

KITSAP SADDLE CLUB GAMES RULE BOOK

Adopted April 6, 2011

(DERIVED FROM 2011 WASHINGTON STATE GAMES DIVISION RULES)

Welcome to the Kitsap Saddle Club (KSC) Games. It is the duty of everyone to encourage The KSC Horse Shows, upgrade the standard of shows, handle horses in a manner which brings credit to the KSC, and encourage western attire. All persons riding or working in KSC Games Shows should acquire a copy of these rules as even the smallest change or clarification is important. Every effort shall be made to have current rule books available for purchase at each show.

GENERAL INFORMATION

BAD DEBTS: Any member who has been duly notified by letter from the KSC Treasurer that they have incurred a bad debt to the KSC, after a thirty day grace period, shall be barred from having their times count from date of notice until past debts are paid.

CONTESTANT NUMBERS: Permanent numbers may be assigned by the Show Steward at the first games show. A single number will be assigned to each rider and horse combination. It is the responsibility of the contestant to maintain the number legible and in their possession throughout the year. If the number is damaged or lost it will be replaced at no extra charge one time, if the number continues to be replaced there will be an addition \$1.00 office fee charge for the replacement each time the number is replaced.

INTOXICATION: Riders will be immediately disqualified from any further competition at a show if they are intoxicated, under the influence of illegal drugs, or under legal age and found to be drinking alcoholic beverages. Further clarification of this standard can be found in the KSC By-Laws.

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 \$50.00 deposit with the Show Steward. If the Grievance Committee rules in favor of the protestor, the protestor shall be returned the \$50.00 deposit and all times and runs pertaining to the protest shall be accepted and recorded by the KSC Show Steward. If the Committee rules against the protestor the deposit shall be forfeited to the KSC.

2. The Show Steward may make a protest through the Steward's report with no charge.

3. Upon receipt of protest, the Show Steward shall inform the KSC President who will then inform the Grievance Committee.

4. The Grievance Committee shall meet and resolve the dispute within a 20-day period, providing a member or members of the Committee are not directly involved in the protest.

5. The Grievance Committee Chair 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.

6. All Grievance Committee decisions will be ruled on by the entire Committee and all final decisions will be published in the Hoofbeats.

7. All concerned parties will be notified of the Grievance Committee's decision and any protests of this decision must be made within 48 hours of receiving this decision, to the KSC Board.

RULE AND OPERATION CHANGES: In order to make a rule change, it must be submitted via the KSC By-Law change directions.

RULE CLARIFICATIONS:

1. For rule clarifications, members must contact the Show Steward who will then contact the Show Committee members.

2. The Show 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, published in the Hoofbeats, or in person, but it shall be responded to.

4. If all Show Committee members are not available, the clarification will be made by simple majority rule and published in the Hoofbeats.

5. All concerned parties will be notified within 30 days from the date of the Show Committee's decision and any protests of this decision must be made within 48 hours of receiving the decision to the KSC Board.

SHOW COMMITTEE PURPOSE:

1. To review/update the rule book annually.

2. To decide on any points of rule clarification.

3. To act on and resolve any protests during the course of the season.

4. The Show Committee shall be chaired by the Show Steward who will be responsible to the Secretary to ensure the By-Laws and KSC Games Rules remain current in all matters pertaining to the Show Stewards responsibilities.

SHOW SEASON: The KSC Games runs in conjunction with the KSC Performance Shows normally from April through October of each year.

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 with western stirrups are to be used. Any boot or shoe with heel required in all events using a saddle.

SECTION 2 (DRESS / ATTIRE). Riders are to wear appropriate attire at shows. Appropriate attire is defined as long pants, must cover the knee when mounted (no cut-offs, shorts), shirt, and any boot or shoes with heel. Riders are allowed to wear baseball caps and/or visors at all shows.

SECTION 3 (HORSE / RIDER COMBINATIONS). The same horse / rider combination may appear only once in the same event for a qualifying time. Riders are welcome to ride the course multiple times for an additional fee for training purposes. To clarify, a horse may be ridden by multiple people in the same class if said horse is qualified by each of the individuals. Walk/Trot, Buckaroo, Junior, Intermediate, Senior, Super Senior, Open. Classified events are considered separate events.

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 a white start / finish line may be used. In all events two poles shall designate the start and finish line. 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. If the property is down or moved and not reset, a rider must attempt to run the course properly around the course and if there is any doubt, the benefit should go to the rider.

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 (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 10 (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 without proper due process.

SECTION 11 (TEAM REGISTRATION FOR 4-MAN TEAMS). For all 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 12 (STALLIONS). No one under the age of eighteen (18) will be allowed to ride a stallion at KSC Games Shows.

SECTION 13 (TOUCHING A PROPERTY). No penalties will be assessed for righting a pole or barrel that has not touched the ground.

SECTION 14 (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 (at the discretion of the judge), 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 ahead of the elbow in any manner while on course.
6. Unsportsmanlike conduct in the arena. Judges will disqualify riders for use of profane language, unnecessary roughness, excessive use of bat, crop, quirt, or spurs, abusing the horse, excessive discipline whipping, spurring, or jerking on the mouth of the horse will not be tolerated and may cause disqualification of the rider/handler, and disorderly conduct of any kind. Judges will disqualify an unmanageable horse for safety reasons. Decisions by the Judge, Steward, or show committee shall be final and cannot be contested.
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.
8. In all events rider must be mounted when crossing the start / finish line.

9. While mounted, circling or turning any marker considered part of the course, before officially entering the course by crossing the starting line.

10. Loose horse defined as separated from and out of control of the contestant. A ground tied horse shall be considered in control.

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, 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 approximately eight (8) pounds of dry sand with both ends intact, and set in an inverted position. Barrels must be white or clear plastic and all three barrels shall 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 are as follows (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.

4. Flag Containers: Quarter barrels, 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.

5. Flags: Consists of a staff and a flag. Staff to be 1 inch or 1 1/16 inch wood doweling, 5 feet long, planed the full length, or bottom three feet of the staff, to flatten two sides. Flag staff to be made out of any kind of wood doweling. 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.

6. Pole Bases: Black rubber base (approximately 14 pounds) or black plastic bases to be filled with a substance to equal approximately 14 pounds. Pole bases to be 3 inches tall and 14 inches across. Total weight with pole and converter, approximately 17 pounds (plastic converter is needed to hold pole in base securely).

(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) Plastic converter to be used to secure pole in base, either by cotter-key, screw, or nail, cut to fit flush.

(c) Pole base is to be black; pole must be white.

7. Starting Pole Bases: Bases can be other than a black rubber based as listed in #6 for starting poles only as long as they are safe and the pole is the correct size.

8. Safety equipment: Any rider is allowed to wear safety equipment where necessary.

9. Starting Equipment: Shall be defined by the Show Steward at the start of the show.

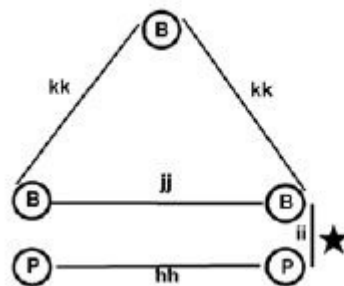
10. Tape Measure: The metric side of the tapes used to set course measurements are to be blacked out at the beginning of the tape for a minimum of 2 inches in order that the metric side of the tape will not be mistakenly used.

11. Timer's Equipment:

- (a) Electric Clocks: The light and the photocell are to be set on the off course side of the starting line. 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 KSC Rulebook: To be provided by the show management and located on each timer's table during the show.

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

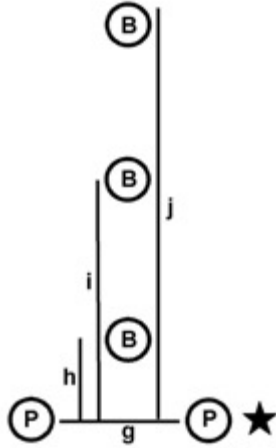
jj = 60 feet

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. It is a 5 second penalty for knocking down barrel.

SPEED BARRELS - INDIVIDUAL

COURSE: Three barrels shall be placed in a straight line. No.1 barrel is set 33 feet from the start / finish line. No. 2 barrel is set 37 feet from barrel No. 1 and No.3 barrel is set 37 feet from barrel No.2 The start / finish line shall be 60 feet in length.



g = Start / Finish Line (30 or 60 ft)

h = 33 feet

i = 70 feet

j = 107 feet

EVENT: Rider enters the course and may start on the right or left of barrels. Weave barrels to end and back. Complete course by crossing start/finish line. It is a 5 second penalty for knocking down barrel.

CALIFORNIA STAKE RACE - INDIVIDUAL

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



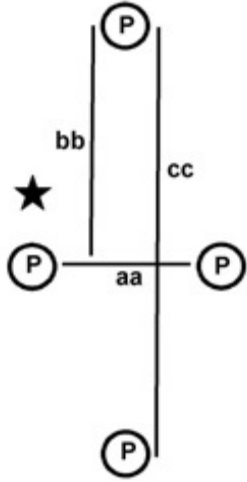
k = Start / Finish Line (30 or 60 feet)

l = 120 feet

EVENT: Rider circles pole either direction and returns across the finish line. It is a 5 second penalty for knocking down a pole.

FIGURE 8 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 or 60 feet)

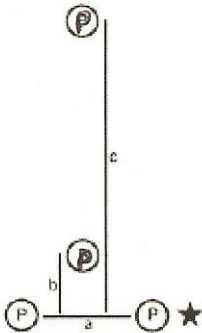
bb = 60 feet

cc = 120 feet

EVENT: Rider may begin on the Right or Left side of poles. Make a figure 8 around poles. Complete course by crossing start/finish line. It is a 5 second penalty for knocking down a pole.

IDAHO FIGURE 8 RACE - INDIVIDUAL

COURSE: Two poles are set 100 feet apart. Pole #1 is set 20 feet from start line and Pole #2 is set 120 feet from start line.



A = Start / Finish Line (30 or 60 feet)

B = 20 feet

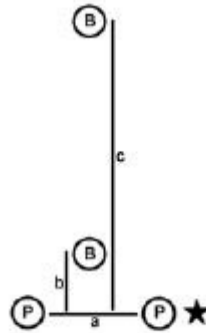
C = 120 feet

IDAHO FIGURE 8 RACE - INDIVIDUAL (continued)

EVENT: Rider may start on the either side of the poles. Run straight down to #2 pole. Make a figure 8 around poles and run straight back from #2 pole through starting poles. It is a 5 second penalty for knocking down a pole.

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 or 60 feet)

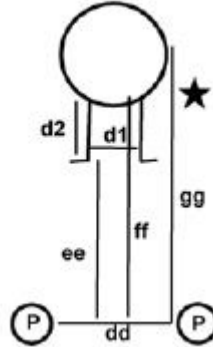
b = 20 feet

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. It is a 5 second penalty for not putting the flags in the proper 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 or 60 feet)

ee = 80 feet

ff = 90 feet

gg = 100 feet

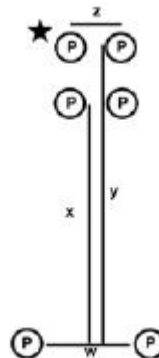
d1 = 5 feet

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.

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 or 60 feet)

x = 110 feet

y = 120 feet

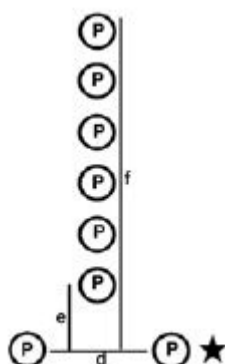
z = 5 feet

KEYRACE - INDIVIDUAL (continued)

EVENT: Rider races between the poles, across the turning plane, turns and reverses course through the poles and finishes. It is a 5 second penalty for knocking down a pole.

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 or 60 feet)

e = 21 feet

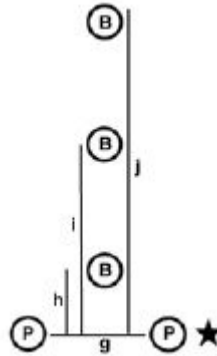
f = 126 feet

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. It is a 5 second penalty for knocking down a pole.

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 or 60 feet)

h = 20 feet

i = 70 feet

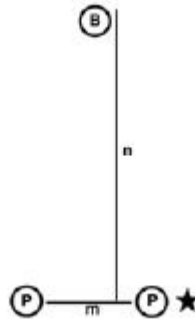
j = 120 feet

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 team 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 5 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.

TEAM BATON - FOUR MAN TEAM

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



m = Start / Finish Line (30 or 60 feet)

n = 120 feet

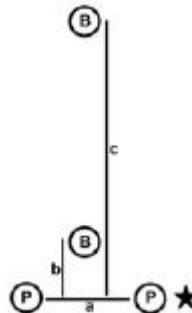
EVENT: First rider with baton runs course around the barrel, crosses the finish line then passes the baton to the next rider. All other members individually complete the same course.

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 5 second penalty for each knock down of a barrel. There shall be a 5 second penalty each time a barrel is knocked down and rights itself.

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 or 60 feet)

b = 20 feet

c = 120 feet

TEAM FLAGS - FOUR MAN TEAM (continued)

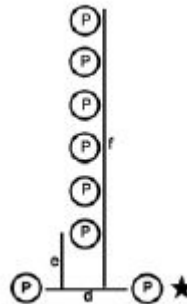
EVENT: First rider may designate position of the flags at the start of the run. Procedure of the rider is the same as Flags - Individual. After the first rider completes the course, all other team members individually complete the same course. Riders can circle or turn any container in any direction, 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 5 second penalty if the last rider misses or upsets the last container and crosses the finish line. There shall be a 5 second penalty when the ring crew mistakenly resets either a knocked down container, misplaced flag or their combination.

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 or 60 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.

TEAM POLEBENDING - FOUR MAN TEAM (continued)

There shall be a 5 second penalty for each knock down of a pole. There shall be a 5 second penalty each time a pole is knocked down and rights itself.

JUDGE'S SIGNALS:

1. Course ready. Will be at the discretion of the judge and will be advertised at the beginning of each show day.
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 Cinch / Elbow (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.

JUDGE'S DUTIES:

1. At least one judge (two recommended) to be provided for each team or rider.
2. Judge to watch for infraction of the rules.
3. When the judge is in doubt, the benefit will go to the rider.
4. Have a current KSC Games Rulebook.
5. Call all penalties and disqualifications.
6. The judge shall not leave the show until it is completed. In case of an emergency, another qualified judge must be appointed.

AGE DIVISIONS

Age determined as of January first (1) each year.

Walk/Trot-Open

Lead Line - Under 6 years

Buckaroo- 6-10 years

Junior- 11-13 years

Intermediate- 14-17 years

Senior- 18- 45 years

Super Senior- 46 years and over

Open- Any age