

WESTERN GAMES DIVISION 2019 OFFICERS

DIRECTOR

MELISSA STOCKMAN
1915 W ANTLER RD
DEER PARK WA 99006-8315
(509) 220-9099 / stockmansaddlery@aol.com

VICE DIRECTOR (EAST)

KIMBERLEE McCOUL
13427 E BRIDGES RD
ELK WA 99009
(509) 590-5303 / rodeoqueen.0915@yahoo.com

VICE DIRECTOR (WEST)

MIKE RICKERT
22902 56TH AVE E
SPANAWAY WA 98387
(253) 606-9451 / mikerickert2@gmail.com

SECRETARY / SHOW APPROVALS

JESSICA MCLAUGHLIN
7210 E FAIRVIEW AVE
SPOKANE VALLEY WA 99212-1526
(509) 434-4555 / LDSMacs@comcast.net

TREASURER

JODIE FIELD
162 ONEIL RD
OROVILLE WA 98844-9780
(509) 846-9415 / jodie@jodiefield.com

TIMES KEEPER

TRACY CROTSLEY
11064 ROAD K NE
MOSES LAKE WA 98837-8963
(509) 764-2227 / tracycrotsley07@gmail.com

JUNIOR RIDERS REPRESENTATIVES

EMMETT HOWE
8772 NEPPEL RD NE – MOSES LAKE WA 98837-8921
(509) 771-1097 / smhowe@smwireless.net

TBA
TBA
TBA

RULES COMMITTEE

Chair / Term Expiring on 12/31/19
TRACY CROTSLEY
11064 ROAD K NE – MOSES LAKE WA 98837-8963
(509) 764-2227 / tracycrotsley07@gmail.com

Term Expiring on 12/31/20
SUE DILLMAN
1752 ROAD 12.8 NW – EPHRATA WA 98823
(509) 754-9410 / rockyspotranch@gmail.com

Term Expiring on 12/31/21
SCOTT HOWE
8772 NEPPEL RD NE – MOSES LAKE WA 98837-8921
(509) 771-1097 / smhowe@smwireless.net

Alternate / Term Expiring on 12/31/18
SHARON KELSEY
30823 N MILL RD – DEER PARK WA 99006-9396
(509) 276-0776 / parnellivestock@aol.com

WESTERN GAMES DIVISION 2019 ZONE CHAIRS

CANAL ZONE	TBA
CASCADE ZONE	TBA
NORTH CENTRAL ZONE	Glenna Eilers 12596 Road A NW – Ephrata WA 98823-9794 (509) 760-0713 / horse_krazy0713@hotmail.com
NORTHEAST ZONE	Cheryl Beck 27211 E Rattlers Run Rd – Fairfield WA 99012-9786 (509) 990-4129 / ctbeck@frontier.com
NORTHWEST BORDER ZONE	TBA
OLYMPIC PENINSULA ZONE	TBA
PRAIRIE ZONE	TBA
PUGET SOUND ZONE	Mike Rickert 22902 56 th Ave E – Spanaway WA 98387 (253) 606-9451 / mikerickert2@gmail.com
SOUTH CENTRAL ZONE	TBA
ZONE ONE	TBA

Welcome to the Washington State Horsemen's Western Games Division. It is the duty of everyone to encourage Washington State Horsemen Shows, upgrade the standard of shows, handle horses in a manner which brings credit to the Division, and encourage western attire. All persons riding or working in W.S.H. Western Games Shows should acquire a new rule book as even the smallest change or clarification is important. (Paragraph revised 2013).

GENERAL INFORMATION

BAD DEBTS: Any member who has been duly notified by Certified, Return Receipt letter from the State Office of the Western Games Division that they have incurred a bad debt to a WSH affiliated club or to the WSHGD head office, after a thirty-day grace period, shall be barred from having their times count from date of notice until past debts, along with any applicable bank fees, are paid in cash or by money order. Members submitting checks for payment without sufficient funds being available in their accounts on two separate occasions will be placed on a "cash only" basis with WSHGD (Paragraph revised 2015).

CONTESTANT NUMBERS: Permanent Zone prefix letters designating horse and rider combinations shall be as listed below. In the case of Cowhide Race and Rescue Race, the mounted rider must have a permanent number registered on the horse (Sentence added 2016). Zones cannot charge a fee for State permanent numbers. Those zone numbers that are used each year may not be given out to another rider regardless of zone rules. Each zone games chair (or their designate) shall send a list of assigned permanent numbers to the State Times Keeper by July 1, annually. Riders residing in a Zone without an active Zone Games Chair must verify permanent numbers in writing with current year W.S.H. membership number to State Times Keeper by July 1 (or immediately following the first show they compete at if after July 1).

All day numbers also include rider's zone identification. The zone letter would follow the day letter (example: DC03 or DR50). Total number of characters permitted for a day number is four, thus "D", then zone prefix, then maximum of two numerical digits (01 to 99). All W.S.H. member riders shall have permanent numbers on all horses they ride more than three times during the show season. For times ridden under a day number to be included in the 5-time (individual) and 3-time (2-man or 4-man team) year-end average, written notification must be sent to the State Times Keeper and include the date, show sponsor, class, and day number by July 15th of current year. Any rider going on course without a visible, legible and correct number on their horse or on their person will receive a mandatory warning for the first offense and a no time thereafter (See Disqualifications #14).

PERMANENT ZONE PREFIXES

T – Canal Zone	Y - Olympic Peninsula Zone
C - Cascade Zone	F – Prairie Zone
W - North Central Zone	K – Puget Sound Zone
R - Northeast Zone	N – South Central Zone
H - Northwest Border Zone	M – Zone One

DIVISION MEETINGS: An annual meeting of the Division is to be held Saturday morning of Washington State Horsemen Convention weekend for the purpose of establishing operating procedures and enacting rule changes for the new year. Convention minutes are to be prepared by February 1st of the following year and available to all W.S.H. members. Minutes are to be uniform with heading of paragraph and section that it refers to. The W.S.H. Western Games Division will pay for standard rooms at W.S.H. Convention for two nights for the following: Director, Secretary, and the Treasurer.

INTOXICATION: Riders can be immediately disqualified from any further competition at a show if they are obnoxiously intoxicated, under the influence of illegal drugs, or found to be drinking alcoholic beverages outside of their camp. Any person under the age of 21 found to be drinking alcoholic beverages or under the influence of drugs will be immediately disqualified from any further competition at that show. A committee will be appointed to handle any problems at invitational events. While officiating or participating in the arena there will be no consumption of alcohol or smoking. (Sentence added 2013).

MEMBERSHIP IN W.S.H.: Riders must belong to W.S.H. prior to competing to receive awards, classification, and records. Members may join individually or as a family either through a 100% W.S.H. Club, affiliated WSH Club, or by sending the dues directly to the W.S.H. Office and joining as a non-club member. In order for times to count, a member may pay their WSH dues and submit a completed application to show management prior to riding at a show. Show management must then contact the WSH Office to obtain a temporary membership number and send the dues to the WSH Office within 48 hours of show completion.

OFFICERS: There shall be a Director, two Vice Directors (one from the east side of the Cascade Mountains and one from the west side), Secretary, Treasurer, Times Keeper, Junior Riders Representative, and Rules Committee Members (three and one alternate). The Director and Rules Committee Alternate will be elected at Convention. All remaining officers will be appointed by the newly elected Director. A Board of Directors shall act as the governing body for the Western Games Division. The Board to consist of

Director, Vice Directors, Secretary, Treasurer, Times Keeper, Junior Riders Representative, Rules Committee Chair and a representative from each zone with active games members. No Board positions shall be held jointly by one person, in any combination thereof (i.e. Director / Treasurer). If a Board position becomes vacant, the Director shall appoint new Board members from time to time as necessary for the remainder of the appointed time. It is suggested that the outgoing Director make an outline concerning the running of the Directorship.

PROFANITY: It is recommended that show management consider excessive profanity anywhere in the vicinity of the arena, to be grounds for ejection from the show for that day. "Vicinity" is to be defined as being audible in the arena.

PROTESTS:

1. Any member wishing to file a protest must do so within 48 hours by filing a written description of the circumstances accompanied by a \$25.00 deposit with the Director. If the Committee rules in favor of the protestor, the protestor shall be returned the \$25.00 deposit and all times and runs pertaining to the protest shall be accepted and recorded by the Division. If the Committee rules against the protestor the deposit shall be forfeited to the State. The Steward may make a protest through the Steward's report with no charge.
2. Upon receipt of protest, the Director shall inform the Rules Committee.
3. The Rules Committee shall meet and resolve the dispute within a 20-day period, providing a member or members of the Rules Committee are not directly involved in the protest.
4. The Director must inform all interested parties of the meeting via e-mail, telephone, or mail. The meeting must be set on an agreeable date to all parties concerned, teleconferencing optional. Protestor shall have the right to attend and face the Committee, as well as the Judge making the decision, along with those witnesses having information bearing on the decision.
5. All Rules Committee decisions will be ruled on by the entire Committee and all final decisions will be published in the *Canter*.
6. All concerned parties will be notified of the Rules Committee's decision and any protests of this decision must be made within 48 hours of receiving this decision, to the Western Games Division Board of Directors.

RULE AND OPERATION CHANGES: In order to make a rule change, it must be submitted to the Director's office in motion form with proponents' signatures attached, prior to September 10 of each year for publication in the *Canter* and/or Games Newsletter. Person or persons submitting the proposal must be present at W.S.H. Convention before proposal will be considered by the division membership. Each zone will be allowed one proposal from the floor of the division's general meeting. Proposals from the floor must pass by at least 75%, published proposals must pass by a majority. Published proposals, as well as proposals from the floor, will be considered and ruled on by the division membership at the annual meeting, then presented to W.S.H. General Convention Meeting for ratification, to become effective January 1st of the next year. [ABCD time change proposals must be submitted to the Director's office in motion form only, prior to September 10 of each year for publication in the *Canter* \(Revised 2018\).](#)

RULE CLARIFICATIONS:

1. For rule clarifications, members must contact the Games Division Director who will then contact the Rules Committee members.
2. The Rules Committee shall meet and rule on the clarification within a 20-day period.
3. Responses can be made either by letter, e-mail, telephone call or in person, but it shall be responded to.
4. If all three Rules Committee members are not available, the alternate will be utilized to make the rule clarification.
5. All Rules Committee decisions will be ruled on by the entire committee and all final decisions will be published in the *Canter*.
6. All concerned parties will be notified within 30 days from the date of the Rules Committee's decision and any protests of this decision must be made within 48 hours of receiving the decision to the Western Games Division Board of Directors.

RULES COMMITTEE PURPOSE:

1. To update the rule book annually.
2. To decide on any points of rule clarification.
3. To set up and conduct the Judge's and Timer's clinic(s) each year (live or electronic).
4. To act on and resolve any protests occurring in the course of the season.
5. The Rules Committee Chair shall see to it that the Secretary keeps the By-Laws books current.

The Rules Committee shall consist of three knowledgeable W.S.H. Western Games Division Judges and an alternate. The Rules Committee alternate to be voted in each year at the Games Division Meeting by the voting membership. No member shall serve more than four consecutive years. Should a vacancy occur, the Director shall appoint a replacement to fill the unexpired portion of the term.

SHOW SEASON: The WSH Games Division season runs August 1 to July 31 each year. If August 1 is a Sunday, it will be included with the current show season as the last day of the season.

VOTING: Voice or show of hands of registered riders, timers, judges, registration help and arena secretaries in attendance at State Meetings. Riders are automatically registered and counted by registrations and participation in a state award event at any W.S.H. Western Games Division approved shows. If a voter is questioned, eligibility to be checked by State books at the meeting. Judges and Timers must show their cards. Registration help at the shows, plus the arena secretaries will sign arena sheets that are sent to State Times Keeper in order to be allowed to vote at Convention.

ZONES: Zones are geographical breakdowns of W.S.H. Membership in zones shall be established by membership in W.S.H. Individual zones may specify to accept members from out of zone as desired, however, no member shall be a member of two zones. Zone awards are to be handled at the zone level.

GENERAL RULES

SECTION 1 (EQUIPMENT TO BE USED). Western saddle with horn, Australian stock saddle with horn and western stirrups, or endurance trail saddle with pommel and horn and western stirrups to be used. Western saddle with horn required at the Washington State Championship Show. Saddle with horn, bridle type optional. Western boots and/or western sports riding tennis shoe with heel required in all events using a saddle with the exception of the mounting rider in rescue race, cowhide race and bareback relay.

SECTION 2 (DRESS / ATTIRE). Riders must wear long pants, boots, shirt (western shirts, long sleeved, short sleeved, sleeveless, t-shirts without open sides or tied sides, tank tops with wide shoulder straps of at least 3 inches). Not allowed – sweats, halter tops, swim wear, spaghetti straps, tube tops. All kinds of hats are optional. At the WSCS, riders are to wear long pants, boots (tennis shoes allowed on mounting rider in Cowhide and Rescue Race as well as all Bareback Relay members), and western shirt. Western shirt defined as collared with either snaps, buttons, or zipper. Shirts must be fastened with fasteners at the beginning of the run. Cowboy hats are allowed. Visors and baseball caps are not permitted at the WSCS. A mandatory warning is required before a dress call is made and then the judge's call may not be protested. Arena Officials need to have tops, pants, and shoes which may include shorts, sandals, and tops that cover (Section Revised 2015).

SECTION 3 (HORSE / RIDER COMBINATIONS). The same horse / rider combination may appear only once in the same event. Same horse OR rider may appear multiple times in an individual event, including at the Washington State Championship Show. Same horse OR rider may not appear multiple times in a team event (local or WSCS). To clarify, a horse may be ridden by multiple people in the same individual event classification at the Washington State Championship Show if said horse is qualified by each of the individuals. Additionally, a rider may ride more than one horse even if both horses are classified in the same class. Junior, Intermediate, Senior A, Senior B, Super Senior A, Super Senior B and ABCD classified events are considered separate events. Classified horses cannot enter below their classification. (Paragraph Revised 2018).

SECTION 4 (EQUIPMENT FOR EVENTS). Refer to equipment specifications for rules concerning equipment. Refer to course specifications for rules concerning events.

SECTION 5 (START / FINISH LINE). In all events an optional white start / finish line maybe used, except for bareback relay where a start / finish line must be used. In all events except barrels, two poles 30 feet apart shall designate the start and finish line. In barrels, the starting poles shall be 60 feet apart. A horse must pass between these poles at the start and finish or be off course. Photocell and light to be on the off course side of the line.

SECTION 6 (MEASURING A COURSE). When the course is measured, the measurement shall be taken from the center of the barrels, poles, containers, or other properties, or to the lime dot if event property has been moved. If the property is down or moved and not reset, a rider must attempt to run the course properly around the dot and if there is any doubt, the benefit should go to the rider. Multiple events may be set up in the arena at one time. Event properties, including poles, barrels, and flag containers may not be in the upright position on any pre-measured course. A Steward must verify measurements prior to any runs being made. A solid white line dividing the length of the arena must be used when two or more lanes are being run (Sentence Revised 2016).

SECTION 7 (TIES). It shall be optional to the riders to flip a coin or accept a runoff. In breaking the tie, the loser takes the next lower position. In the event of a disagreement, the decision shall be left to the judge. If both riders are disqualified on their runoff, the fastest no time wins.

SECTION 8 (MOUNTED DEFINED). Riders shall be considered mounted when the knee is over the center line of the horse's back. In events where mounting is required, rider must be mounted when crossing the finish line.

SECTION 9 (STARTING / FINISHING). The judge is the person of authority on course and will signal course ready with a green flag or green light. After being given the course the rider has one minute to start. Rider must start and finish from his half of the arena. In the Cowhide Race, the judge will not give the signal that the course is ready until after the rope is dallied on the horn of the saddle and horse and rider are ready.

SECTION 10 (RE-RIDES). Re-rides are to be run after the last rider in that event has run. If a re-ride is granted it will be judged as an entirely new ride with new penalties and disqualifications. Re-rides are permitted for

- (a) interference by another rider and / or horse (to be determined by the judge), or
- (b) failure of all timing devices, provided no disqualification of event has occurred, or
- (c) interference by an individual, i.e. arena crew member, spectator, etc. (to be determined by the judge).

SECTION 11 (GROUND RULES). Ground Rules must be posted in a conspicuous place and called to the attention of all the contestants. Emergency numbers including 911, ambulance, doctor and/or hospital, and local veterinarians are to be posted with the ground rules. Show committees must not amend or substitute established rules as written in this Rulebook.

SECTION 12 (MOVING A COURSE). If moved for safety reasons, riders may choose to either rerun or keep their first time. If moved for initial wrong measurement, all riders must rerun. Riders having to rerun will be given up to two runs or until they have had two (2) No Times. In the event that a rider had a no time in the initial run, should they also get a No time in their second run, they would be considered a no time. A rider that had a clean run initially shall be given a subsequent ride if they happen to No Time their second run (Paragraph revised November 2016).

SECTION 13 (FINES). The Steward shall disallow any event that was improperly set or run. For any other infractions of the rules by the show sponsor, the W.S.H. member riders shall receive their times, and the sponsor shall pay a \$25.00 fine or no future shows shall be allowed. Show sponsor shall pay a \$25.00 fine per show for arena sheets inadvertently not signed by the officials and no future shows will be permitted until fines are paid. Also, there will be notification in the *Canter* of incompliant show sponsors.

SECTION 14 (RESETTING EQUIPMENT). Poles should be reset whenever possible. In all other events the ring crew will reset downed equipment.

SECTION 15 (TEAM REGISTRATION FOR 4-MAN TEAMS). For all State Shows, Team members shall be entered on registration sheets. Team shall list a captain and address for correspondence. If a team using the same team name or the captain splits members resulting in the possibility of two or more times being recorded for that day, all said team times for that event will be thrown out for the day. Times will be recorded if the same team members compete in one or more shows attended by that team on that day. All four-man teams must have at least one permanent member, all others maybe substitutes. The first qualified ride of the season in each team event establishes the team.

SECTION 16 (RIDER'S RESPONSIBILITIES). It is the riders' responsibility to check all arena sheets as they are posted. If there are errors in names or times, it must be corrected at the show. If a protest is to be made, it must be made within 48 hours to the WSHGD Director and accompanied with a \$25.00 deposit.

SECTION 17 (DISQUALIFICATION RECORDING ON ARENA SHEETS). All reasons for disqualifications shall be recorded on the arena sheet with the exception of a general disqualification, i.e. knock down of a pole or barrel.

SECTION 18 (STALLIONS). No one under the age of eighteen (18) will be allowed to ride a stallion at W.S.H. Approved Western Games Division Shows. The use of stallions in Bareback Relay will not be permitted. Riders of stallions must notify the Show Committee prior to riding any event that they are on a stallion.

SECTION 19 (TOUCHING A PROPERTY). No penalties will be assessed for righting a pole or barrel that has not touched the ground.

SECTION 20 (HITTING AHEAD OF CINCH / ELBOW). Touching or patting ahead of the elbow shall not be construed as striking and therefore not a disqualification.

DISQUALIFICATIONS

RIDER OR TEAM SHALL BE DISQUALIFIED FOR:

1. Any infraction by the horse or rider of the General Rules.
2. Any infraction by the horse or rider of the Event Rules.
3. Leaving the course, upsetting the starting poles after being given the course, and/or crossing the starting line plane outside the starting poles.
4. Whipping the horse with the properties of the event.
5. Intentional striking of the horse on the head (forward of the poll and/or throat latch) while in the arena. (Revised in 2014).
6. Unsportsmanlike conduct in the arena. Judges will disqualify riders for use of profane language, unnecessary roughness, abusing the horse, and disorderly conduct of any kind. Judges will disqualify an unmanageable horse for safety reasons. Decisions by the judge shall be final.
7. Two horses on course. Teams will be disqualified if horse waiting its turn crosses the starting line before the horse finishing the course crosses the finish line completely. Judge will immediately signify the disqualification (Sentence added in 2017).
8. In all events which require mounting or dismounting in the event, any rider mounting from the wrong side of the line or dismounting to the wrong side of the line. Riders must stay on the designated side of the line at all times until mounted or dismounted. Horse must get all four feet over the mount or dismount line.
9. In all events rider must be mounted when crossing the start / finish line.
10. While mounted, circling or turning any marker considered part of the course before officially entering the course by crossing the starting line. Exception: In Figure 8, rider may circle or turn the pole prior to entering the course. If the rider, in circling or turning the pole prior to crossing the starting line, knocks down the pole, rider will receive a no-time (Paragraph Revised in 2016).
11. Loose horse defined as separated from and out of control of the contestant. A ground tied horse shall be considered in control. Riders that are bucked off or fall off during an event will be disqualified.
12. Touching the ground on the "on course" side of the line in Rescue Race, Cowhide Race, and Bareback Relay.
13. Individual Events Only: Knock down of a stake, pole, or barrel. In Flag Race, failing to reset a knocked down container prior to exiting the course.
14. Any rider going on course without a visible, legible and correct number on their horse or on their person shall receive a mandatory warning for the first offense and a "no time" thereafter.
15. Failure to turn or stay on the correct side of the dot in the event of a moved property.
16. Failure to remain within designated lane. A rider will be deemed outside of their lane should all four of the horse's feet cross over an arena-dividing lane line at the same time (Paragraph Added in 2016).
17. In Team Poles, on-course riders may not step on or cross over the start/finish line while remounting or while turning Pole #1. (Revised in 2013).

EQUIPMENT

The following equipment shall be used whenever any of the following terms are used. All equipment is to be standardized according to the applicable specifications. Equipment to be furnished by the show committee for all events, baton and cowhide excluded. Equipment is to be uniform on each line of competition. The event will be disallowed if it is run with substandard equipment.

1. **Barrels:** Fifty-five gallon plastic barrel, containing eight (8) pounds of dry sand with both ends intact, and set in an inverted position. Barrels must be white or clear plastic, with blue, white, or green rings, as long as all three barrels match. The ring must be sealed down to the bottom of the barrel. Advertising maybe included on barrels as long as the background is white. Specifications (may be plus or minus ½ inch on all specifications):

Height: 35 1/4 inches Diameter: 22 3/4 inches Ring: 23 1/4 inches

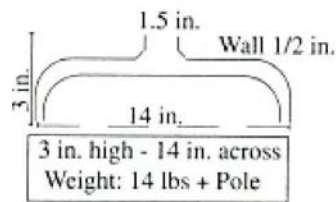
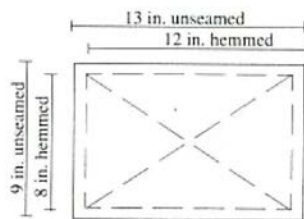
2. **Baton:** Approximately 18" long; may vary one inch shorter or longer, be made of rubber, plastic or their combination.

3. **Colors:** Any equipment designated to be white shall be white, with the exception of the blue, white or green plastic ring on the bottom of the barrel.

4. **Cowhide:** The cowhide is to be at least six (6) square feet. Hide is attached to a rope not to exceed thirty (30) feet in length that is to be dalled to the horn of the saddle.

5. **Flag Containers:** Quarter barrels, painted white and containing 8 to 10 inches of sand or soil. Containers to be marked inside with a permanent mark at 8" to 10" measured from the bottom of the container up.

6. **Flags:** Consists of a staff and a flag. Staff should be made from a hoe handle that measures 5 feet long with pre-tapered point, painted white, and planed the full length (or at least the bottom three feet of the staff) to flatten two sides. Finished staffs must be obtained from WSHGD. Flags to be sturdy cloth (double thickness, hemmed 8" x 12"), securely fastened to flag staff with nails, brads or large staples, one light and one dark, leaving an 8" x 8" portion free from staff.



7. **Pole Bases:** Black rubber base (14 pounds) or black plastic bases to be filled with a substance to equal 14 pounds. Pole bases to be 3 inches tall and 14 inches across. Total weight approximately 17 pounds.

A. Larger diameter white PVC pipe that fits directly into the pole bases without the use of a reducer and screws. Pole is to be 80 to 81 inches long from ground to top of pole.

B. Pole base is to be black; pole must be white.

8. **Starting Pole Bases:** Bases can be other than a black rubber base as listed in #7 for starting poles only as long as they are safe and the pole is the correct size.

9. **Safety equipment:** Any rider is allowed to wear safety equipment where necessary. Cowhide rider is required to wear a safety helmet fastened securely.

10. **Starting Equipment:** To be green flags or green lights. Starting flags are to be provided by the show sponsor.

11. **Tape Measure:** The metric side of the tapes used to set course measurements are to be blacked out at the beginning of the tape for a minimum of 2 inches in order that the metric side of the tape will not be mistakenly used.

12. **Timer's Equipment:**

A. **Electric Clocks:** The light and the photocell are to be set on the off course side of the starting line. Clubs and Zones to maintain their clocks. Two electronic clocks may be used on the line.

B. **Hand Watches:** To be set at least 100th of a second timepieces when using the sweep hand type watches. Read back to the mark when hands fall between two marks.

C. **A current WSHGD Rulebook:** To be provided by the show management and located on each timer's table during the show.

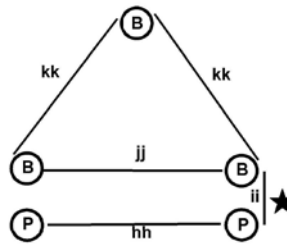
ABCD CLASSIFICATION RULES

1. Classification will be assigned to a horse on the basis of the horse's three fastest times set since August 1, 1968 at W.S.H. Western Games Division approved shows. If a horse is ridden by more than one rider, all times run will be used towards horse's classification and all of the horse's riders will then be classified the same regardless of age or ability with the exception of Buckaroo riders who may continue to compete in Buckaroo (2nd Sentence added November 2016).
2. Buckaroo Riders aging into Juniors will immediately begin riding the horse's current classification (if classified earlier by another rider). If the horse has never been ridden by an older rider, the first clean run in each event will determine the horse's classification for the new junior rider.
3. Horse will have to run three times in a faster time classification before reclassification upward will occur. Horses shall move up for the next show.
4. Zones shall issue wallet-sized cards stating horse's classification in each event. When a horse's classification is upward in any event, a new card will be issued. To be dropped from present classification to the next lower class (example: A to B, B to C, C to D) will require 5 consecutive times slower (excluding times with penalties) than the present classification.
5. An unknown or unclassified member horse appearing at a show will be placed in the appropriate ABCD category for the next show according to the first qualifying time run in each event and will remain in that category until reclassification occurs. Horse shall retain any awards won at the first show.
6. Out of state horses shall retain their current ABCD classifications when entering a W.S.H. Western Games Division approved show.
7. Non-W.S.H. riders may ride in the ABCD Jackpot classified events with a "X" number and may not compete for year end awards or five-time averages, but may ride for day awards in all classes. Non-Classified "X" riders will be placed in the appropriate ABCD class based on the time of their run and placed accordingly. Show management will pay the Western Games Division per rider fee for all non-W.S.H. riders.
8. Classified horses may compete in any higher classification but may not ride down in class. All times will count toward reclassification. Any horse found to be illegally entered in a class shall lose all times in that event for that day.
9. Times earned at closed or restricted shows (i.e. Washington State Championship Show) will be used for reclassification.
10. Show management will offer a Jackpot Open Class for all individual events and optional for all team (2 man and 4 man events) at any W.S.H. approved show. Entry fee will be a minimum of \$5.00. State and Zone to receive same cents per ride as in ABCD classes. Times run in this class will count for classifications and 5-time (individual) and 3-time (2-man and 4-man team) average.

TEXAS BARRELS - INDIVIDUAL

COURSE: Three barrels shall be placed in a triangular formation. No.1 and No.2 barrels are set 33 feet from the start / finish line, and 60 feet apart. No.3 barrel is set 80 feet from No.1 and No.2 barrels. The start / finish line shall be 60 feet in length.

hh = Start / Finish Line (60 ft)
ii = 33 feet
jj = 60 feet
kk = 80 feet



EVENT: Rider circles No.1 barrel to the right, No.2 barrel to the left, No.3 barrel to the left and finishes; or rider circles No.2 to the left, No.1 to the right, No.3 to the right and finishes.

Disqualifications 1, 2, 3, 5, 6, 9, 10, 12, 13, 14 apply.

CALIFORNIA STAKE RACE - INDIVIDUAL

COURSE: One pole placed 120 feet from the start / finish line.

k = Start / Finish Line (30 feet)
l = 120 feet



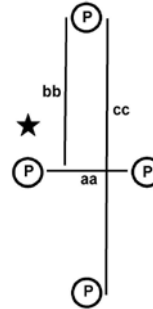
EVENT: Rider circles pole either direction and returns across the finish line.

Disqualifications 1, 2, 3, 5, 6, 9, 10, 12, 13, 14, 15 apply.

FIGURE 8 STAKE RACE - INDIVIDUAL

COURSE: Two poles are set 120 feet apart at opposite ends of the course. Center poles mark the start / finish line and are placed at a point halfway between the two end poles.

aa = Start / Finish Line (30 feet)
bb = 60 feet
cc = 120 feet



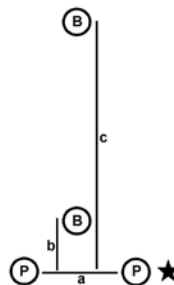
EVENT: Rider may begin on either side of the start/finish line; direction of the first turn is optional. Rider makes a figure 8 around the two end poles.

Disqualifications 1, 2, 3, 5, 6, 9, 10, 12, 13, 14, 15 apply.

FLAGS - INDIVIDUAL

COURSE: Two containers to be set 100 feet apart. No.1 container to be set 20 feet from the start / finish line. A flag is placed in each container and must NOT be tied down or rubber banded, can be wrapped.

a = Start / Finish Line (30 feet)
b = 20 feet
c = 120 feet



EVENT: Rider may designate position of the flags at the start of the run. Rider takes flag out of No.1 container, while turning No.2 container rider places the flag he is carrying in it and removes No.2 container's flag, whereupon he places it into No.1 container and finishes. Rider can circle or turn any container in any direction, as many times as necessary, as long as they put the flags in the proper container in the correct order.

In the flag races, riders must reset the containers and flags. If a rider drops a flag or misses the container, he must retrieve the flag and place it in the proper container. A dropped flag may be reset from the ground before remounting. If a rider knocks over a container, he must reset the container. If the staff is broken, rider must complete the course with the flag portion of the staff.

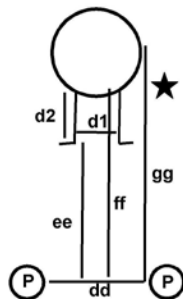
Disqualifications 1, 2, 3, 4, 5, 6, 9, 10, 12, 13, 14, 15 apply.

Additional Disqualification - Failure to place the flag in the last container or upsetting the last container.

KEYHOLE - INDIVIDUAL

COURSE: A keyhole shall be marked according to the diagram with white lime or a similar dry white substance. Center of the circle to be 100 feet from the start / finish line. Circle to have radius of 10 feet, the neck length to be 10 feet and the neck width is to be 5 feet. Extend the circle to meet the neck.

dd = Start / Finish Line (30 feet)
ee = 80 feet
ff = 90 feet
gg = 100 feet
d1 = 5 feet
d2 = 10 feet



EVENT: Rider rides into the circle of the keyhole (all four feet must be inside the circle clearing the neck of the keyhole), turns horse and finishes. Stepping on or over any lines of the keyhole shall be off course.

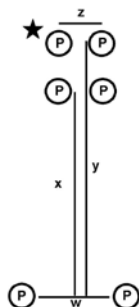
General Rules Section 7: Ties: It shall be optional to the riders to flip a coin or accept a runoff. In breaking the tie, the loser takes the next lower position. In the event of a disagreement, the decision shall be left to the judge. If both riders are disqualified for stepping on or outside any lines of the Keyhole on their runoff, the fastest no time wins.

Disqualifications 1, 2, 3, 5, 6, 9, 10, 13, 15 apply.

KEYRACE - INDIVIDUAL

COURSE: Distance 120 feet. Four poles are placed 5 feet apart at marks 110 and 120 feet from the start / finish line.

w = Start / Finish Line (30 feet)
x = 110 feet
y = 120 feet
z = 5 feet



EVENT: Rider races between the poles, across the turning plane, turns and reverses course through the poles and finishes.

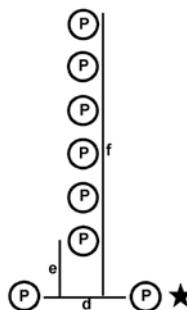
Disqualifications 1, 2, 3, 5, 6, 9, 10, 12, 13, 14, 15 apply.

POLEBENDING - INDIVIDUAL

COURSE: Six poles shall be set in a straight line with the poles set 21 feet apart. The first pole to be set 21 feet from the start / finish line.

d = Start / Finish Line (30 feet)
 e = 21 feet
 f = 126 feet

When measuring, set the "0" mark at the Start / Finish line, running the tape to 126 feet. Mark poles at 21, 42, 63, 84, 105, and 126.



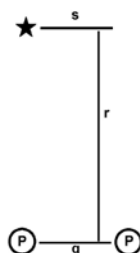
EVENT: Rider may start left or right of the poles. Rider runs, turns No.6 pole, bends through the poles, turns No.1 pole, bends through the poles, turns No.6 pole and finishes. Stepping on or across the start / finish line while turning pole No.1 is a disqualification.

Disqualifications 1, 2, 3, 5, 6, 9, 10, 12, 13, 14, 15 apply.

COWHIDE RACE – TWO MAN TEAM

COURSE: A 30 foot mounting line shall be marked 120 feet from the start / finish line.

q = Start / Finish Line (30 feet)
 r = 120 feet
 s = 30 feet



EVENT: Horse and rider drag cowhide over the mounting line where hide rider is stationed. All four feet of horse must cross the mounting line. Hide rider must be prone, sitting or kneeling and have contact with the hide or rope before he crosses the mount line. Hide rider is not required to maintain continuous contact throughout the entire race nor to be on top of the hide as long as he makes initial contact with the hide behind the mounting line. Cowhide rider is required to wear a safety helmet fastened securely. Coveralls and footwear other than western wear is optional. The judge will not give the course ready signal until after the rope is dallied to the horn of the saddle and horse and rider are ready. No Junior riders (13 and under) will be allowed to pull the hide in the Cowhide Race. A historical lifetime event. Ruled at the 1997 Convention - The event Cowhide Race is guaranteed forever to run for those who so choose.

EQUIPMENT: The cowhide to be at least six (6) square feet. Cowhide is attached to a rope not to exceed thirty (30) feet in length that is to be dallied to the horn of the saddle. Dally to be defined as wrapped around the horn (2-3 wraps), not under the riders leg, not under the saddle fender, and not through the tree or fork of the saddle. One of the rider's hands must be on the rope at all times. No knots or ties permitted.

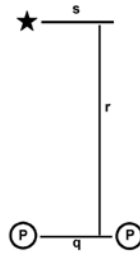
Disqualifications 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13 apply

Additional Disqualification - Failure of the cowhide rider to make initial contact with the hide behind the mounting line. Cowhide rider is not required to maintain continuous contact throughout the entire race nor to be on top of the hide as long as he makes initial contact with the hide behind the mounting line.

RESCUE RACE – TWO MAN TEAM

COURSE: A 30 foot mounting line shall be marked 120 feet from the start / finish line.

q = Start / Finish Line (30 feet)
r = 120 feet
s = 30 feet



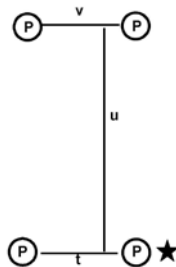
EVENT: Rider to be rescued stands behind the mounting line ("s" in above diagram). Mounted rider races to rider being rescued who mounts behind him and finishes. If rider fails to make his mount, but remains behind the line he may continue to mount. Rider must be mounted when crossing the finish line (see General Rule Section 8). Ruled at the 2010 Convention - The event is guaranteed forever to run for those who so choose.

Disqualifications 1, 2, 3, 5, 6, 8, 9, 10, 11, 13 apply.

TWO MAN STAKE RACE

COURSE: Two polebending poles 30 feet apart, 120 feet down the course from the start / finish line.

t = Start / Finish Line (30 feet)
u = 120 feet
v = Mounting Line (30 feet)



EVENT: First rider turns either pole from the inside out, then turns the opposite pole from the outside in (either two left or two right hand turns). Then rider races across the start / finish line. Second rider in Two Man Stake Race has the option to make a right hand turn first or a left hand turn first.

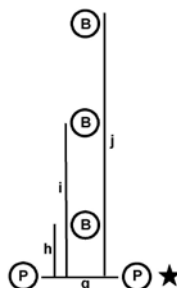
There shall be a five second penalty for each knockdown of a stake or pole. There shall be a five second penalty each time a stake or pole is knocked down and rights itself.

Disqualifications 1, 2, 3, 5, 6, 7, 9, 10, 13, 14 apply.

TWO MAN THREE BARREL FLAGS

COURSE: Three containers and two flags are to be used. No.1 container to be set at 20 feet, No.2 container to be set at 70 feet and No.3 container to be set at 120 feet from the start / finish line. A flag is to be set in No.1 and No.3 containers at the start of each run.

g = Start / Finish Line (30 feet)
 h = 20 feet
 i = 70 feet
 j = 120 feet



EVENT: First rider may designate position of the flags at the start of the run. First rider removes flag from No.1 container and places it in No.2 (middle) container. While turning No.3 container, rider removes flag and places it in No.2 container and finishes. Second rider then takes either flag from No.2 container and while turning No.3 container, places flag into No.3 container. Rider takes remaining flag out of No.2 container and places in into No.1 container and finishes. Riders can circle or turn any container in any direction, as many times as necessary, as long as they put the flags in the proper container in the correct order.

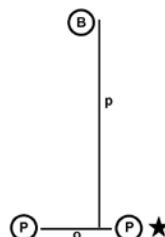
In the flag races, riders must reset the containers and flags. If a rider drops a flag or misses the container, he must retrieve the flag and place it in the proper container. A dropped flag may be reset from the ground before remounting. If a rider knocks over a container, he must reset the container (exception last rider – see below). If the staff is broken, rider must complete the course with the flag portion of the staff. There shall be a five second penalty if the last rider misses or upsets the last container and crosses the finish line. There shall be a five second penalty when the ring crew mistakenly resets either a knocked down container, misplaced flag or their combination.

Disqualifications 1, 2, 3, 4, 5, 6, 7, 9, 10, 13, 14 apply.

BAREBACK RELAY – FOUR MAN TEAM

COURSE: A barrel placed 100 feet from the start / finish line.

o = Start / Mounting / Finish Line (30 feet marked white)
 p = 100 feet



EVENT: Teams consist of four riders and one horse. One of the riders must have a horse/rider number for the horse. First rider is mounted on the horse at the start / finish line with other members on the ground at the start line. First rider rides down, circles barrel, returns to the finish line and dismounts. Second rider mounts, rides the course and so on until all four riders have completed the course. The horse must get all four feet across the start / finish line on each exchange of riders. Use of neck rope is optional. As the first rider starts, the line is called the "start line," for riders #2, #3 and #4 the line becomes the mounting line. Then as rider #4 finishes the events; the line becomes the "finish line."

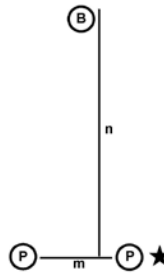
The use of stallions in Bareback Relay will not be permitted (see General Rule Section 19). There shall be a five second penalty for each knock down of a barrel. There shall be a five second penalty each time a barrel is knocked down and rights itself. Ruled at the 2010 Convention - The event is guaranteed forever to run for those who so choose.

Disqualifications 1, 2, 3, 5, 6, 8, 9, 10, 11, 14 apply.

TEAM BATON – FOUR MAN TEAM

COURSE: A barrel is set 120 feet from the start / finish line.

m = Start / Finish Line (30 feet)
n = 120 feet



EVENT: First rider with baton runs course around the barrel, crosses the finish line then passes the baton to the next rider. All other members individually complete the same course.

A dropped baton must be retrieved by the riders. If a rider is on course, the rider dropping the baton must retrieve it, crossing start / finish line if necessary. If the baton is dropped on the off course side of the start / finish line, either the passer (who need not remount) or the receiver may retrieve it. With the exception of the last rider, a rider missing the baton may run the course, return for the baton and then correctly run the course. Any member of the team may move up and take the baton if the intended receiver misses, but no rider may run more than once.

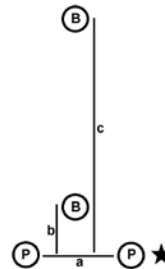
There shall be a five second penalty for each knock down of a barrel. There shall be a five second penalty each time a barrel is knocked down and rights itself. Ruled at the 2010 Convention - The event is guaranteed forever to run for those who so choose.

Disqualifications 1, 2, 3, 4, 5, 6, 7, 9, 10, 13, 14 apply.

TEAM FLAGS – FOUR MAN TEAM

COURSE: Two containers to be set 100 feet apart. No.1 container to be set 20 feet from the start / finish line. A flag is placed in each container.

a = Start / Finish Line (30 feet)
b = 20 feet
c = 120 feet



EVENT: First rider may designate position of the flags at the start of the run. Procedure of the rider is the same as Flags - Individual. After the first rider completes the course, all other team members individually complete the same course. Riders can circle or turn any container in any direction, as many times as necessary, as long as they put the flags in the proper container in the correct order.

In the flag races, riders must reset the containers and flags. If a rider drops a flag or misses the container, he must retrieve the flag and place it in the proper container. A dropped flag may be reset from the ground before remounting. If a rider knocks over a container, he must reset the container (exception last rider – see below). If the staff is broken, rider must complete the course with the flag portion of the staff.

There shall be a five second penalty if the last rider misses or upsets the last container and crosses the finish line. There shall be a five second penalty when the ring crew mistakenly resets either a knocked down container, misplaced flag or their combination. Ruled at the 2010 Convention - The event is guaranteed forever to run for those who so choose.

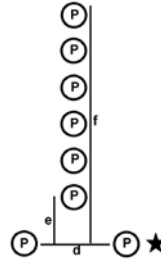
Disqualifications 1, 2, 3, 4, 5, 6, 7, 9, 10, 13, 14 apply.

TEAM POLEBENDING – FOUR MAN TEAM

COURSE: Six poles shall be set in a straight line with the poles set 21 feet apart. The first pole to be set 21 feet from the start / finish line.

d = Start / Finish Line (30 feet)
e = 21 feet
f = 126 feet

When measuring, set the "0" mark at the Start / Finish line, running the tape to 126 feet. Mark poles at 21, 42, 63, 84, 105, and 126.



EVENT: Rider with baton rides the polebending course and when that rider completes the course, he passes the baton to the next rider, until all four riders have completed the course.

A dropped baton must be retrieved by the riders. If a rider is on course, the rider dropping the baton must retrieve it, crossing start / finish line if necessary. If the baton is dropped on the off course side of the start / finish line, either the passer (who need not remount) or the receiver may retrieve it. With the exception of the last rider, a rider missing the baton may run the course, return for the baton and then correctly run the course. Any member of the team may move up and take the baton if the intended receiver misses, but no rider may run more than once.

There shall be a five second penalty for each knock down of a pole. There shall be a five second penalty each time a pole is knocked down and rights itself. Ruled at the 2010 Convention - The event is guaranteed forever to run for those who so choose.

Disqualifications 1, 2, 3, 4, 5, 6, 7, 9, 10, 13, 14, 16 apply.

JUDGE'S SIGNALS

1. Course ready.

Hold up green flag or activate green light.



2. General Disqualification (NT).

Thumb extended over shoulder.



3. Five Second Penalty (+5, etc.).

Hand raised with 5 fingers extended. Repeat to show 10, 15, etc. +5



4. Two horses on course (2OC).

Two fingers held up.



5. Safe or clean run.

Both hands, palms down and extended arms length in front with a back and forth motion.



6. Failure to Start on Time (FTS).

A No Time signal is given and then the judge clarifies reason by looking at his watch.



7. Hitting Ahead of the Poll / Throat Latch (AOC).

A No Time signal is given and then the judge clarifies reason by jabbing the thumb of one hand at his ribs 2-3 times.



8. Off Course (OC).

A No Time signal is given and then the judge clarifies reason by pointing to the ground and making a circling motion with his index finger (2-3 circles).



9. Unnecessary Roughness (UR).

A No Time signal is given and then the judge clarifies reason by jabbing the thumbs of both hands at his ribs 2-3 times.



10. Whipping With Properties (WWP).

A No Time signal is given and then the judge clarifies reason by slapping his leg 2-3 times with his hand.



STATE SHOW APPROVAL AND REQUIREMENTS FOR THE ACCEPTANCE OF A SHOW

1. Clubs 100% or affiliated W.S.H. only.
2. Individual W.S.H. members.

When: Any day of the week. If July 31 falls on a split weekend with August 1st, August 1st will be included as the last show date in the current season. No other state shows will be held on the Washington State Championship Show weekend or the WSCS Benefit Show weekend. (Revised 2014).

Approval Fee: \$15.00 per day plus 60 cents per ride, including non-members, in all Western Games Division approved events. [Out of the 60 cents per ride, 55 cents will be allotted for Washington State Championship Show Awards \(Revised 2018\)](#). Distribution of these funds will be determined by the Washington State Championship Show Committee. The 60 cents per ride fee shall apply to both members, non-members and jackpot rides.

Entry Fee: A show's entry fees must be the same for all events and riders with the exception of the two instances below. Special fees / discounted rates for sponsoring club members shall be cause for disallowing said club member's times.

- Exception 1: A show sponsor may use a special day fee to entice non-member riders to participate. In the event of offering a special day fee, the show sponsor must still pay the customary per ride charge to the State and Zone for all rides made.
- Exception 2: A show sponsor that has co-sanctioned the event, may assess an additional fee to only those desiring times to be recorded for the other organization. The customary per ride charge to the State and Zone for all rides made must be remitted as well as required per ride charges to the other organization, if applicable. To clarify, those riders at a co-sanctioned event that only want their times to count for WSHGD would not be required to pay any additional fees to another organization

How: Beginning December 1, Show Chairs may submit show approval forms to the WSHGD Secretary for the next calendar year. Show Chairs will note which Zone they are seeking approval for on the application. Zone Approval will be automatically granted for the Zone listed. Clubs/members are encouraged to sponsor shows in zones where no active game club is operating. \$15.00 show approval fee (per day) and completed application form (separate applications for each show per weekend) must be submitted to the WSHGD Secretary a minimum of 10 days prior to the proposed show date. The purpose of 10 days prior notice is to encourage and facilitate the addition of show dates as may be deemed necessary by clubs/members. Competing shows (two shows scheduled on the same dates) within the same zone will not be granted WSHGD approval thus clubs/individuals hosting shows within the same geographic area are encouraged to discuss selected dates prior to submitting applications. The Secretary will timely notify the sponsor if a show date is not approved. Dates will be approved on a first-come, first-serve basis. Club will receive a show packet from the WSHGD Secretary. (Revised 2014)

Show sponsors are encouraged to develop a show season calendar of dates for publication in the Canter and/or Games Newsletter in an effort to keep members informed. The Show Approval Office will provide the following information to be published in the Canter / Games Newsletter - show dates, location, entry fee, arena fee, payback percentage if jackpot is offered, rainout arena (if any) and list of events in order of running (including unapproved events). Further, show sponsors are encouraged to seek alternative methods of publication of shows to attract competitors from the general public.

Shows may run more age divisions than offered at the Washington State Championship Show. Classes may be combined that do not fill. Show management will pay the Western Games Division per rider fees for non-member riders. Show management will offer a Jackpot Open Class for all individual events and optional for all team (2 man and 4 man events) at any W.S.H. approved show. Entry fee will be a minimum of \$5.00. State and Zone to receive same cents per ride as in ABCD classes.

Shows have the option of offering Buckaroo Classes. Buckaroo is strictly an age division of 10 and under. Buckaroo riders may ride any classified horse in Buckaroo Class. Two or more riders can ride the same horse in Buckaroo Class and each rider can receive awards. Buckaroo riders may not ride ABCD individual events. Buckaroo riders may ride 2-Man and 4-Man team events as well as Jackpot Classes. WSH fees of \$.60 per rider in each event will be submitted to the WSHGD Treasurer. Riders 13 and under must choose which age group they will compete in. They may ride multiple horses but all horses must be ridden in same age division. (Sentence added 2013).

Shows have the option of offering Leadline Classes. Leadline is strictly an age division of 6 and under. Leadline riders may ride any classified horse in Leadline Class. Two or more riders can ride the same horse in Leadline Class and each rider can receive awards.

Leadline riders may not ride ABCD or Jackpot individual events. Leadline riders may not ride 2-Man and 4-Man team events with the exception of being the mounting rider in Cowhide and/or the mounting rider in Rescue Race. Leadline riders must stay "on lead" at all times during the event. Leadline riders will be required to have access to controllable reins in the event of a loose horse situation. Leadline contestants must be led by a WSH Member 18 and over with only participation awards (non-monetary) to be received for the WSCS Show. A non-member leadline rider at a regular season show may be led by a non-member or WSH member that is 18 years of age or over. (Sentence added 2013). A High Point Leadline Award will be presented at Convention. WSH fees of \$.60 per rider in each event will be submitted to the WSHGD Treasurer.

Officials Required: One steward per show, one judge and two timers per line, all must have current cards. Show personnel should wear neat attire. A Steward may also serve as a Judge for any event. Should a rider desire to protest the actions or decisions of the Steward/Judge, the protest will be made directly to the WSH Games Director within 48 hours of the occurrence and must be accompanied by a \$25.00 protest fee. Judge shall show their card to the Show Chair if serving as a Steward/Judge.

At the Show: Post all times as soon as possible after each event: arenas sheets to include heading information, officials' signatures, permanent numbers, name of riders and horses of day numbers, also riders placing first, second, and third for payback shows / jackpot classes (as well as amount won). Cowhide, Rescue, and Bareback Relay horse's names must be filled in on arena sheet and one rider must have a permanent number on the horse-rider combination. It is the riders' responsibility to check the arena sheets to make sure they are properly filled in. Show management is required to post ABCD classification sheet included in show packets. Show management is required to post the patterns for each event and announce at the beginning of the show where the patterns are posted. Ground rules must be posted in a conspicuous place and called to the attention of all contestants. Show committees must not amend or substitute established rules as written in this rule book. No Western Games Division approved events shall count for times if added after publication of the show. Show management must use W.S.H. Western Games Division Rules. For any infractions of the rules by the show sponsor, the W.S.H. member riders shall receive their times, and the sponsor shall pay a \$25.00 fine or no future shows shall be allowed. Also, there will be notification in the Canter of incompliant show sponsors. (Revised 2014).

Co-Approved Shows: Allow shows to be approved which offer neither ABCD classes or age group classes (i.e. run one open class for the purposes of jackpot) so long as all other WSHGD rules are observed, and WSHGD Judges and Timers officiate. All information on classes offered must be listed in the Canter and any other WSHGD official newsletter. *WSHGD - Washington State Horsemen Games Division.

Shows throughout the Season (other than those held on the last weekend of the season): Return original results plus 60 cents per ride postmarked within ninety-six (96) hours and must be mailed first class mail. Clubs will be assessed \$25.00 for failing to comply with show results deadline. Further, that approval for subsequent shows will be withheld until all payments are received. Also, there will be notification in the Canter of delinquent show results.

Last Show of the Season: Arena sheets to be scanned/e-mailed or faxed to the State Times Keeper within 24 hours of show ending as well as sent First Class mail within the same 24 hours. Clubs will be assessed \$100.00 for failing to comply with show results deadline (Paragraph revised 2016).

Rained Out Shows: The Show Chair must notify the Western Games Division Director and request a reschedule within forty-eight (48) hours. The ten (10) day deadline and \$15.00 approval fee does not apply. Club may run only previously scheduled and incomplete events. All times will count for completed classes. A rained-out arena must have been listed in the Canter and approval sheet in order to move to another arena on the same day. If only one day of a two-day show is rained out, the sponsor may send in another \$15.00 approval fee and hold a two-day show when the sponsor reschedules the rained-out show. The ten (10) day deadline will be waived.

Postponed Shows: A show may be postponed because of an immediate death of a W.S.H. member. The show sponsor must notify the Western Games Division Director within forty-eight (48) hours of the scheduled show and reschedule. The \$15.00 approval fee and 10-day deadline will be waived.

OFFICIAL CARD REQUIREMENTS

1. Judge's and Timer's cards, provided by the W.S.H. Western Games Division, shall be issued by a Rules Committee member. All interested people attending the clinic / requesting an electronic test (and passing) to receive their Judge's and Timer's cards must have a current W.S.H. membership card. If membership is not current, the card will be held until proof of membership is presented.
2. A State-Wide Judge's and Timer's Clinic will be held annually at the Annual WSH Convention. The annual clinic will be presided over by the Rules Committee. (Revised 2014).
3. All renewing judges and timers will attend a clinic and/or the Games Division Annual Meeting held at Convention each year for discussion of new rules, discrepancies in judging existing rules and clarification of rules from the Rules Committee. Upon completion of the clinic or attendance at the Annual Meeting in its entirety, a renewal card will be issued. In today's society of technology advancement, the Clinic may also be done through electronic means as determined by the Rules Committee and approved by the Games Division Director.
4. Judge's and Timer's Cards expire each March 31st.
5. The Zones cannot enter any less, more, or new requirements.
6. A Judge's and Timer's card may be revoked only by the Director of the Western Games Division after sustained complaints have been received concerning three separate occurrences of the same or different infractions(s) submitted by three different members in writing, from any State approved show, attesting to the inability of said judge or timer to make the proper decision from the W.S.H. Western Games Division Rule Book. Upon being informed, the Western Games Division Director shall inform the Rules Committee, and in turn, so inform all interested parties that a hearing will be held. Said hearing shall be held on an agreeable date to all parties, but must be held within ten (10) days after final complaint. If the official's card should be revoked at this said hearing, the name of said Judge or Timer shall be published in the next issue of the Canter. Said Judge or Timer shall not be allowed to re-apply for a new card for one full year.

OFFICIALS

Only stewards, judges and timers that have a current W.S.H. Western Games Division Card can officiate at approved games shows.

STEWARD

1. Shall be an experienced current W.S.H. Western Games Division card carrying judge, preferably from another club. The Rules Committee recommends that show management use discretion in choosing an experienced judge as their show steward. The Steward shall be identified at the show.
2. Shall act as the rider's liaison at State approved shows to ensure that all courses are properly set, measured, marked and proper equipment is used.
3. Shall check judges and timers for current cards and show their own card to show management.
4. Shall check that required information is posted at the show.
5. May ride in any event. May time any event. A Steward may also serve as a Judge for any event. Should a rider desire to protest the actions or decisions of the Steward/Judge, the protest will be made directly to the WSH Games Director within 48 hours of the occurrence and must be accompanied by a \$25.00 protest fee. Judge shall show their card to the Show Chair if serving as a Steward/Judge.
6. Shall have a current W.S.H. Western Games Division Rulebook.
7. Shall have the authority to ask riders for appropriate western wear and correct, visible, legible numbers.
8. Shall re-measure event, read the clock and the watch and sign record breaking sheet for record runs. In case of a Steward breaking a record, another qualified judge shall witness measurement of course and sign record breaking sheet.
9. Shall disallow particular events if improperly run. Steward does not have the authority to decide not to run a particular event because of poor arena conditions.

10. Shall initial any changes on arena sheets made after the arena sheet has been signed off by the judge.
11. Shall file a Steward's Report upon completion of the show. A Steward's Report does not have to be completed after a show unless there is something that must be recorded, i.e. re-ride, complaint, injury, etc. Show Committees will be responsible to e-mail / mail the name of the Steward and the date of the show to the Rules Committee Chair and/or Director within 48 hours of show completion.
12. Shall not leave the show until it is completed. In case of an emergency, another qualified steward must be appointed.

JUDGE

1. Shall have a current W.S.H. membership card.
2. Must be a Timer before becoming a Student Judge.
3. Student Judges will be allowed to use the WSHGD rulebook while taking the student judge's test and candidate must pass with a 94%. Student card issued at this point. Student Judges will have two (2) years to complete their student judging requirements. Limit time of lapsed judge's card to three (3) years. If more than three years, student work is to be done again.
4. Student Judge two state approved shows, each event twice (example: A & B class) and get signature of the judge on the back of the card along with the date of the show and event judged. If a zone does not offer an event, student judges are not required to meet the qualification criteria for that event. Student judge will be excluded from judging those said events. Student judges will not be permitted to judge at the WSCS. If needing to judge events to complete their apprentice work, student may judge under one of the WSCS Stewards away from the event's assigned judge. (Sentence added 2013). The Rules Committee recommends to all permanent judges that if they feel a student judge needs more experience judging they may refuse to sign their card at that time and suggest they get more experience, or

Student Judges (16 years of age and over) after passing their test will have an option to view a pre-recorded Games Show and complete a written quiz based on the "show" to become an official Judge.

5. Permanent card issued at this point. Must be a certified judge for a minimum of 2 years before assisting student judges.
6. Attend yearly renewal clinic and/or the entire Games Division Annual Meeting held at Convention each year, steward and / or judge during at least two (2) Western Games Division approved shows per year. If a person is a Steward at two (2) approved shows during the show season, it will take the place of judging two (2) shows.
7. A minimum age limit of sixteen (16) years old is required for judges and stewards (as well as First Timers). (Revised 2013).

JUDGE'S DUTIES:

1. At least one judge (two recommended) to be provided for each team or rider.
2. Show Judge's card to the Steward. Show their card to the Show Chair if serving as a Steward/Judge.
3. Judge to watch for infraction of the rules.
4. When the judge is in doubt, the benefit will go to the rider.
5. Have a current Western Games Division Rulebook.
6. Call all penalties and disqualifications.
7. After each event, the judge will sign the arena sheet last, check that the sheet has all of the required signatures and generally check the arena sheet for mistakes. Any changes made to the arena sheets by the 1st Timer / Secretary shall be initialed by the judge at the completion of the event / time of signature.
8. Judge may sign off on the arena sheet and ride in an event he has judged. A class may be judged by two or more separate judges who shall each sign the arena sheet indicating the portion each judged.
9. Read both the clock and watch and sign the record breaking sheet.
10. The judge is the only person with authority to give the green flag or green light as a signal the course is ready to start.

FIRST TIMER

1. Shall be 16 years of age or over.
2. Shall have a current W.S.H. membership card.
3. All timers to be tested and required to know how to convert minutes and seconds to seconds and to understand clocks. (NOTE: Conversion chart in back of Rulebook). Must complete Timer's Test and student timing requirements before becoming a timer. Pass Timer's Test 100%. Student card issued at this point.
4. Student timers will have two (2) years to complete their student timing requirements. Student to time two (2) Western Games Division approved shows, each event twice (example: A & B class) as Second Timer, also student time as a First Timer with electronic clocks at least two (2) team events and get signature of First Timer on back of card along with date, show and events timed. If a Zone does not offer an event, Student Timers are not required to meet the qualification criteria for that event. Student Timer will be excluded from timing those said events. The Rules Committee recommends to all permanent timers that if they feel a Student Timer needs more experience timing they may refuse to sign their card at that time and suggest they get more experience, or Student Timers (16 years of age and over) after passing their test will have an option to view a pre-recorded Games Show and complete a written quiz based on the "show" to become an official First Timer.
5. Permanent card issued after student requirements are met.
6. Attend yearly renewal clinic and/or the entire Games Division Annual Meeting held at Convention each year and time during at least two (2) State approved shows per year. Limit time of lapsed timer's card to three (3) years. If more than 3 years, student work is to be repeated.
7. Show Timer's card to the Steward.

SECOND TIMER

1. WSH members do not have to take a Timer's Test to become a Second Timer. Second Timers may be any age. Parents of WSH Youth members may also serve as Second Timers. Second Timers must be 13 years of age or older to Second Time at the WSCS. (Revised 2013).

TIMER'S DUTIES:

1. At least two (2) timers are to be provided for each rider or team to be timed. Head timer to have first time, second timer to have back up time. Requested third timer to have additional time which shall be used only when or if #1 or #2 clocks fail to function properly. If no clock failure occurs during run, #1 and #2 times shall be official times on all runs. Third time must be within 3/100ths of #1 time should it become necessary to use #3 time to establish a record run.
2. Show current Washington State Horsemen membership card to the Steward.
3. Rider or team's time shall start when any part of the horse crosses the starting line and shall stop when the rider or last member of the team crosses the finish line.
4. The time of the First Timer shall be official unless he fails in getting the exact start or has watch failure, in which case, the Second Timer's time is used and shall be the official time. Have the courage to admit when your timing is in doubt. When a 1st Timer fails and the 2nd Timer's time is used, that time must be verified by a Steward, Judge or the First Timer.
5. First Timer to announce times for other Timers(s) and Secretary (example: 15.40). When digital clock is used, time shall be announced using all the digits shown (example: 19.567).
6. Second Timer may be a Student Timer. Second Timer is required to call out his time prior to the announcement of the First Timer's time to check accuracy of all timing devices. When a hand watch time is used the thousandths shall be .005 unless hand watch reads to thousandths.
7. Timers to check and know each record time before each event.
8. Raise her/his hand when ready to time.
9. Sign arena sheet and record breaking sheet. By signing the arena sheet, it only signifies that the second timing task was completed.
10. Do not reset your watch or clock on a record run until the Steward and Judge have read them.
11. If necessary to run an event, First and/or Second Timer may sign off and ride in the class she/he has been timing.
12. A class may be timed by two (2) or more separate timers who may sign the arena sheet indicating the portion timed.

13. When student first timers are timing, head timers should show student how to fill out show arena sheets. Such as filling in the captain's numbers when captain is not riding, filling in no times, team names, penalties, and horse's names for bareback relay, cowhide, and rescue race events.

ARENA SECRETARY

1. Shall be 16 years of age or over.

ARENA SECRETARY DUTIES:

1. Know the hand signals and watch judge for signals. First timer to call judge's signals for secretary.
2. Record all entries and times. Record times using all digits shown (19.537). When a hand watch time is used, the thousandths shall be .005 unless hand watch reads to thousandths.
3. Record all times even if disqualified, then penalties, then total time. Record reason for disqualification or penalty.
4. Do not change errors. Draw one line through the error and re-record on the next available line correctly.
5. First timer could be the arena secretary if digital clock is used.

STATE TIMES KEEPER

1. The current Western Games Division Director may appoint a State Times Keeper whose responsibilities shall be to file all Western Games Division approved shows, make out and send transfer sheets of individual, two-man, and four-man events to the zones. She / he will receive reimbursement for expenses including, but not limited to, paper, ink, postage, etc. as mutually agreed upon by the Director and Times Keeper.
2. Times earned at closed or restricted shows (Washington State Championship Show or Interstate Championship Meet) will be used for reclassification.
3. It shall also be the duty of the State Times Keeper to post all times in the computer.
4. State Times Keeper will provide a computer print-out of times recorded in the computer to the Zone Times Keepers for contestants' times from their designated zone within two weeks of completion of the show.

RECORD BREAKING RUNS

Who is eligible? Washington State Horsemen members only.

Where may a record run occur? Any W.S.H. Western Games Division approved show, Washington State Championship Show and Interstate Championship Meet.

When is a record a record? On an official recorded run only and upon notice from Western Games Division. Must be timed on an electric clock, second time may be on a hand watch. Second time must be within 3/100ths of #1 time, i.e. If First Timer's time reads "13.89" in barrels then the Second Timer's time must be between 13.86 and 13.92. Records do not count on a tie run-off.

How is a record run recorded? A record breaking sheet and carbon copies must be filled out in its entirety or run shall not count. Carbon copies must go to the record breaker(s) who may check sheet and if necessary have it corrected by the show steward prior to leaving the show that day. Obvious clerical errors may be corrected at any time, although no corrections may be made on the times as recorded in the arena. A reasonable facsimile may be used if no record sheet is available.

1. Stop show; measure the course and fill out form immediately.
2. Timers, Judge and Steward read both the watch and clock and sign the sheet. The electric clock and watch must not vary over 3/100ths of a second.
3. Rider(s) sign the sheet.
4. Plaques will be engraved and redistributed annually only, with all progressively faster runs recorded, and plaques presented to the current record holder. Tied records will be recognized by engraving on the plaque name, date and time.
5. For each new event or course measurement change, a committee of three (3) knowledgeable WSH Games Division riders shall decide a new time to beat, when the event is accepted into the Western Games Division Award System. Each run faster than the committee's record time shall be measured and recorded on a record breaking sheet until a new nameless record is set by the Western Games Division. The fastest Junior and Senior times at the end of the season, shall receive the permanent record plaque at the WSHGD Convention.
6. In case of a steward breaking a record, another qualified judge must witness the measurement of the course and sign the record breaking sheet.
7. All records run at Interstate Meet shall be used providing they meet WSHGD criteria.

AGE DIVISIONS

Age determined as of August first (1) each year. New riders to WSHGD must provide proof of age either through a driver's license or birth certificate.

LEADLINE	- 6 and under
BUCKAROO	- 10 and under
JUNIOR	- 13 and under
INTERMEDIATE	- 14 thru 17
SENIOR A	- 18 thru 28
SENIOR B	- 29 thru 39
SUPER SENIOR A	- 40 thru 50
SUPER SENIOR B	- 51 and over

AWARD RULES

No times shall be recorded for awards until dues are paid and W.S.H. membership card number is listed on the entry form (or receipt of payment is shown). Riders must verify permanent numbers in writing with current year W.S.H. membership number to their Zone Games Chair (or their designate) prior to competing each year. Riders residing in a Zone without an active Zone Games Chair must verify permanent numbers in writing with current year W.S.H. membership number to State Times Keeper by July 1 (or immediately following the first show they compete at if after July 1). No times will be counted for closed or restricted shows (exception: Washington State Championship Show). Any member of a 100% W.S.H. club living in a State that does not offer them the opportunity to ride under Washington State Horsemen Western Games Division Rules shall be eligible to compete for Western Games Division awards. Application for award formulation must be presented to the Western Games Division for approval, with an outline of all relative criteria in a standard procedural manner.

Anyone awarded a W.S.H. Western Games Division Perpetual Trophy must return it in good condition or be willing to pay for the reconstruction or replacement of it to remain in good standing with the W.S.H. Western Games Division. Any repairs to any Perpetual Trophy will be done so under the supervision of the W.S.H. Western Games Division. Perpetual Trophies are to be returned to the Washington State Championship Show Committee or the WSHGD Director during the WSCS. Perpetual trophy winners will be assessed a fee of \$1.00 per day, beginning the Monday after the Washington State Championship Show, for trophies not returned to the WSHGD Director. Funds collected will be placed into the WSCS awards fund for the next year (Paragraph Revised November 2015).

Roberta Dunckel Memorial Award: The recipient of the Roberta Dunckel Memorial Award will be selected annually by the George Dunckel Family. This perpetual trophy is given to a Washington State Championship Show participant (rider or non-rider) who demonstrates above and beyond support, help, and promotion of the Washington State Horsemen Games Division and Washington State Championship Show. In the event that the George Dunckel Family is unable to select a recipient, the Games Division Chair and the WSCS Chair together will select a committee of three to select the winner.

SEVEN "A"

To be eligible for this award a horse must run three (3) "A" times in each of the following events: Barrels, California Stake Race, Figure 8, Flags, Keyhole, Keyrace, and Poles during the current W.S.H. Western Games Division qualifying season (Washington State Championship Show and Interstate Championship Meet included). The rider is to keep track of his/her own times and when they feel they have achieved the status of Seven "A", they will contact the Western Games Division State Times Keeper to verify eligibility. State Times Keeper will notify the Washington State Championship Show Committee Chair and the Western Games Division Director. Five "A" and six "A" awards are no longer presented. The first time a horse achieves 7A status they will receive a lettered sheet blanket to include the horse's name, year and 7A's. Horses qualifying for a Repeat 7A Award will receive a halter with 7 A's.

SEVEN "A" HORSES (Beginning 2008):

OUGHT TO BE A DANCER (2008, 2009) / Owned and ridden by Melissa Stockman

SUPREME CHAMPION

A Supreme Champion Horse Award is to be given to any horse running three times in each event listed below, within three (3) qualifying seasons (Washington State Championship Show and Interstate Championship Meet included). After receiving a Supreme Horse Award, it is with the understanding that all new qualifying times must be run in the next year. If not completed in the next year, the horse has up to three (3) qualifying seasons to qualify again. Times from the previous Supreme Champion Award will not be used. The first time a horse earns the Supreme Champion Horse Award, they will receive a belt buckle (3.5" x 5" or a fraction larger in an unusual design). This award is given out only once. The maximum dollar allowance is \$250.00. The repeat award, a Silver Breast Collar, will have a standard style that can be ordered at any time (double leather, etc.), hand-tooled, with "REPEAT SUPREME CHAMPION HORSE" and some silver. Only the Director of the Western Games Division will have the authority to order SUPREME CHAMPION HORSE AWARDS.

SUPREME TIMES:

Barrels	- 14.60 and under
Figure 8	- 10.20 and under
Flags	- 7.90 and under
Keyhole	- 6.90 and under
Keyrace	- 8.30 and under
Polebending	- 20.50 and under

SUPREME CHAMPION HORSES:

EL PINCH BAR (1979) / Owned and ridden by Waynora Martin
LEO JACK (1980, 1981) / Owned and ridden by Dan Jagla
CHARITY WIN (1983, 1984, 1985, 1986, 1988, 1989, 1991) / Owned and ridden by Sylvia Hylton
LIT'L BAR BRITCHES (1984) / Owned and ridden by Ladd Tjoelker
JUNIPER BAR JET (1988) / Owned and ridden by Dan Jagla
TERRIFIC DEVIL (1988) / Owned and ridden by Lee Britt
I'D RATHER BE SATIN (1989, 1992) / Owned and ridden by Dacia Miller
NEVADA (1995) / Ridden by Ned Bittner and Diane Carter and Owned by Art Alexander
L.B. ME GOLD BAR TOO (1995, 1998) / Owned by Amy McHale and Ridden by Bryan and Amy McHale
THEODORE HERBERT (1996) / Owned and ridden by Waynora Martin
DUSTY (1996) / Ridden by Judy Glazier (owner), Chad Glazier, and Tracy Leeper
KINK (1997) / Owned and ridden by Kristy Minkoff
MR. TURBO FLAIR (1998, 2000) / Owned and ridden by Sylvia Hilton
CAESAR'S BOLD COPY "SIS" (1999) / Owned and ridden by Kelli Turpin
CAESAR'S BAR CHEX "CHILI" (2000, 2001, 2002, 2005) / Ridden by Kelli Turpin (owner) and Erin Stebly
GIMMIE DAT CASH (2001) / Owned and ridden by Amy Deboer

WASHINGTON STATE CHAMPIONSHIP SHOW

A committee will be appointed at W.S.H. Convention Western Games Division Meeting to set up and coordinate the annual Washington State Championship Show for two (2) years.

Date: Open, no other shows will be approved for the same weekend as this show.

Qualification: Based on an average of five (5) best times for individual events and three (3) best times for 2-man and 4-man events (one of the times from an alternate / second arena) during the current season. For times ridden under a day number to be included in the 5-time (individual) and 3-time (team) year-end average, written notifications must be sent to the State Times Keeper and include the date, show, sponsor, class, and day number by July 15 of current year. There will be one (1) run at Washington State Championship Show per event. Riders do not have to show WSH card prior to riding at the Washington State Championship Show. Additionally, every family membership or individual is required to obtain at least the equivalent to a quarter page ad in the form of ads, cash, or merchandise – items due by July 31. (Revised 2013).

Invitations: No invitations will be required. Every member who meets criteria under “qualification” paragraph is automatically invited to the Washington State Championship Show (WSCS). Members who wish to attend must submit their entry form to the Washington State Championship Show Committee no later than August 1.

Members must compete in the classification earned (i.e. “A” barrels, “B” flags, etc.). Members may compete on more than one horse in any individual event and/or classification. The fastest time in each event will place rider/riders as “State Champions”. Prizes and awards together with fundraising, grand entry criteria, special youth programs, potlucks, program publishing, date, time, place and all other details in connection with the WSCS will be discussed and decided by the Washington State Championship Show Committee. The Committee will inform the members of show details no later than June 1.

Entry Fees: An entry fee determined by the WSCS Committee will be assessed.

Show Management: The WSCS Committee must return within forty-eight (48) hours arena sheets and records. Sheets and records must be sent first class mail to the State Times Keeper.

There will be no riding double at Grand entry at the Washington State Championship Show.

Awards: WSCS awards are to be handed out by the WSCS Committee. A State Championship plaque or belt buckle will be awarded in each event to the individual or team with the fastest time. First place awards and recognition to the next five (5) places in each classification (A, B, C, D, Buckaroo, and Leadline) will be given in each event. Ties will be honored in all six (6) placings. No reruns or flip of a coin to determine placings. Awards will be given out at the show or at the WSH Convention. All proceeds from the arena entry fees, sponsorships for events, and WSH Games Division ride fee allocations will be remitted into awards. The only exception will be for small administrative costs as determined appropriate by the WSCS Committee Chair. A small amount will be carried over to the next year. A complete financial statement will be available at the WSH Convention. Awards to be given in the following events -

Texas Barrels (B)
California Stake Race (CS)
Figure 8 (8)
Flags (F)
Keyhole (K)
Keyrace (KR)
Polebending (P)

Cowhide (CH)
Rescue Race (RR)
Two Man Stake Race (2MS)
Two Man Three Barrel Flags (3B)
Bareback Relay (RL)
Team Baton (TB)
Team Flags (TF)
Team Polebending (TP)

Point Calculation: Points will be awarded in events as follows: 1st place – 6 points, 2nd place – 5 points, 3rd place – 4 points, 4th place – 3 points, 5th place – 2 points, 6th place – 1 point”.

Special Awards: The following awards are given as special awards from the WSH Games Division. High Point Award winners must attend the Annual Games Division Meeting and the banquet portion of Convention in order to receive their award. Should a High Point Award winner fail to be in attendance (with the exception of verifiable extraordinary circumstances), the award will be presented to the runner-up (Sentences 2 and 3 revised November 2016). Two or more riders are required to compete to be eligible for High Point Age Division Awards at the Washington State Championship Show. If less than two riders, age groups will be combined. Leadline will remain a stand-alone age division. All others will move up to the next higher age division with the exception of Super Senior B which will move down.

Games Club of the Year Award - Perpetual trophy.

Calculation Method: Clubs sending riders to the WSCS must supply the WSCS Committee Chair with a current membership roster at least two weeks prior to the WSCS. Riders belonging to more than one club must designate which club they are riding for. Independent W.S.H. members with no club affiliations may not pledge their Washington State Championship Show points to a club. In all events; 10, 8, 6, 5, 4, 3, 2, 1.

Champion Individual Event Games Horse Award – An award not to exceed \$150.00 and perpetual trophy.

Calculation Method: Junior, Intermediate, Senior A, Senior B, Super Senior A, and Super Senior B individual event horses to be placed on one list according to times, only top placings in each individual event to be counted; 10, 8, 6, 5, 4, 3, 2, 1.

Champion All Around Games Horse Awards – An award not to exceed \$150.00 and perpetual trophy.

Calculation Method: Junior, Intermediate, Senior A, Senior B, Super Senior A, and Super Senior B horses to be placed on one list according to times. Horse must receive individual and team points. Only top placings in each event to be counted: 10, 8, 6, 5, 4, 3, 2, 1. In addition to this point scale, each rider / horse combination will receive one point per event that they qualified and rode in at the WSCS.

Record Breaking Run Award - Perpetual and permanent plaques.

High Point Individual Event Leadline Games Horse - Perpetual plaque.

High Point Individual Event Buckaroo Games Horse - Perpetual plaque.

High Point Individual Event Junior Games Horse / Zara Fichtner Memorial - Perpetual plaque.

High Point Individual Event Intermediate Horse - Perpetual plaque.

High Point Individual Event Senior A Horse - Perpetual plaque.

High Point Individual Event Senior B Horse - Perpetual plaque.

High Point Individual Event Super Senior A Horse - Perpetual plaque.

High Point Individual Event Super Senior B Horse - Perpetual plaque.

Calculation Method for High Point Individual Event Horses: Horses to be ridden by a Leadline, Buckaroo, Junior, Intermediate, Senior A, Senior B, Super Senior A, and Super Senior B in those respective individual events only. Each horse to be placed on one list according to times in that age division, only top placings in each individual event to be counted: 10, 8, 6, 5, 4, 3, 2, 1.

For all High Point Awards (includes age group, high point individual, and all-around horse) in case of any ties the tie will be broken by giving the award to the person with the most first places. If this does not break the tie, the person then with the most 2nd places will become the winner. Tie-breaking method will continue down through 3rds, 4ths, 5ths, etc. until the tie is broken.

If the system changes from the current qualifications, the Champion Individual Event and All-Around Games Horse Awards will be returned to the donor, unless the donor has approved the changes.

INTERSTATE CHAMPIONSHIP MEET

Reserved until such time as warrants formation of an Interstate Committee and organization of a show, this section shall be reserved and amended as needed.

2017 HALL OF FAME

ALL AROUND HORSE - OKIES BUENA BAR / Ridden by Melissa and Courtney Stockman
INDIVIDUAL EVENT GAMES HORSE - OKIES BUENA BAR / Ridden by Melissa Stockman
HIGH POINT WESTERN GAMES CLUB - NORTH COUNTRY RIDERS
ROBERTA DUNCKEL MEMORIAL - Jodie Field

AGE DIVISION HIGH POINT WINNERS

HIGH POINT LEADLINE HORSE - RANGER / Ridden by Alaina Weiss
HIGH POINT BUCKAROO HORSE - BABY / Ridden by Roper Dillman
HIGH POINT JUNIOR GAMES HORSE / ZARA FICHNER MEMORIAL - FRECKLES / Ridden by Alyssa Howe
HIGH POINT INTERMEDIATE HORSE - FIVE'S ADA RAE / Ridden by Bailey Nowlin
HIGH POINT SENIOR A HORSE - FLIK / Ridden by Ashley Valdez
HIGH POINT SENIOR B HORSE - FLINT / Ridden by Molly Frye
HIGH POINT SUPER SENIOR A HORSE - OKIES BUENA BAR / Ridden by Melissa Stockman
HIGH POINT SUPER SENIOR B HORSE - R DASHING DAWN / Ridden by Sharon Kelsey

TIMES BREAKDOWN

(As of 12/31/08)

	A	B	C	D
Barrels	15.24 and Under	15.25 – 15.74	15.75 – 16.24	16.25 and Over
California Stake	8.09 and Under	8.10 – 8.49	8.50 – 9.49	9.50 and Over
Figure 8	10.69 and Under	10.70 – 10.99	11.00 – 11.99	12.00 and Over
Flags	8.29 and Under	8.30 – 8.74	8.75 – 9.49	9.50 and Over
Keyhole	7.24 and Under	7.25 – 7.74	7.75 – 8.49	8.50 and Over
Keyrace	8.74 and Under	8.75 – 9.49	9.50 – 10.24	10.25 and Over
Poles	21.34 and Under	21.35 – 22.59	22.60 – 23.99	24.00 and Over

RECORD TIMES

(As of 12/31/08)

INDIVIDUAL EVENTS

Barrels

Senior – 13.90 Tracy Glazier on Shanty Bar (1988)
Junior – 13.97 Jessie Colburn on Flying War Jet (1983)

California Stake

Senior - 7.29 Marci Lemke on Billy (1999)
Junior - 7.28 Tricia Lien on Dusty Dol (1984)

Figure 8

Senior – 9.74 Judy Glazier on Dusty (1994)
Junior – 9.86 Dacia Miller on I'd Rather Be Satin (1989)

Flags

Senior – 7.49 Julie Richards on Rainier Jet Star (1985)
Junior – 7.62 Corina Jarvis on Doc's Chessie Cat (1992)

Keyhole

Senior – 6.30 Wendy Rauhala on Link of Pearls (2001)
Junior – 6.47 Dacia Miller on I'd Rather Be Satin (1989)

Keyrace

Senior – 7.76 Dan Jagla on Leo Jack (1981)
Junior – 7.82 Jeff Young on Swifty Too (1985)

Poles

Senior - 19.30 Dan Jagla on Juniper Bar Jet (1986)
Junior – 19.51 Jessie Colburn on Flying War Jet (1983)

TWO-MAN TEAM EVENTS

Cowhide Race

7.98 Dan Jagla and Mike Brecht on Leo Jack (1979)

Rescue Race

7.66 Diana Lien and Randy Little on Hawk (1979)

Two Man Stake Race

22.34 Sylvia Hylton on Mr. Turbo Flair (2000)
Kelli Turpin on Caesar's Bar Chex

Two Man Three Barrel Flags

16.31 Art Hodgins on Bar X Dude (1982)
Brandon Young on Kay Ann's Queen

FOUR-MAN TEAM EVENTS

Bareback Relay 38.35 Stragglers on Dust Bar D (1985)

Team Baton 32.29 Speed Freaks (2004)

Team Flags 34.02 Scott.com (2004)

Team Poles 85.95 Dead End (1988)

CONVERSION CHART

Min	Sec	Min	Sec	Min	Sec	Min	Sec	Min	Sec	Min	Sec
1:00	60	1:30	90	2:00	120	2:30	150	3:00	180	3:30	210
1:01	61	1:31	91	2:01	121	2:31	151	3:01	181	3:31	211
1:02	62	1:32	92	2:02	122	2:32	152	3:02	182	3:32	212
1:03	63	1:33	93	2:03	123	2:33	153	3:03	183	3:33	213
1:04	64	1:34	94	2:04	124	2:34	154	3:04	184	3:34	214
1:05	65	1:35	95	2:05	125	2:35	155	3:05	185	3:35	215
1:06	66	1:36	96	2:06	126	2:36	156	3:06	186	3:36	216
1:07	67	1:37	97	2:07	127	2:37	157	3:07	187	3:37	217
1:08	68	1:38	98	2:08	128	2:38	158	3:08	188	3:38	218
1:09	69	1:39	99	2:09	129	2:39	159	3:09	189	3:39	219
1:10	70	1:40	100	2:10	130	2:40	160	3:10	190	3:40	220
1:11	71	1:41	101	2:11	131	2:41	161	3:11	191	3:41	221
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Washington State Horsemen

Membership Application/Renewal - 2019

Non-Club Affiliation

To qualify for many of the Year-End Award programs offered through WSH, you must be a current member of WSH. You must show a copy of your current WSH Card at approved events. Membership is open to anyone who is interested in joining. WSH consists of riders who participate in Horse Show, Trails and Pleasure, Western Games, and Working Horse Events. This membership is for the period of January 1 through December 31. Complete this form if you are not affiliated with a Club within WSH. Juniors are those 17 years of age or under. Amateurs are those 18 and over who meet the Amateur guidelines.

*** Required Information**

Last Name*	First Name*	Member Type (Jr/Sr, Amateur/ Open)*	Birthdate *(Jr.'s only)	New/ Renew

Address*: _____ City*: _____ State/Zip*: _____

Telephone*: _____ Alternative Number: _____

E-Mail Address: _____

Beginning in 2016, ten percent (10%) of your WSH dues will be given to your choice of one of following major divisions. Please check which major division you would like to support.

- Horse Show
- Trails and Pleasure
- Western Games

Youth Membership Dues (17 & Under)	\$15.00	\$_____
Non Youth Individual Membership Dues	\$27.00	\$_____
Family Membership Dues	\$43.00	\$_____
Total Enclosed:		\$_____

How did you find out about WSH? _____

Please make check or money order to WSH and mail to: WSH Membership Chair Kami McDowell
33515 SE 301st St
Ravensdale WA 98051-9773

For questions or other inquires send them to info@washingtonstatehorsemen.org

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