, 1<sup>1</sup>/<sub>16</sub>-inch wood dowel—planed to flatten two sides with the bottom inch tapered to a dull point.
  3. Flags—double thickness sturdy cloth, hemmed to 8 x 12 inches, one light and one dark in color.

Tacked or glued around the staff, 6–8 inches below the top, leaving an 8 x 8-inch portion of the flag free.

- C. Pole Events
- Bases and poles must weigh 11–18 pounds. Any needed extra weight must be applied to the base's bottom center. Commercially marketed bases of the above weight and width standards are recommended.

1. Poles—white. Rubber bases are strongly recommended; however, metal bases made as shown in Fig. 30 are allowed.
  - a. Standard—1 to 1<sup>1</sup>/<sub>2</sub>-inch inside diameter, schedule 40 to 80 white plastic pipe, 80 inches long.

Plastic pole secured to base.

- b. Optional—1 to 1<sup>1</sup>/<sub>2</sub>-inch inside diameter, schedule 40 or 80 white plastic pipe.
- c. One 1/32-inch steel rod, 2 inches long or one 1/4-inch pipe, maximum 6 inches long welded to disc.
- d. A 3/8-inch steel rod, welded to disc edge 54 inches long.
- e. Rubber or plastic hose covering rod and disc edge, 54 inches long, and attached to disc with wire passed through holes drilled in disc and twisted tight on underside.
- f. Recommended base—minimum 14-inch, maximum 18-inch diameter.
  - Discs—a 16-inch disc is the best choice. It provides the maximum diameter allowed for bases after adding cold rolled steel rod to the edge.

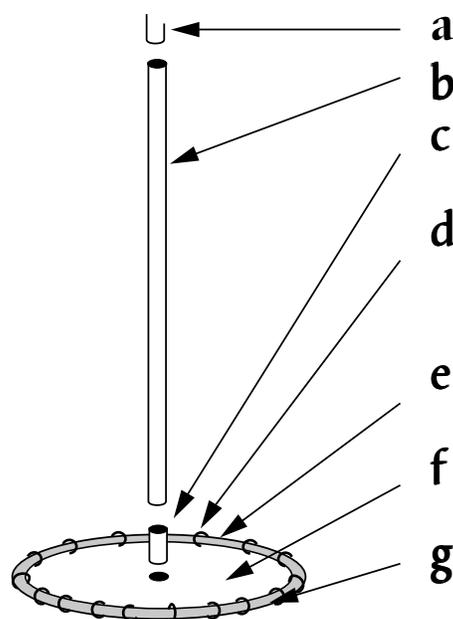


Fig. 30. Pole

- Pole Bases—cold rolled steel rod is much easier to weld to the edge of the disc if the disc is slightly ground off around the edge. The most inexpensive and best rubber hose for the edge of discs is used washing machine hose.
  - g. Wire ties.
- D. Key Races—Four poles (Section 16, C) or four 18-inch cones. Red socks, 40 inches long to cover the upper shaft of poles are optional.
- E. Timing— Electric clocks are recommended. Stop watches with at least 100th-second are acceptable. Hundredth hands must be read back to mark when falling between marks.

## SECTION 17. WESTERN GAMES COURSE DIAGRAMS

Riders must have their horses under control at the start and close of the running portion of a games event. In arenas that are short, turnouts may be allowed for safety. In all events riders must stop their horses, hesitate, and acknowledge the judge to complete the ride.

- A. Fig. 31 illustrates boundaries (lane lines and runout lane), designated by chalk lines, for the following: Two Barrel Flag Race; Key Race; Keyhole Race; Idaho Figure Eight Stake Race; and Figure Eight Stake Race.

1. The runout lane is required, but may be modified to accommodate shorter areas.
2. The lane lines are required when more than one lane is in use. On a single course they are optional.

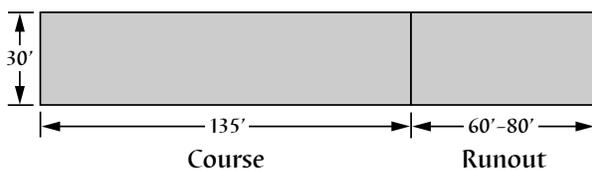


Fig. 31. Western Games Course Diagram

1. **Two Barrel Flag Race (see Fig. 32)**
  - a. Course—Two containers 100 feet apart, the first 20 feet from the start/finish line. The bottom of each container has 8–10 inches of sand or soft dirt. A staff with a colored flag attached to one end is in each of the containers (Section 17, B).
  - b. Event—Riders cross start line, ride to container A (side optional) and take the flag from container A; ride to container B and place container A flag into container B; pick up flag from container B; ride to container A and place container B flag into container A; and ride across finish line. (Riders may designate position of flags before starting course.) A rider may circle either barrel, if necessary.
  - c. Time Penalties (Section 15).
  - d. Rider Disqualifications (Section 14).

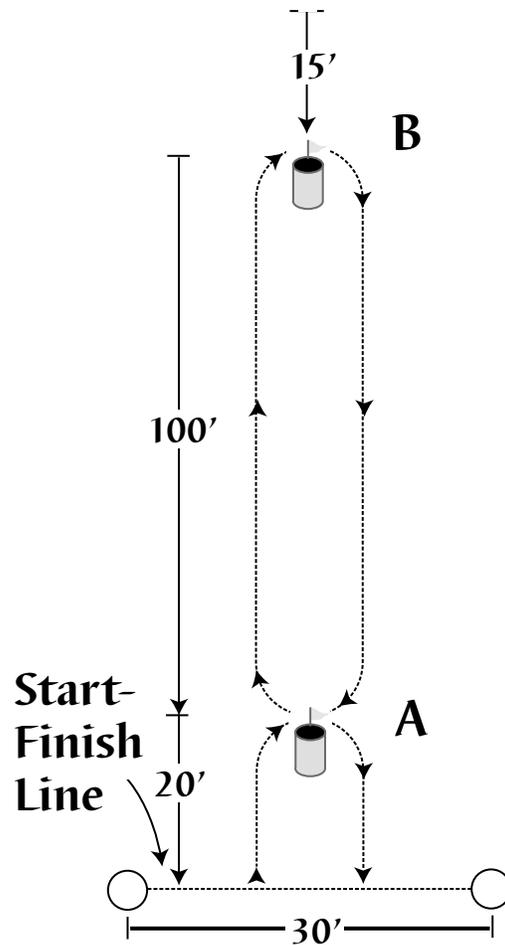


Fig. 32. Two Barrel Flag Race

2. **Key Race (see Fig. 33)**
  - a. Course—Four poles (Section 16, C) or four 18-inch cones. Red socks, 40 inches long to cover the upper shaft of poles are optional.
  - b. Event—Riders cross start line and ride down course, through and beyond last two poles (or cones). They turn their horses, ride back through poles (or cones) and across finish line.
  - c. Time Penalties (Section 15).
  - d. Rider Disqualifications (Section 14).

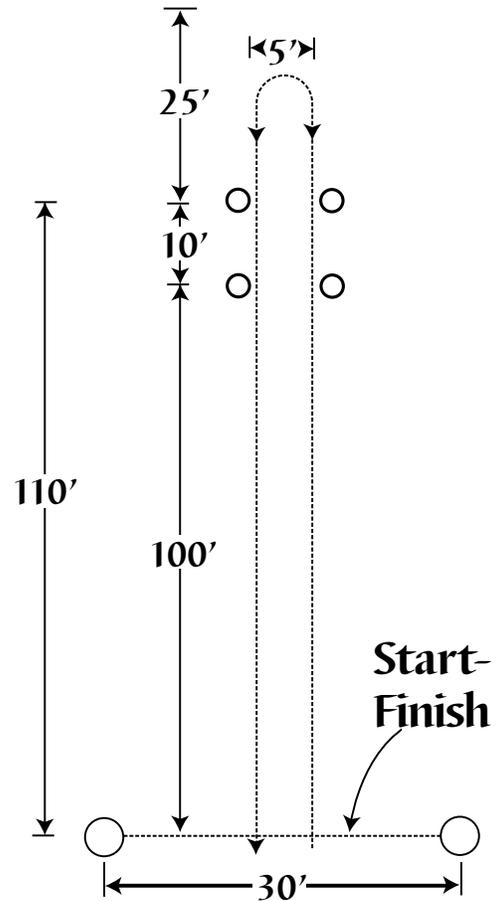


Fig. 33. Key Race

3. **Keyhole Race—Alternate (see Fig. 34)**
  - a. Course—Keyhole pattern outlined and marked with white lime, according to the diagram included with this event.
  - b. Event—Riders cross start line, ride into circle of keyhole (all four feet of horse must be inside circle), turn horse, and ride back out of keyhole and across finish line.
  - c. Time Penalties (Section 15).
  - d. Rider Disqualifications (Section 14).

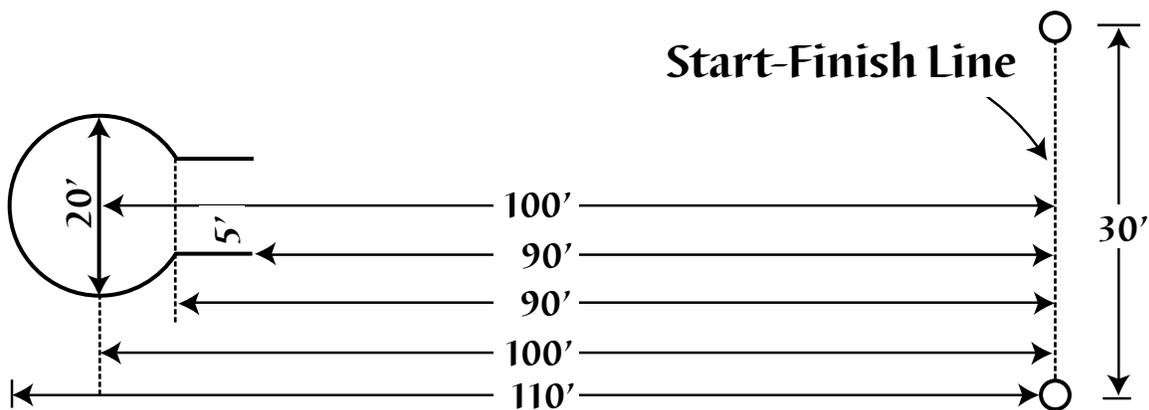


Fig. 34. Keyhole Race

4. **Idaho Figure Eight Stake Race (see Fig. 35).  
Recommended for State 4-H Fair.**

- Course—Two poles set 100 feet apart, the first, 20 feet from the start-finish line; the second, 120 feet from the same line (see diagram).
- Event—Riders cross start line; ride down side of course (side optional) to pole B; turn pole B; ride to pole A; turn pole A (opposite direction); ride back to pole B; turn pole B (opposite direction of A); and ride across finish line, having ridden a figure eight pattern.
- Time Penalties (Section 15).
- Rider Disqualifications (Section 14).

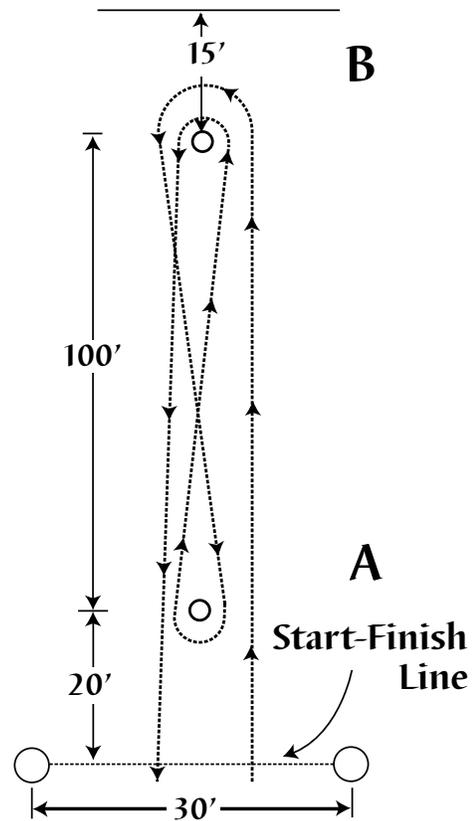


Fig. 35. Idaho Figure Eight Stake Race

5. **Figure Eight Stake Race—Alternate (see Fig. 36)**

- Course—Four poles, two set 120 feet apart at opposite ends of the course; two set 30 feet apart at a point halfway between the two end poles. The two center poles mark the start/finish line.
- Event—Riders start by crossing start line (direction of start optional), and then ride a figure eight pattern around the two end poles. (Direction of first turn is optional; second turn, opposite direction.)
- Time Penalties (Section 15).
- Rider Disqualifications (Section 14).

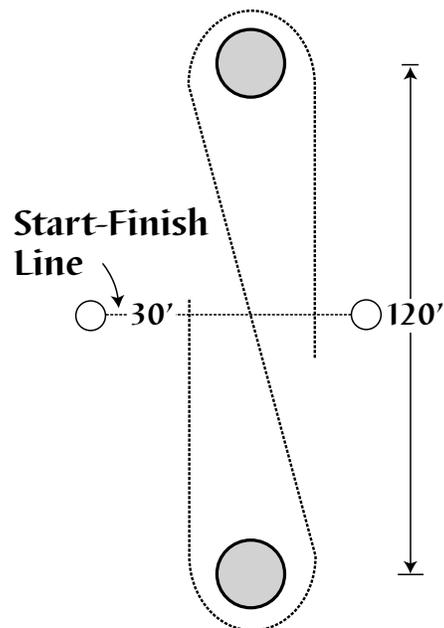


Fig. 36. Figure Eight Stake Race (Alternate)

6. **Pole Bending (see Figs. 37 and 38)**
- Course—Six poles placed in a straight line, spaced 21 feet apart, the first set 21 feet from the start/finish line.
  - Event—Riders cross start line, ride to pole #6 (side optional), turn pole #6 left or right and weave (bend) around the opposite side of each pole to pole #1; turn around pole #1 and weave (bend)

- around the opposite side of each pole to pole #6; turn around #6 and ride across the finish line. If riders miss a pole, stop, come back, and correct their mistake, continue, and complete the course correctly, they have in effect run the course as drawn, and this is a clean ride.
- Time Penalties (Section 15).
- Rider Disqualifications (Section 14).

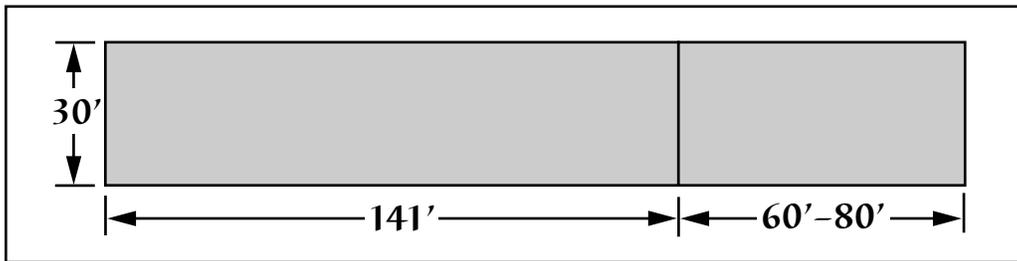


Fig. 37. Pole Bending Boundary

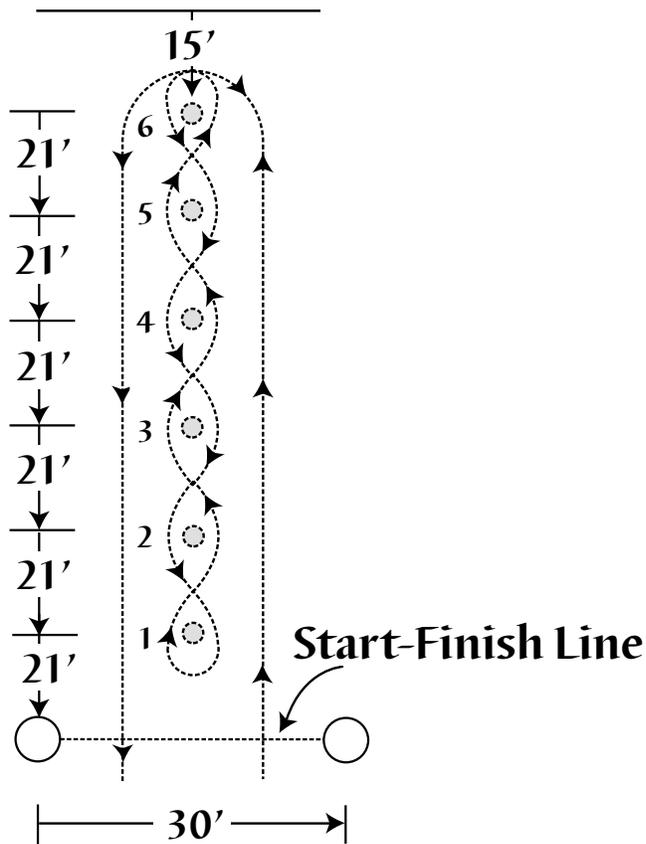
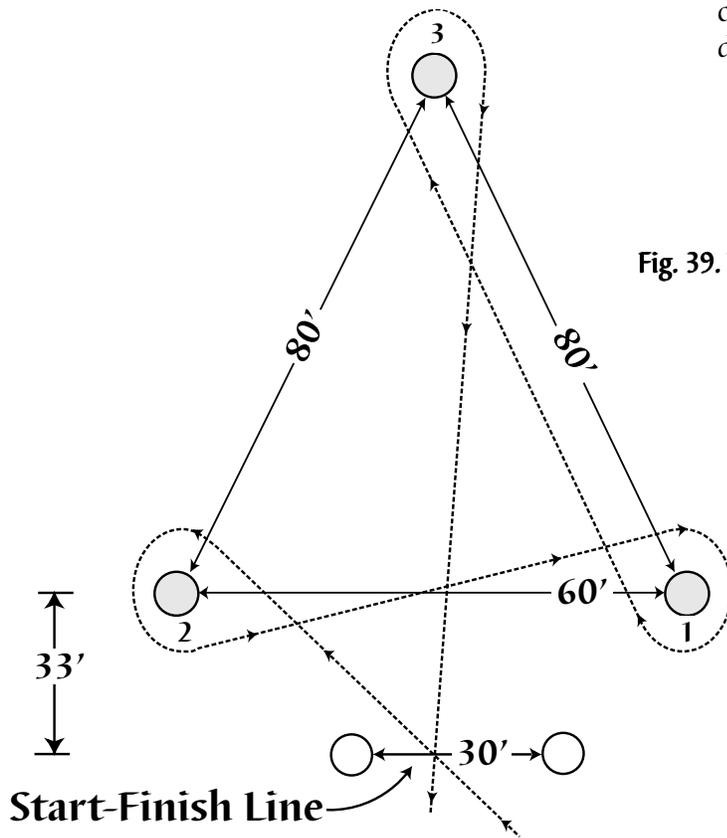


Fig. 38. Pole Bending Course

**7. Texas Barrels (see Figs. 39 and 40)**

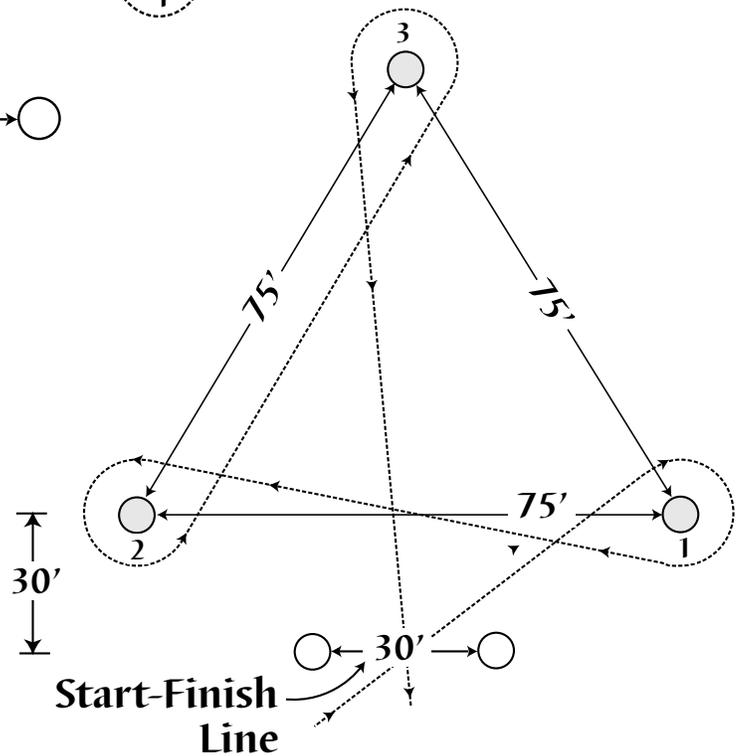
- a. Course—Three barrels placed in a triangular formation according to the diagram included for this event.
- b. Event—Riders cross start line and ride to barrel #1, circle #1 to the right and ride to barrel #2; circle #2 to the left and ride to barrel #3; circle #3 to the left and ride across finish line. Riders may circle barrel #2 first, continuing to #1 then #3, using the same cloverleaf pattern described. If a rider turns a barrel the wrong way, but goes back, turns the barrel the right way and completes the course correctly, it is a clean ride.

- c. Time Penalties (Section 15).
- d. Rider Disqualifications (Section 14).



**Fig. 39. Texas Barrel Race Regular Course**

**Fig. 40. Texas Barrel Race Alternate Course (for use in narrow arenas)**





#### ACKNOWLEDGMENTS

2000 revision made by Pat Pehling, Snohomish County 4-H Horse Resource Leader; Snohomish County, Spokane County, and Whatcom County Horse Project Leaders; edited by Joy E. Faerber, Program Assistant, technical assistance by Jerry A. Newman. 2003 revision by Donna Ankrom and Marilyn Anderson, Snohomish County 4-H Leaders, Jerry A. Newman, Extension 4-H/Youth Development Specialist, Washington State University.

WSU Extension bulletins contain material written and produced for public distribution. You may reprint written material, provided you do not use it to endorse a commercial product. Alternate formats of our educational materials are available upon request for persons with disabilities. Please contact the Information Department, College of Agriculture and Home Economics, Washington State University for more information.

You may order copies of this and other publications from the WSU Bulletin office, 1-800-723-1763, or online <http://pubs.wsu.edu>

Issued by Washington State University Extension and the U.S. Department of Agriculture in furtherance of the Acts of May 8 and June 30, 1914. WSU Extension programs and policies are consistent with federal and state laws and regulations on nondiscrimination regarding race, sex, religion, age, color, creed, national or ethnic origin; physical, mental or sensory disability; marital status, sexual orientation, and status as a Vietnam-era or disabled veteran. Evidence of noncompliance may be reported through your local WSU Extension office. Trade names have been used to simplify information; no endorsement is intended. Revised July 2003. Subject code 814. C