

# South African Western Mounted Games Association **RULEBOOK**

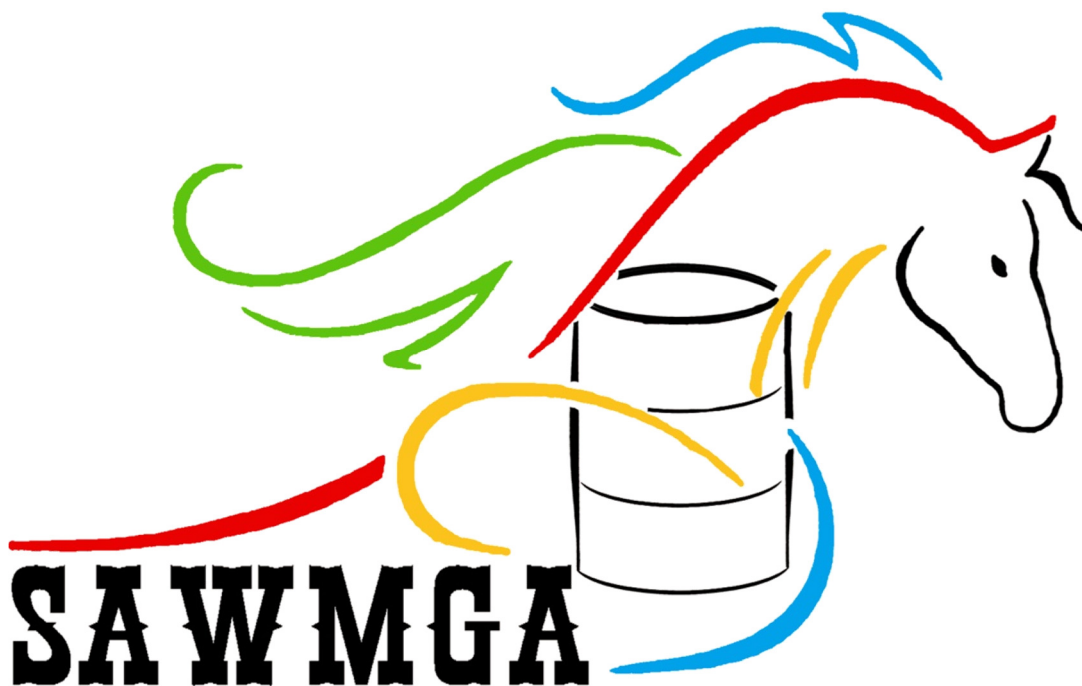
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**Remember To Have Fun**

## Introduction

The rules of the South African Western Mounted Games Association allow management flexibility in the design of Western Mounted Games Shows and at the same time:

- 1) Ensure equal opportunity for the contestants, maximize the safety of the horse\* and rider,
- 2) Establish a reasonable code of dress and conduct
- 3) Ensure humane treatment of horses.

In addition, a Section (Section 4) is provided that summarizes general procedures recommended to be followed at horse shows. Every effort has been made to organize the contents of this rule book for ready reference and understanding by both horse show contestants and management. Steps to be followed by horse show management in planning a show include the following:

- a) Select the desired events from those described in Section 8.
  - i) Events for National Championships as determined by Council
  - ii) 5 Events for Provincial Qualifiers
- b) Determine the equipment, materials and timing specifications for these events by referring to Section 7. Make certain that these items will be available for use at the proposed show.
- c) Determine the groups and division of competition for your show (refer to Section 2).
- d) If your show is to be recognized by the SAWMGA, you must use a carded SAWMGA judge (refer to Section 6).
- e) Refer to Section 3 for entry requirements.

\*The use of the term 'horse' throughout this book shall include all equines, including horses, ponies, donkeys and mules.

## 1. SECTION 1 - HORSE SHOW MANAGEMENT

### 1.1. Ground Rules

Ground rules may be used to state requirements in addition to those specified by the South African Western Mounted Games Association.

However, they shall not be in conflict with the rules of the SAWMGA.

## **2. SECTION 2 - DIVISIONS OF COMPETITION**

### **2.1. General**

Show Management may offer separate competitions for horses and ponies. Any competition may be further divided if desired. For example, competition may be divided by age and/or sex of rider, height of pony, and/or divisional competition according to speed, providing the premium list so states.

Available Age Categories for competition are: *(age determined as on 01 January for the current year)*

Child	(3 – 13 years)
Junior	(14 – 17 years)
Senior	(18 – 44 years)
Veteran	(45 Years + )

*All events are open to all riders who wish to participate, according to SAWMGA and SAEF Rules and Regulations.*

### **2.2. Two or More Classes in the Same Event**

Two or more classes in the same event may be combined if there is an insufficient number of entries in either class. If classes are combined, any rider affected may withdraw their entry and is entitled to a full refund of entry fee for that class from which the horse is withdrawn.

### **2.3. "Lead Line" Rules for Riders who need assistance.**

The SAWMGA is interested in providing an opportunity for riders who need assistance to participate in SAWMGA Shows. For this reason, the following rules shall be applied in special circumstances at SAWMGA Shows that allow participation of these riders:

- a. A rider may be led through the course, on foot, by a parent or responsible party provided the rider is not able to complete the course without assistance. Such assistance is allowed to ensure the safety of the rider but does not extend to the assistant touching the poles, flags or other obstacles, except at the solo discretion of the Judge especially when it comes to disabled riders. The Lead Line Team (horse, rider and leader) must properly complete the course. The assistant must conform to the same dress code defined for judges (See Section 6.1).
- b. Hard hats are mandatory for all Lead Line riders. The animal being led shall be in normal tack with the addition of a halter and lead rope.
- c. Lead Line Riders may only participate in the Hurry Scurry event with the poles lying flat on the ground.

- d. A mount may NOT be entered in the same event more than once except as a Lead Line entry.
- e. Lead Line riders may proceed no faster than a trot or they will be disqualified.
- f. When leading the animal across the timing line, the assistant must be at or behind the shoulder of the animal to prevent any timer malfunctions.
- g. Riders who enter a competition as Lead Line riders should compete in all events and finish the show as Lead Line entries.

### **3. SECTION 3 - ENTRY REQUIREMENTS**

#### **3.1. Clothing and tack.**

The high standards of Western Mounted Games will be reflected by the rider's full and proper dress as follows:

##### **3.1.1. Clothing:**

##### **3.1.1.1. *Riders Clothing***

Clothing shall be neat and clean, either Western or English riding attire. All contestants shall be fully attired in:

- a. A dress shirt with a button, snap or zip closure in the front from top to bottom, a collar, long or short sleeves, (Only the two buttons at the top of a shirt may be left unbuttoned).
  - The sleeves on long-sleeved shirts must be rolled down and fastened at the cuff.
- b. And long pants, belt or half belts and boots.
- c. A boot is defined as either a traditional Western, traditional English, or roper style boot. All boots must have at least a 13mm heel and a smooth sole. Patterned soles are permitted if the pattern is 3mm or less deep. "Waffle" soles are specifically prohibited. Example: Gumboots are not permitted.
- d. Logo's and sponsorship slogans are acceptable. No vulgar language or symbols will be allowed.
  - Sponsorship slogans must not dominate the club or province logos.
- e. In cold weather a windbreaker, pull over or standard track suit top may be worn. It should be the official club or province cold weather clothing.
  - All articles of clothing shall be properly worn;

- f. A tie or neckerchief is not required but their use is encouraged.
- g. Buckles may be worn at the side or back for comfort reasons.
- h. Long or Short Chaps may be worn. No short pants are allowed to be worn under chaps.

### **3.1.1.2. Judges Clothing**

A judge's attire shall be in conformance with the dress code given in Section 3.1.1 with the following conditions:

- 1. White long sleeved shirt
- 2. Helmets are not required.
- 3. The requirement to wear boots is waived and the judge may wear comfortable Closed toe shoes.
- 4. Judges may wear a visor or any appropriate headgear (no baseball caps) to protect themselves from the sun.

### **3.1.2. Tack, crops and spurs**

#### **3.1.2.1. Protected Headgear**

- a) ALL RIDERS SHALL WEAR AN FEI-APPROVED SAFETY HELMET/HAT WHEN RIDING.
- b) An approved Safety Helmet (hard hat) is required when riding any SAWMGA event. The helmet must be correctly worn at all times while mounted on the show grounds. Nothing that effects proper fit may be worn under the helmet. If a rider enters the arena without a helmet correctly worn they will be disqualified from the run and recorded a No Time Run. If a rider has more than one helmet violation on the same day, they will be disqualified from the show.
- c) It is compulsory for riders to wear a properly fastened protective headgear with a three-point retention harness at all times when mounted. An athlete who loses his headgear or whose retention harness becomes unfastened during the course of his round must recover and replace it, or in the case of the retention harness becoming unfastened must refasten it. A rider is not penalized for halting to retrieve his headgear and/or refasten the retention harness, but the timer will not be stopped. A rider who enters and compete with a retention harness incorrectly fastened will receive a No Time for that run.
- d) Protected headgear manufactured to EN 1384, ASTM F1163 OR PAS 015 OR SNELL E2001 with Kite Mark or SEI or such other suitable protective headgear as offers a similar or higher level of protection may be worn. Velvet Wembley hard hats are

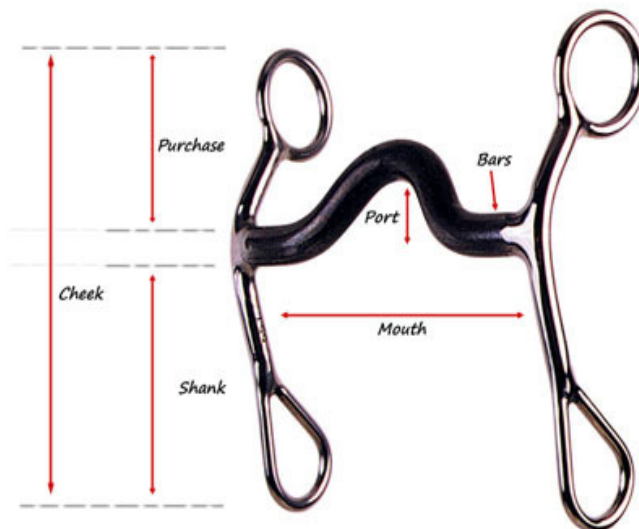


accepted, so is any other headgear like Uvex, Lite Rider, Ride Ahead, GPA, Charles Owen, New Derby and Ausie Rider hats bought from an accredited Saddle and Tack shop allowed to be worn.

- e) Failure to comply, incur elimination.
- f) Members of the Armed Forces and Correctional Services may wear uniform, but must wear protective headgear as described above.
- g) Stetsons are encouraged to be worn outside the arena not mounted.

### **3.1.2.2. Bits and Equipment**

- a) Unrestricted running martingales with rubber stoppers on reins are allowed as well as a Market Harborough.
- b) Standing martingales correctly fitted and attached only to the cavesson part of the noseband, fitted above the bit, are permitted.
- c) The use of a De Gogue, Bearing, Side, Triangle or Draw reins are forbidden, except during prize giving ceremonies and march-past parades.
- d) There is no restriction on bits. However, the Judge has the right to forbid the use of a bit that may cause injury to a horse.
- e) Reins must be attached to the bit or directly to the bridle.
- f) Bosal, Hackamore, Bitless bridles are allowed but must be made of flexible, braided rawhide or leather.
- g) Rope halters are permitted.
- h) The shanks of a shanked bit are limited to 100mm, measured from the butt (mouth piece) to the bottom of the shank.



- i) Pelham bits may be used with or without rein connectors.
- j) Flash, Cavesson, Dropped, Rope Polocrosse, Rawhide and Mexican nosebands are permitted.
- k) Curb chains are permitted but must fit properly and lay flat on the chin groove.
- l) The use of string, wire, twine, cord or anything similar in the horse's mouth is prohibited.
- m) The use of tongue-strap or guard is forbidden.
- n) Blinkers (or any other items which restrict the vision of the horse) are forbidden.
- o) Protective boots and bandages are permitted, but should be fitted correctly and not too tight (sole discretion of the Judge) as to ensure sufficient blood flow.

#### **3.1.2.3. Saddles**

- a) No restriction on saddles but must fit properly.
- b) Bareback is allowed.
- c) In the interest of safety, the stirrup irons on an English saddle must have stirrup pads on.
- d) The rider must not directly or indirectly tie any part of his body to the saddle. Except for Hit-air body protectors that fasten with a cord to the saddle, that is connected to the gas cylinders pin that pulls out when the rider hits the ground.
- e) Girth and Numnah's must fit well and must be clean at all times.

#### **3.1.2.4. Crops**

- a) Riders are strictly forbidden to use or carry a crop which is weighted down at the end at any time, or to carry or use one which is more than 75cm in length (including the flap) in the competition or practice arenas.
- b) No substitute for a crop may be carried.
- c) All crops must have a flap.
- d) No sjambok, dressage whip or any homemade sticks may be used.

#### **3.1.2.5. Spurs**

- a) Spurs with roughened, or cutting edges and of severe design are not to be worn.
- b) Spurs are only to be worn in the traditionally correct manner, with the shank pointing only towards the rear.

- c) Spurs, with a smooth rotating ball or wheel not exceeding 3,5cm in diameter, are allowed.
- d) Children under the age of 13 may only ride with spurs with a smooth rotating ball or wheel with necks not exceeding 2cm long.
- e) Riders over the age of 13 may ride with spurs of which the neck is maximum 4.5 cm long. (Measured from heel connection to centre of wheel.)
- f) In the opinion of the judge, spurs and or whips which are used excessively or severely may be taken away by the judge for the rest of the competition.

### **3.2. Correct fitting of tack**

Refer to the SAWMGA TACK GUIDE

### **3.3. Unsoundness or injury**

Management shall not allow any horse to participate when unsoundness or injury is sufficient to be considered an act of cruelty. The existence of a Veterinarian's note does not automatically grant an exemption. The final decision belongs to SAWMGA, and the judge may decide that using the animal would be an act of cruelty. Any ambiguous situations should be referred to a SAWMGA Senior Judge and/or the SAWMGA Rules Committee.

### **3.4. Cross entries**

A horse cannot be entered more than once in any event, with the exception of Lead Line.

The same rider/horse combination may NOT be entered more than once in the same event in the same arena at the same district show on the same day. This includes Lead Line riders.

### **3.5. Stallions**

No person will be permitted to ride a stallion at a SAWMGA show without a completed and signed "Stallion Indemnity Form". If the rider is under 18, the parent/guardian will have to co-sign the Indemnity Form. The final decision to allow this lies with the Judge and Show Officials.

### **3.6. Pony Size**

Not currently participating in separate classes. Will be defined when it becomes necessary.

### **3.7. Horse Passport**

An up to date SAEF Horse passport is required to enter a SAWMGA sanctioned show. (Refer to the SAEF passport regulations for details.)

## **4. SECTION 4 - GENERAL PROCEDURES**

### **4.1. General**

Much can be done by riders and horse show management to make a show run more smoothly and help Western Mounted Games contestants improve their horsemanship practices.

The following procedures are set forth to acquaint horse show management and new riders with the normal progression of a well-run show. Some of these procedures are only suggestions. Others incur penalties as set forth in the penalty section of this book. Judges are cautioned that no penalty should be imposed for violations of procedures unless they are enumerated in the penalty section (Sec. 5).

- a. Riders can be grouped in +/- 5 riders per group. Try to keep riders of the same level in a group.
- b. A Rider will be given two runs at each event. The best time of the two runs will count towards the rider score. The rider may choose to do only one run and does not have to do the second run.
- c. A Rider may request to do the two runs after each other.
- d. Position of poles and obstacles: After measuring each course, create a reference mark (a "cross") of lime under each pole or obstacle so that it may be put back in the same position in the event it is knocked down. Each obstacle shall be centered over the mark. In the event the lime mark is obliterated, the course shall be re measured. All measurements must be made with the tape lying flat on the ground.
- e. Announcers: Time should be allowed for each rider to warm up their horse. This can be accomplished by giving a warning prior to the start of an event and by reading the names of the next three contestants. The announcer should not announce a good ride or disqualification without a signal from the judge. No coaching is allowed by the Announcer.
- f. Resetting of course and raking: Course obstacles should be reset to their original position so that the course will be as identical as possible for each contestant. The course should be raked around each obstacle if required for the safety of the contestants. A contestant has the right to request resetting and/or raking of the course. The Judge has the final decision if resetting and/or raking of the course is

necessary. Any course may be off by a total of 150mm from its' prescribed dimensions and still be considered a legal course when re-checked.

- g. All gates to the arena should be closed during the running of every event; no gates should be opened until the rider has completed the course, the horse has been brought under control, and the judge has signaled the rider to leave the arena. Minimum gate width is 1.5 meter.

“Gate” will include:

- i) Swing Gate;
- ii) Sliding Gate;
- iii) Boom Gate;
- iv) Rope (minimum 20mm diameter thick)
- v) 40mm Electric Horse tape (Not electrified)

- h. Condition of the arena: The arena should be properly prepared for Western Mounted Games competition. It should be disked, rocks removed, leveled and watered as required for the safety of the horse and rider.
- i. Re-Rides: The only time a rider will be required to rerun an event is if the timers malfunction or a course is improperly set. If a rider has successfully completed a legal course and then it is determined there was a problem (for instance the ground is/was unsafe or there was some sort of interference) the affected riders will be given the option for a re-ride.

## **4.2. Be Prepared to Run**

All riders should be fully prepared to run when called, be in proper dress, and have equipment in good condition and horses warmed up ready to compete.

## **4.3. Enter the Arena and Begin the Course**

The rider will be notified when the course is ready and must enter the arena within one minute after such notification.

A rider who remains mounted may be assisted by one person through the gate, up to the point where the gate can be closed behind the horse. After entering the arena, the rider must show control of the horse before the judge will signal approval for the run. The judge will signal a white flag. This will enable the rider to give undivided attention to the horse while setting it up to run. The course must be started within one minute after notification by the judge's white flag. By starting the course, the rider accepts the course, as long as the course is legal.

## **4.4. Falling Off Horse Prior to Beginning Course**

If a rider falls off their horse prior to running an event, the judge must excuse the contestant and place him at the end of the group or class to complete the event.

The rider will receive a NT for this specific run.

#### **4.5. Run the Course**

The course must be run in accordance with the prescribed pattern (See Sections 5 and 8). A horse is on course when any part of the horse crosses the start/finish line. It remains on course as long as it is run in accordance with the prescribed pattern for the event being run until the timer is stopped by the first part of the horse that crosses the start/finish line.

If a rider goes off course, but corrects the course, and completes the prescribed pattern, there will be no disqualification or penalty. The correction can only be made at the point where the rider has gone off course and by maintaining the prescribed pattern.

#### **4.6. Finish the Course**

After the course is completed, the horse must be brought under control before leaving the arena. The rider may circle to bring the horse under control.

#### **4.7. Leave the Arena**

The rider is requested to acknowledge the judge after bringing his/her horse under control. The rider should watch for the judge's signal to leave the arena before walking the horse from the arena. The rider should not dismount at any time while in the arena without permission of the judge.

#### **4.8. Judge's Decision**

All decisions of the head judge in the arena are final. The head judge shall not signal his decision until other judges in the arena are monitored to determine their individual rulings.

In all cases where a value judgment is required by a judge, the judge shall rule in the favor of the contestant when there is any doubt as to the circumstances.

### **5. SECTION 5 - PENALTIES**

#### **5.1. General Conduct of Contestant**

- a. The use of offensive language, or any other conduct considered by the judge to be detrimental to Western Mounted Games, will not be allowed at any Western Mounted Games show (in or outside of the arena). A contestant not adhering to the first warning will be disqualified from an event/show on the next occurrence. Conduct

which jeopardizes the safety of the contestant, competitors, officials or public, shall result in disqualification from the horse show. All contestants must display good sportsmanship at all times.

- b. Unsportsmanlike conduct by contestants, parents or relatives of the contestant, inside or outside of the arena, may result in disqualification of the contestant and possible dismissal from the show grounds.

Such conduct includes, but is not limited to:

- (1) Willfully causing trouble by constant complaining, aggravating SAWMGA judges, horse show managers, secretaries or other personnel.
- (2) Accusing or making derogatory statements relative to the performance of judges, secretaries or show officials.
- (3) Use of a stopwatch or other timing device by the rider or by someone helping the rider to deliberately alter the outcome of a ride.
- (4) Display times on Scoreboards other than the Scoreboards erected by the Event Organizers.

## **5.2. Proper Dress and Equipment**

- a. A one (1) second penalty will be added to the time of any rider who enters the arena with attire and/or equipment in violation of the rules (refer to Section 3.1). An exception may be given to new riders attending their first show providing prior approval has been obtained from the horse show management and judge. The new rider exception does not apply to National Show. In addition, a rider may be given an exemption for medical reasons providing safety is not compromised. The existence of a Doctor's note does not automatically grant an exemption. The final decision belongs to SAWMGA, and the judge may decide that the situation would be unsafe. Any ambiguous situations should be referred to a SAWMGA Master Judge and/or the SAWMGA Rules Committee.
- b. The dress code is in effect and must be adhered to during the running of any SAWMGA events. *A rider's obvious disregard for this dress code will preclude that rider's participation in the event.*

## **5.3. Cruel or Inhumane Treatment of Horses**

Spurring, striking or beating in a cruel manner, in the opinion of the Judge, will result in immediate disqualification of the contestant from the specific run (a No Time Run), and he/she will receive a warning. The contestant will likewise be disqualified if there is any indication of cruelty such as welts, cuts, bleeding or marks on the animal.

Any subsequent violation may result in disqualification of the contestant from the show.

Contestants shall be warned for the following:

- a. Excessive spurring or jerking of the reins.
- b. Unusual construction or arrangement of equipment considered by the judge to be inhumane or unsafe.
- c. Excessive use of crops.
- d. Cruelty of any kind to the horse while on the show grounds whether or not specifically mentioned. Any subsequent violation may result in disqualification of the contestant from the show.

#### **5.4. Entering the Arena**

- a. A rider may be assisted through the gate. However, the rider must ride their horse into the arena.
- b. A rider may not school his/her horse in the Arena prior to running the course. Schooling is defined as going around an obstacle more than once in a close, tight turn. Such action will result in disqualification.

#### **5.5. Loss of Control**

Any one of the following will be considered loss of control and will result in disqualification (No Time Ride):

*a. Failure to Show Control of Horse:*

The horse must be brought under control before beginning the course to show that the rider has complete control. The judge will signal approval for the run only if the rider shows control of the horse. The rider must wait for the judge's approval prior to beginning the run by signaling a White Flag.

*b. Failure to Begin Course:*

After entering the arena, the rider must begin the course within one minute after the judge gives the ready signal.

*c. Unruly Horse:*

The horse must not be unruly such that, in the opinion of the judge, the safety of the rider might be in jeopardy.

*d. Dismounting / Falling off Horse in the arena for that specific run. The Judge will reverse its approval signal for the run if this occurs after the signal for the run was given.*



*e. Failure to Enter Arena:*

The horse and rider must enter the arena within one minute after being so notified by the judge or Gate Marshall.

*f. Beginning the Run From Outside the Foul Line*

## **5.6. Loss of Forward Motion**

The only penalty associated with the loss of forward motion will be the increased time covering the Western Mounted Games course. Contestants will not be penalized for loss of forward motion.

A maximum of 120 seconds will be allowed for a Contestant to complete a course. If the Contestant is unable to complete the course in the maximum time allowed a NT will be awarded and the Constant will be required to leave the arena.

## **5.7. Knocking Down or Touching Obstacles**

Knocking down or dislodging any obstacle, including timing poles, shall result in a two (2) second penalty for each obstacle (pole, barrel, cavaletti, etc.) knocked down or dislodged, and five (5) second penalty for a barrel during the barrel race. However, touching an obstacle with the intent of keeping it from going down shall not result in a penalty. An obstacle that has been knocked to the ground and bounces back to an upright position will be considered a downed obstacle. In Hurry Scurry, a pole must touch the ground to be considered downed. An obstacle is considered dislodged if it is moved more than its base width and is still in the upright position.

The penalty is only applied while the rider is “on course”.

## **5.8. Failure to Complete a Course**

A contestant shall be disqualified (No-Time for the specific run) if the course is not completed within the maximum allowed period of time. This includes problems resulting from the loss or breakage of equipment or tack while negotiating the course wherein the difficulty prevents completion of the course.

A maximum of 120 seconds will be allowed for a Contestant to complete a course. If the Contestant is unable to complete the course in the maximum time allowed a NT will be awarded and the Contestant will be required to leave the arena.

## **5.9. Failure to Leave Arena When Notified**

Deliberate failure of a contestant to leave the arena immediately upon notification by the judge shall bar the contestant from further participation in the show.

## **5.10. Breaking or Knocking Down Barrier of Divided Arena**

Jumping over, breaking or knocking down any part of a barrier, pushing a gate (of any construction) open or the disruption of timing equipment will result in immediate disqualification from the specific run (No Time Ride). This is true even if it occurs before the rider has started the course or after the rider has completed the course. The rider will be financially responsible for any damage to the Timer.

## **5.11. Use of Illegal Drugs or Alcoholic Beverages**

No persons are allowed to bring onto the grounds of any SAWMGA function or use or have in their possession any illegal drugs. No persons are allowed to consume or be under the influence of any alcoholic beverages while they are participating in an event.

# **6. SECTION 6 - WESTERN MOUNTED GAMES JUDGES**

## **6.1. Requirements to Become a SAWMGA Judge**

Approved SAWMGA shows must be judged by licensed (Senior) SAWMGA judges. The judge must be physically in the arena during each and every rider's run. Apprentice (Junior) judges must have a licensed (Senior) judge in the arena with them at all times they are judging an event. Any SAWMGA member may apply to become an apprentice or an official SAWMGA judge at 18 years of age. They must complete the entire process within 24 months of becoming a Junior Judge. If they fail to do so, the apprenticeship is cancelled and the candidate must start over from the beginning. An apprentice may not start judging or taking tests until the apprentice certificate is received from the SAWMGA National Office. Prospective SAWMGA judges:

- a) Must be a member in good standing.
- b) Must have a broad range of knowledge pertaining to the SAWMGA.
- c) Must have completed the SAWMGA accredited Judges course.
- d) Must judge enough shows (min 8) which have to include a National Championship as an Apprentice Judge under supervision of a Senior Judge to become proficient within 24 months of getting their Junior Judge Certificate.

- e) Must Pass an Arena Test given by a Master Judge within 24 months of getting their Junior Judge Certificate, demonstrating proficiency in setting up all SAWMGA Events.
- f) Must pass a written test given by a Master Judge within 24 months of getting their Junior Judge Certificate. The judge's test includes questions on many aspects of the SAWMGA other than the Western Mounted Games rules given in the SAWMGA Rule Book. A SAWMGA judge is expected to be familiar with the SAWMGA Bylaws and the SAWMGA Information & Regulations Manual that includes information on the SAWMGA Administration and Structure, Show Procedures and other information about SAWMGA.
- g) All Senior Judges have to attend a refresher course, arranged by the Judges Committee of SAWMGA at least once every two years.

Questions pertaining to the licensing of SAWMGA judges should be directed to the SAWMGA National Office.

## 7. Section 7 - Equipment, Materials and Timer Specifications

### 7.1. Timing

Electronic timer: A main time shall always be obtained using an electronic timer calibrated to a **thousandth** of a second.

The SAWMGA approved timer to be used is the POLARIS Timer.

Rider's option: If a rerun is required because of timer problems, the rider will rerun under one or the other of the following conditions:

Condition 1 - One or more obstacles were knocked down during the first run. These penalties will be carried to the second run. However, the penalties attained in the second run will be used for the event if the penalties earned in the second run are equal to or greater than the penalties earned in the first run.

Condition 2 - An obstacle was not knocked down in the first run. If an obstacle is knocked down during the second run, the rider will be given the option of a third run and the penalties of the second run are not carried over to the third run. The time, including penalties, of the third run will then be used as the final time.

Rider's time: Time shall start when any part of the horse crosses the starting line and shall end when any part of the horse crosses the finish line.

Ties: Any ties will be broken by determining which rider has won the most first places. If the tie still exists, the rider with the most second places is selected.

This process is continued if necessary to the place required to break the tie. If a tie cannot be broken, then the place will be shared.

## **7.2. Open Reel Tape Measure**

An open reel tape or an approved equivalent must be used.

It is recommended the tape be at least 100m in length.

## **7.3. Poles**

Poles shall be constructed of 25 mm pvc piping, 2,00m long with 100mm contrasting colour band at the tip. Standard Black Bases (injection molded, 270mm diameter, 62mm high in the centre and weighing between 2.8 and 3.1kg) are used. Poles and bases made of other materials or having other dimensions must have written approval of the SAWMGA Rules Committee.

## **7.4. Barrels**

210 litre, un-weighted plastic barrels shall be used. Maximum height 940mm and 600 mm diameter.

They shall be unaltered but shall have a contrasting band around the center section of the barrel. Barrel covers may be used. Three contrasting bands of equal size around the barrel may be painted or barrel covers may be used.

The drums must have closed and flat bottom and top.

## **7.5. Rakes**

Rakes are required for raking around the obstacles and for raking around the course for a Keyhole Race.

## **7.6. Lime**

A bag of non-caustic type lime or flour is required for preparing the Keyhole Race, and for spotting the position of poles and obstacles.

- a) Other non-caustic marking materials such as marking paint, gypsum, or dolomite may be used instead of lime for line markers.

## **7.7. Buckets, Sand and Flags**

These items are required for a Figure 8 Flag Race. Buckets shall be 10 L black plastic with the opening at the top of 27.0 cm in diameter (measured at the 7cm line) and the height of 24 cm; two are required. The sand must be dry and loose. The buckets shall be filled to 7 cm from the brim. A 7cm mark to be painted on the inside of the bucket. Show management shall have sufficient sand available to refill each bucket to the correct level in the event of spillage from one run to another. 3 Flags are made by solidly affixing a 30 cm x 15 cm rectangular cloth to the center of a 60 cm dowel which is 12.0 mm in diameter; both ends are sharpened to a dull point. Each flag shall be a different colour. The judge will place the flags vertically in the centre of the buckets after each run (each contestant will receive the flags in the same position) Note: (60cm dowel stick with 15cm bare dowel stick section, 30cm cloth and another 15cm bare dowel stick section).

## **7.8. Jumps**

Jumps shall be constructed by using white, standard cavaletti's as supports and 50mm diameter PVC Piping, 1,50m long, covered with 65mm, outer diameter, rubber sleeve with 13mm wall thickness (isolation material) and taped with white pvc tape.

Cavaletti Size: 150mm x 290mm x 450mm

## **7.9. Ribbons**

Ribbons for the ribbon races are made of crepe paper. Each ribbon shall be 1,2m long and 2,5–3,8cm wide. Width of ribbons shall be identical for each team. A fresh ribbon shall be used for each team.

## **7.10. Speedball Race**

The Speedball cone shall be made of a large soft rubber pylon with the top cut down to a 125mm diameter opening. The cone must be painted with a white centre band and contrasting bands top and bottom, all of equal size, and measure an overall height of 60 cm. A cone cover may be used if cone is not painted. The balls used for Speedball must be standard golf balls and be colored or- numbered.

A metal bowl that fits tightly into the bottom of the cone is used to catch and keep the balls together.

Each rider to be allocated two similar colored or numbered balls for his runs. After running the heat, the balls are to be counted to verify that all riders did complete the course and placed their allocated balls.

## **7.11. Keyhole**

The 90 degree 'wings' placed on the Keyhole's entrance measure 15 cm.

The chalk line around the 3.05m radius of the circle and the shoot, must be 4cm wide and must be marked on the outside.

## 8. SECTION 8 - WESTERN MOUNTED GAMES EVENTS COURSE LAYOUTS AND PATTERNS

### 8.1. General Information

This section provides information on the course layout, course pattern, and penalties associated with specific events. General information applicable to these events is given in other sections of this rule book. In particular, refer to Section 4 for general procedure and Section 5 for penalties. Equipment, materials and timing specifications are discussed in Section 7.

8.1.1. The course diagrams that follow are intended to depict the proper turning direction around obstacles. The straight-line method of proceeding from one obstacle to another, however, is not mandatory. A rider may be considered on course so long as he/she remains within the confines of the arena and negotiates all obstacles in the correct direction without re-crossing the timing line until the course is completed.

8.1.2. In all WMG events there must be at least 4.5m between any obstacle to be turned at the fence or rail. All measurements shall be made from the center position of the obstacle except for the Keyhole race which is 7.5 m from the center.

8.1.3. The distance for running starts shall be exactly 24.4m from the timing line. Unless the fence is used as the 24.4m foul line, that line must be marked with either a non-caustic type of lime or flour. Poles may be used to mark the foul lines for reverse rides. This distance can vary at SAWMGA National sponsored shows ONLY, and notification shall be given to the riders if that occurs.

8.1.4. The starting gate shall be as specified in the event diagrams.

8.1.5. The minimum size of the arena in order to be able to run all 13 SAWMGA events is 36 m wide by 76 m long. In this case, no more than one rider shall be in the arena at one time. The ideal length is 80 m long and the ideal width is 40 m wide.

Note: More than one rider may be in the arena at one time if the arena is at least 36 m x 85 m. In this case, the beginning of the 24.4m foul line should start from a point at least 6.5m from the entrance gate and all riders in the arena who are not currently participating in the event shall remain mounted and keep their mounts in the 6.5m area behind the back portion of the foul line. Any rider desiring to be the sole rider in the arena during the running of the event must be afforded the opportunity.

### 8.2. Arena Requirements **(Updated, OGM 02/ 2018)**

8.2.1. The arena size must be at least 36m x 76m. This arena size allows for the largest SAWMGA events to be run which is the Barrel Race. On occasion, an arena may be used that is smaller.

8.2.2. To run any event there must always be 24,4m to the start line and at least 4,5m between the course obstacles and the fence.

- 8.2.3. At no time may course dimensions be altered to fit the arena (except with prior special approval of SAWMGA).
- 8.2.4. Any show may run in more than one arena.
- 8.2.5. The arena must have a fence and the fence should not pose an obvious risk of injury to the horse/rider.
- 8.2.6. The end of the 24.4m start/stop area must have a secure fenced structure of at least 900mm high.
- 8.2.7. There must be a gate to the arena than can open and close securely.
- 8.2.8. The arena should be properly prepared. It should be raked, rocks removed, levelled and watered as required for the safety of the horse and rider.

### **8.3. Events for Individual Contestants**

In all of the following events for individual contestants, the same procedure is to be followed as per the instructions in Sections 4.2 through 4.8.

### **8.4. Course Layout and Diagrams**

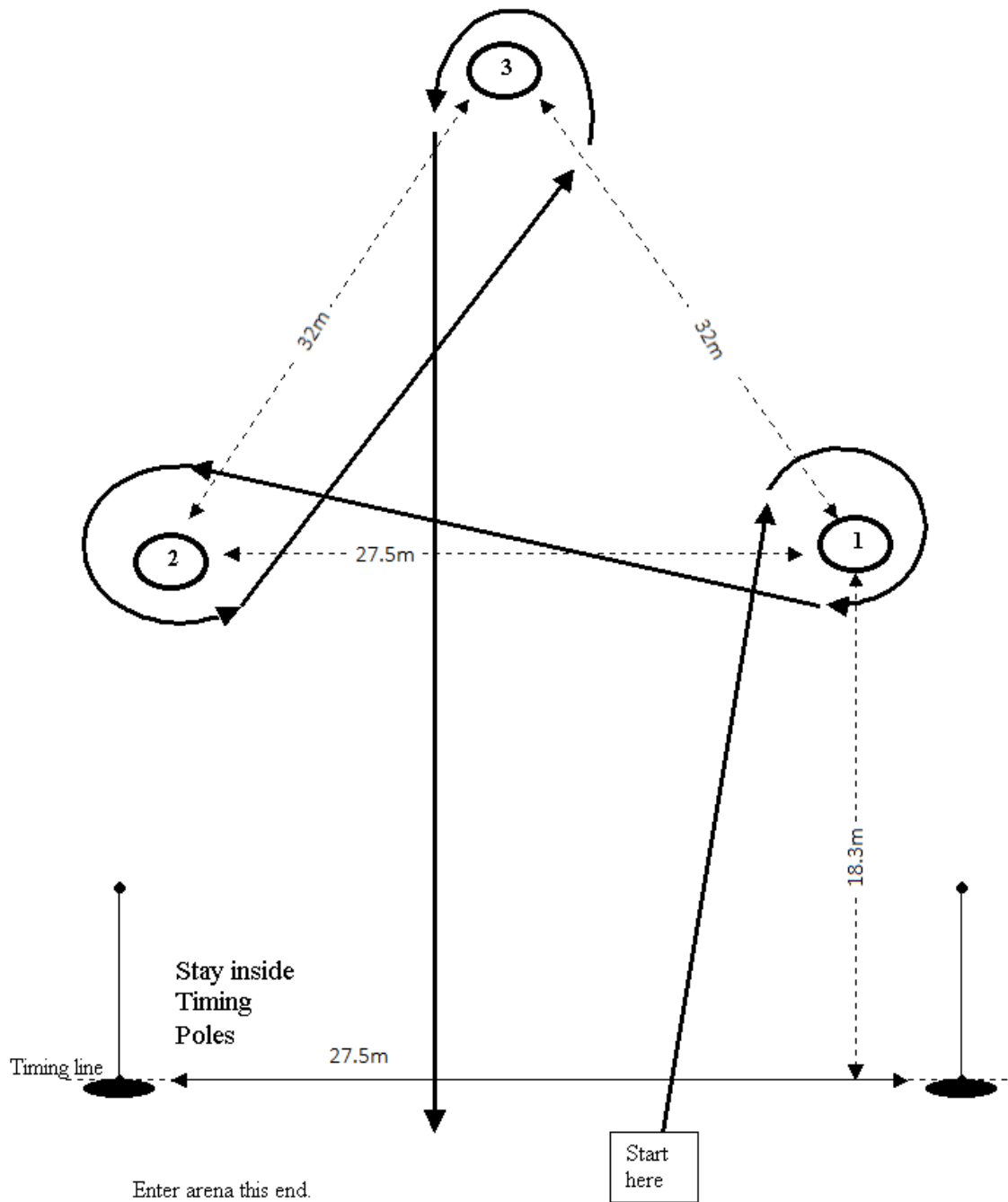
The following diagrams give summary details of the sizes, patterns and penalties applicable to the various events:



### 8.4.1. Barrel Race

**Course Pattern:** Go through the timing line, go to either barrel # 1 first, making a right turn and then to barrels #2 and #3, making left turns; or to barrel #2 first, making a left turn and then to barrels #1 and #3, making right turns; then return through the timing line.

**Penalties:** a 5 Sec penalty will be added for each barrel knocked down or dislodged.

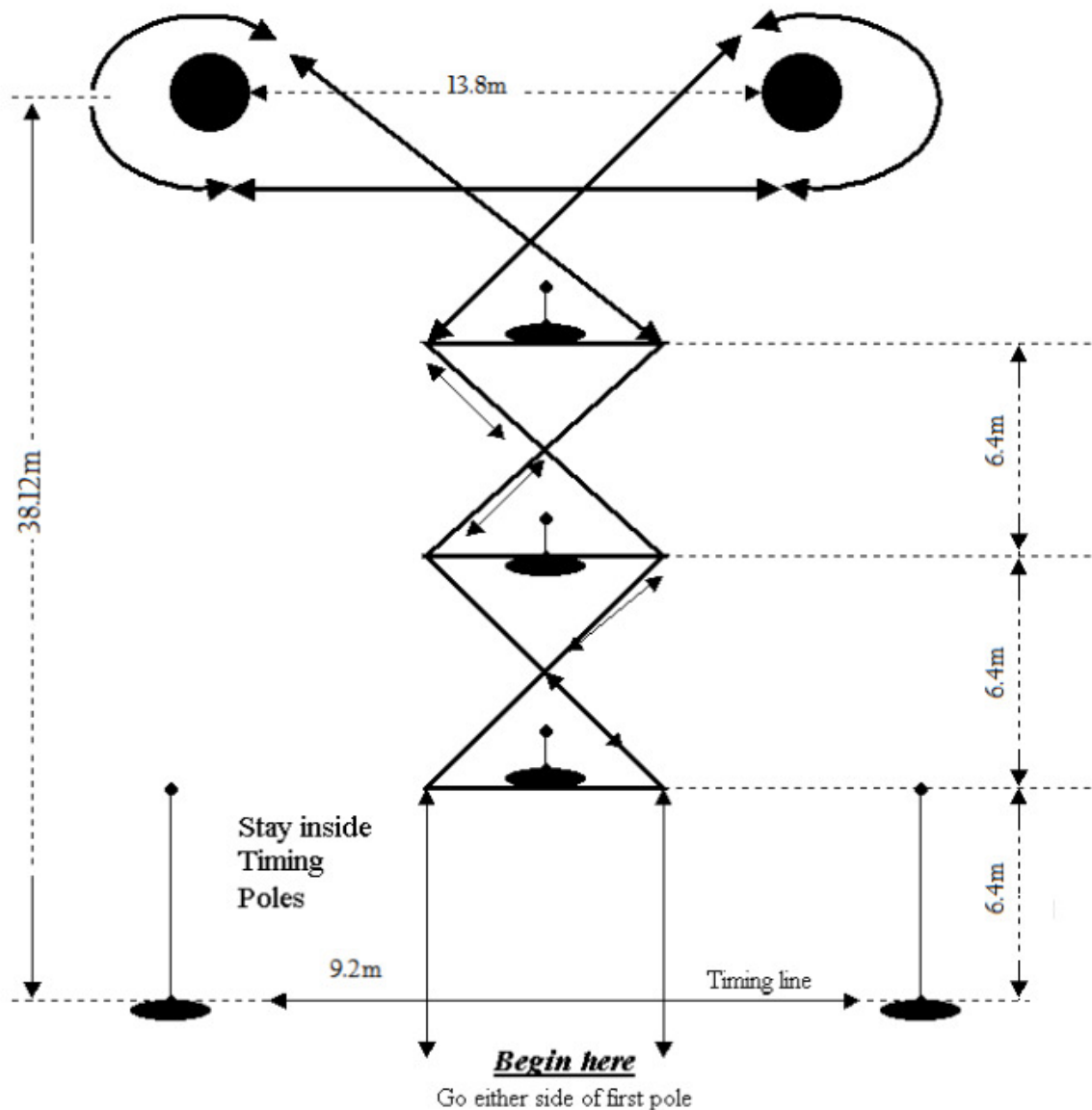


### 8.4.2. Big T

**Course Pattern:** Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel. Then, weave back through the three poles on opposite sides to pass through the timing line.

**Note:** If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

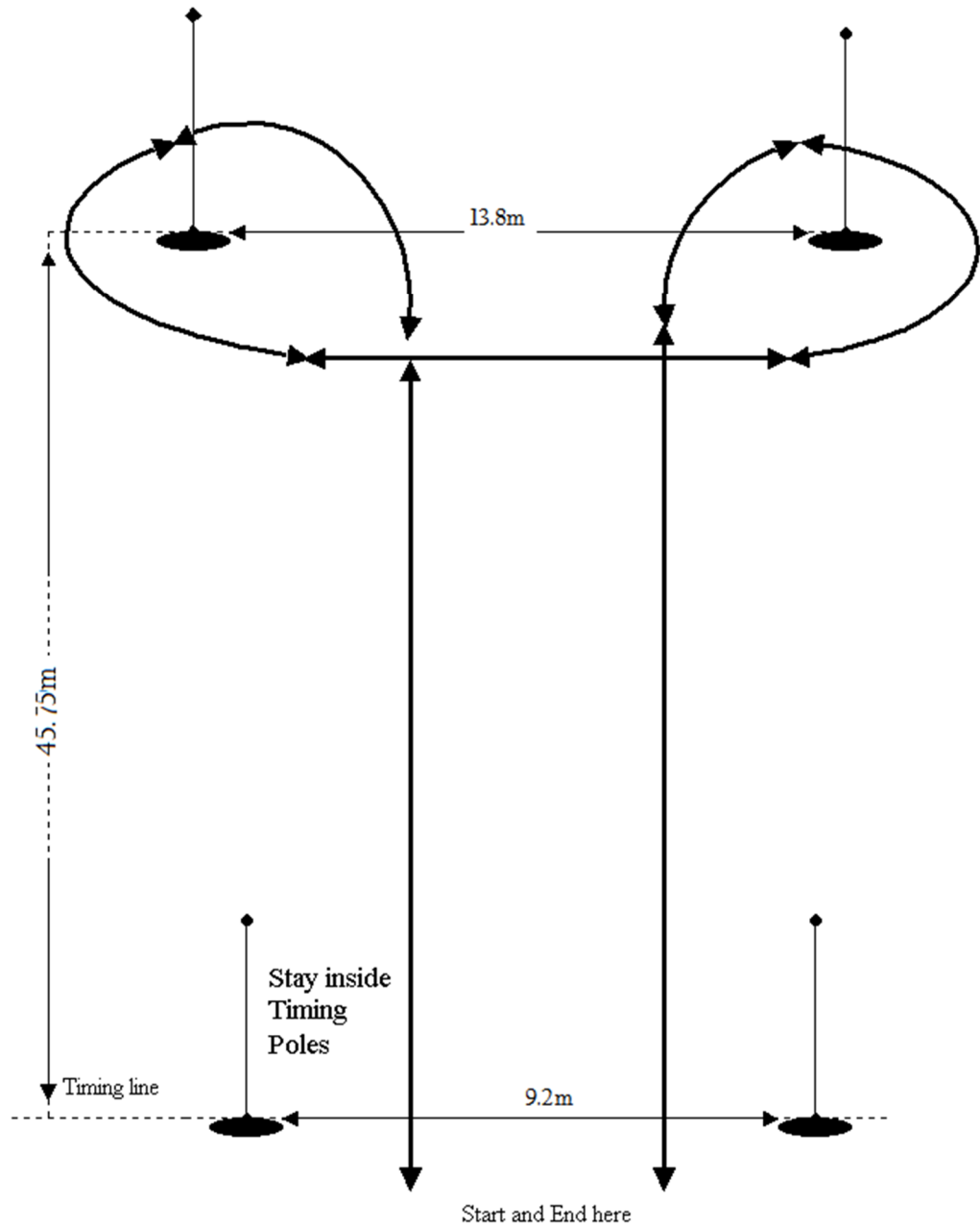
**Penalties:** a 2 Sec penalty will be added for each pole or barrel knocked down or dislodged.



### 8.4.3. Birangle

Course Pattern: Go through the timing line and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to timing line.

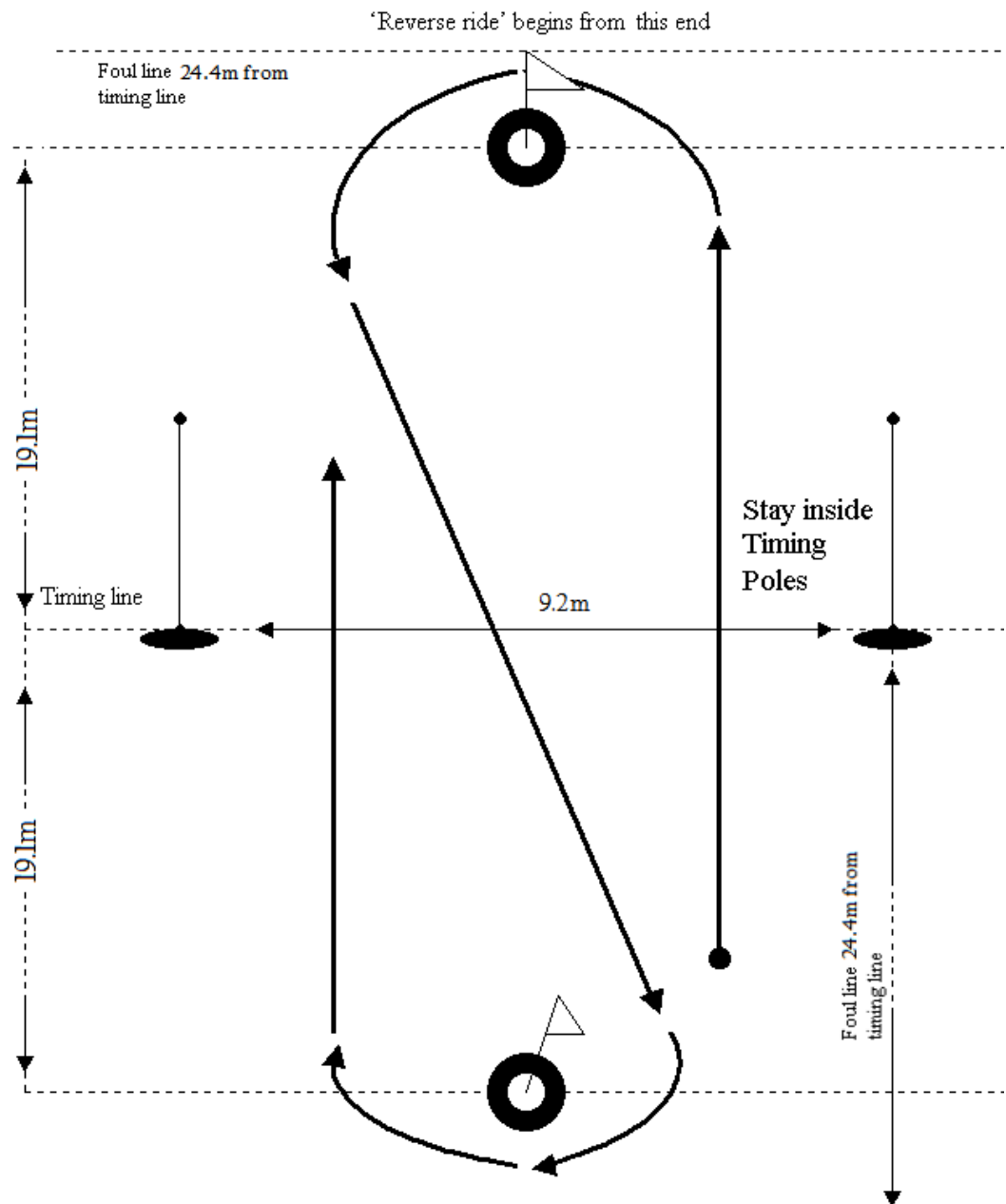
Penalties: a 2 Sec penalty will be added for each pole knocked down or dislodged.



#### 8.4.4. Figure 8 Flag

**Course Pattern:** Start from either end of the course carrying a flag. Go through timing line and go around first barrel in either direction, exchange flags, then go around the second barrel, turning it in the opposite direction. Exchange flags and return to the timing line. The dowel portion of the flag must be in the bucket and touching the sand. If the flag has fallen (laid over bucket or on the barrel), but not touched the ground, the rider may recover it and place it in the bucket. If the flag touches the ground, the rider is disqualified. After each run, the next rider will receive the flags placed vertically in the centre of the buckets.

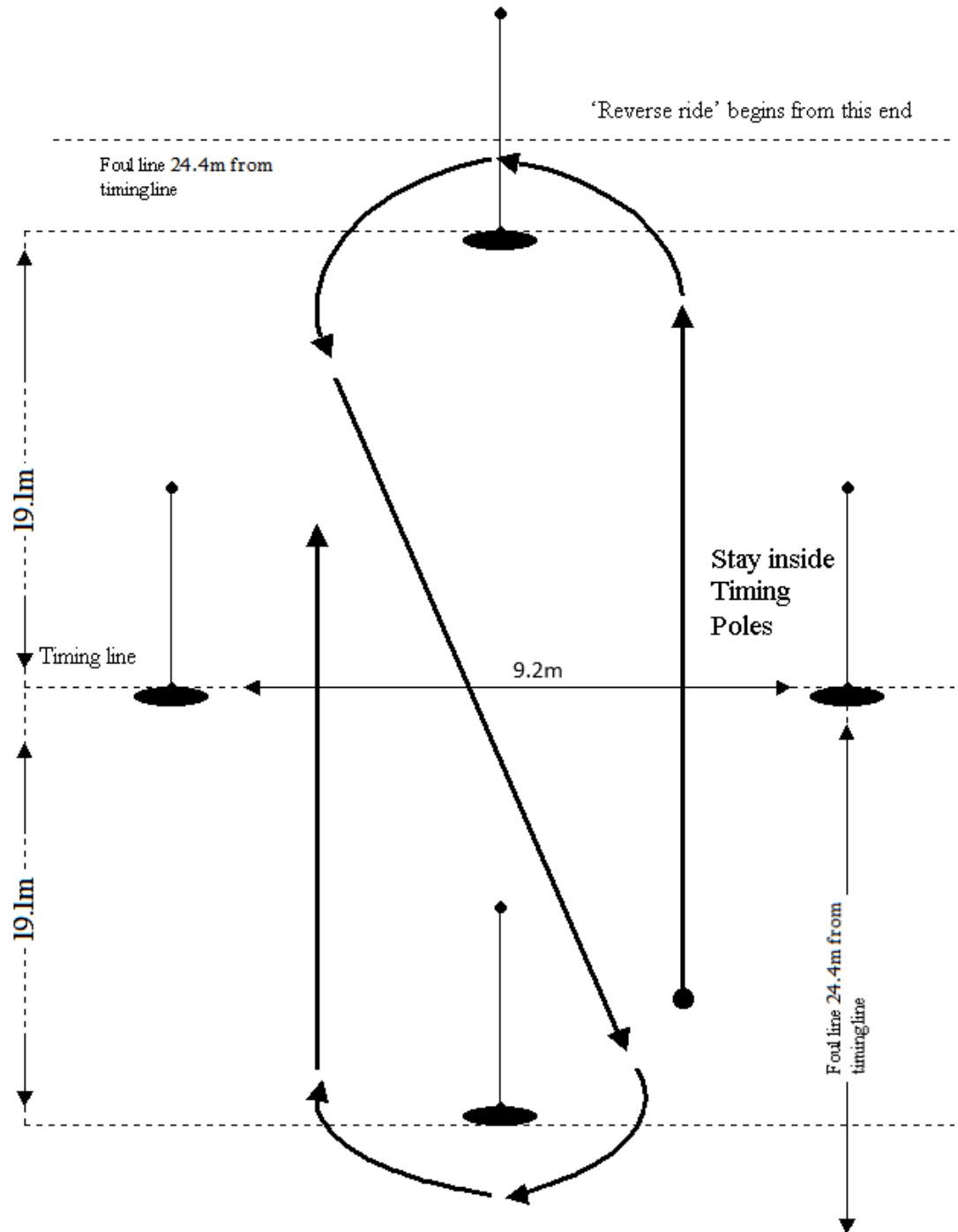
**Special Penalties:** The rider will be disqualified for knocking over a bucket, or for using the flag as whip.



### 8.4.5. Figure 8 Stake

**Course Pattern:** Start from either end of the course. Go through the timing line to the first pole, go around it in either direction. Go across the timing line to the next pole and go around it in the opposite direction, then return across the timing line.

**Penalties:** a 2 Sec penalty will be added for each pole knocked down or dislodged.

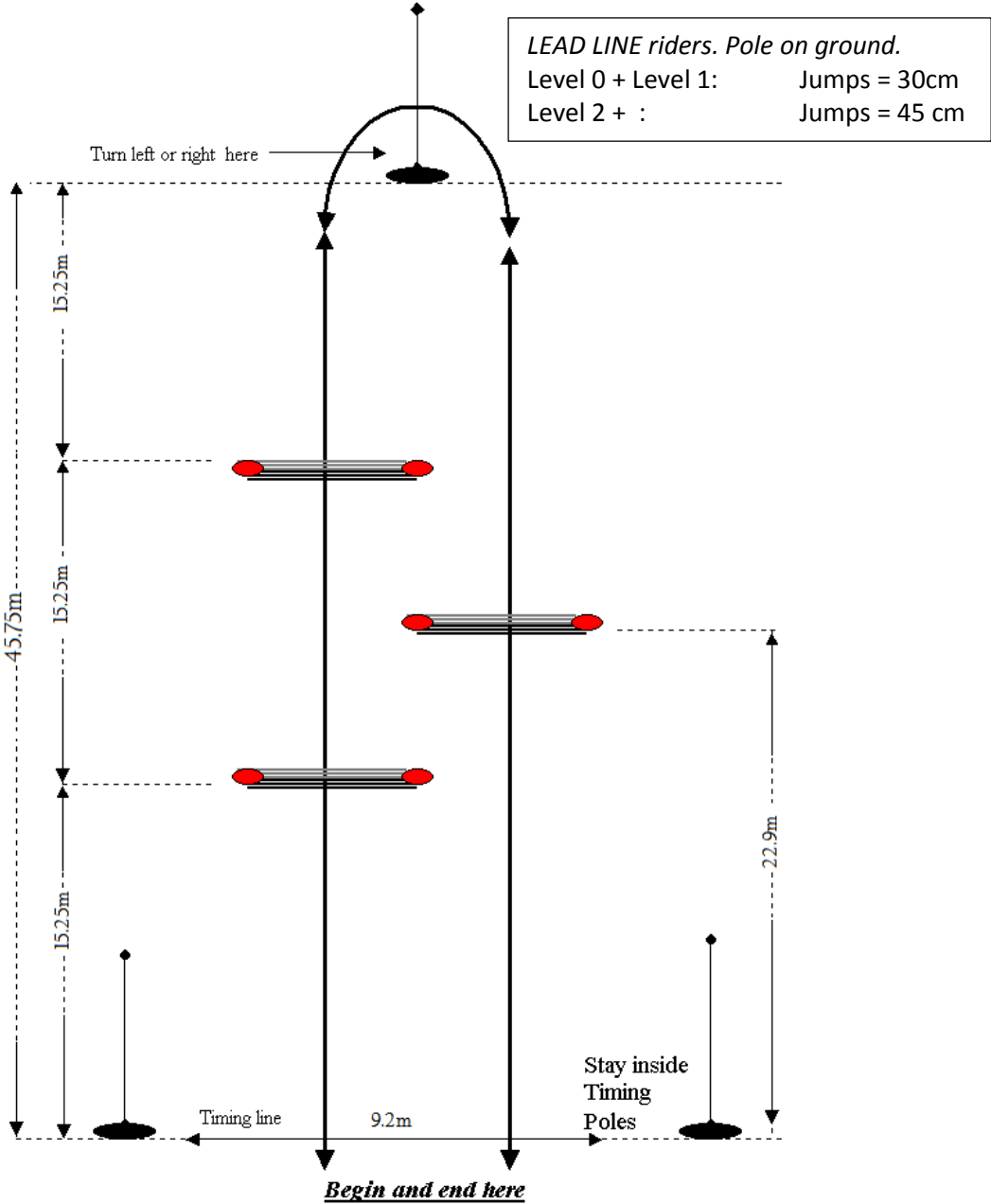


### 8.4.6. Hurry Scurry

Course Pattern: Go through timing line and either go down left side making two jumps, a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps, then go back across the timing line.

Penalties: a 2 Sec penalty will be added for each pole or jump knocked down or dislodged.

Special Penalties: The rider will be disqualified if (1) all four feet of the horse do not go over each jump and the course is not corrected and (2) if all 3 jumping poles are knocked down.

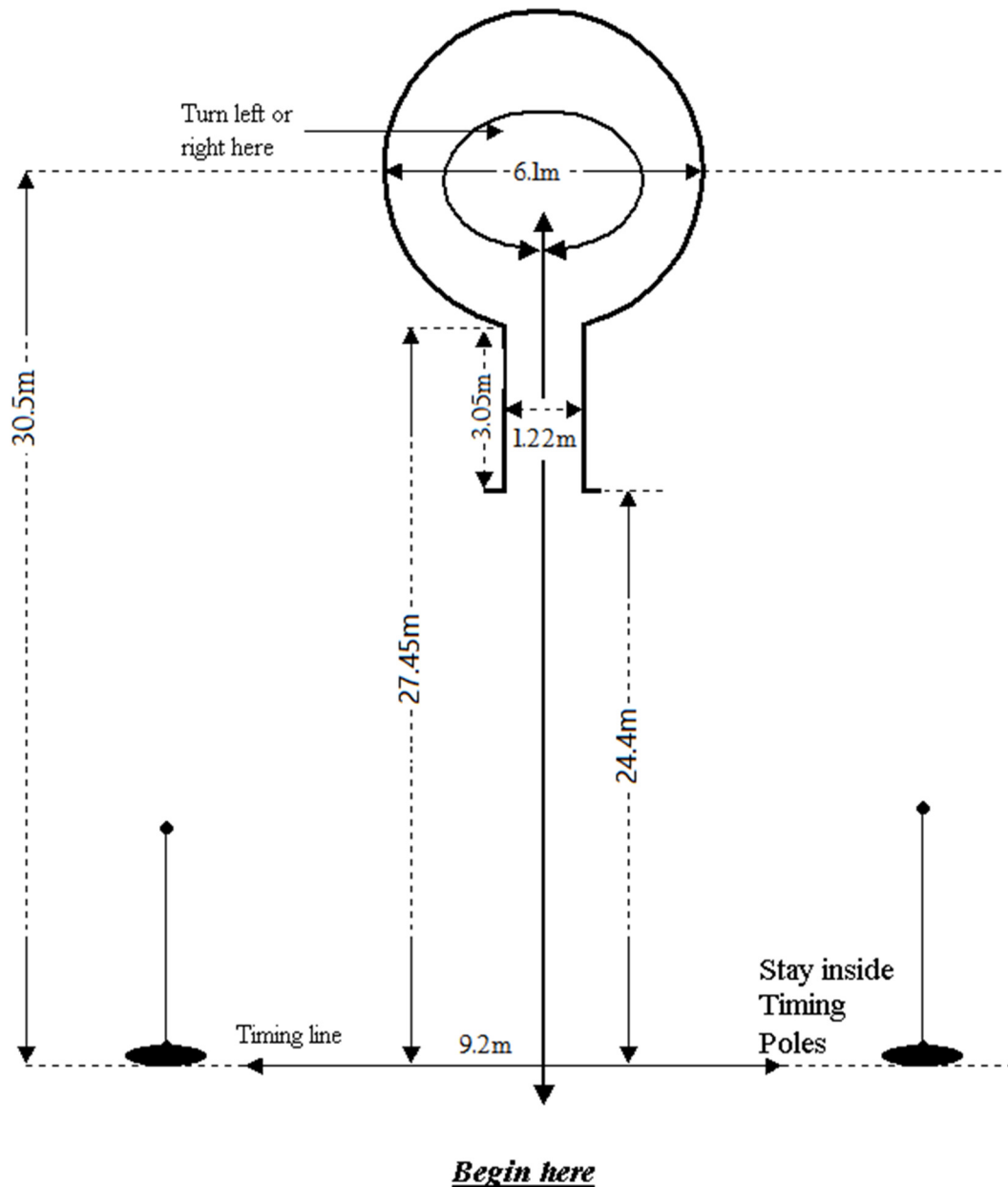


### 8.4.7. Keyhole

**Course Pattern:** Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle.

**Note:** A penalty judge shall be stationed near the Keyhole and shall determine (by viewing hoof prints) the qualification of the ride. Such decision is final. One or more assistants shall be stationed near the Keyhole with rakes and will rake the disturbed area near the Keyhole as needed.

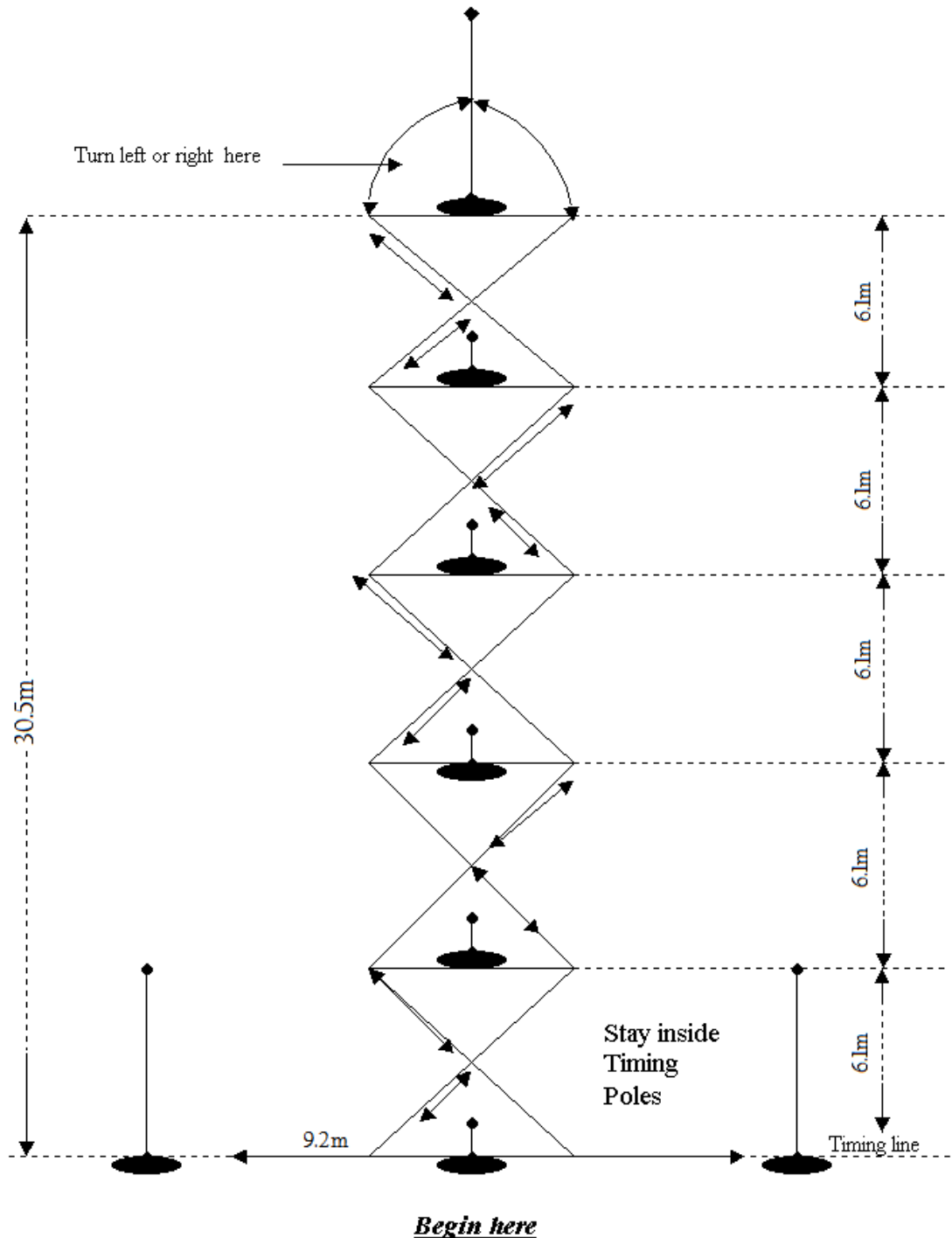
**Special Penalties:** The rider will be disqualified if the horse's hoof touches the ground on or outside of any portion of the Keyhole (circle or wings).



### 8.4.8. Pole Bending I

**Course Pattern:** Go through the timing line, pass the first pole on either side, pass the successive poles on alternate sides, and turn the last pole and return, passing each pole on alternate sides.

**Penalties:** a 2 Sec penalty will be added for each pole knocked down or dislodged. (2 second penalty will also be added if the pole placed on the time line is knocked down on the way out).



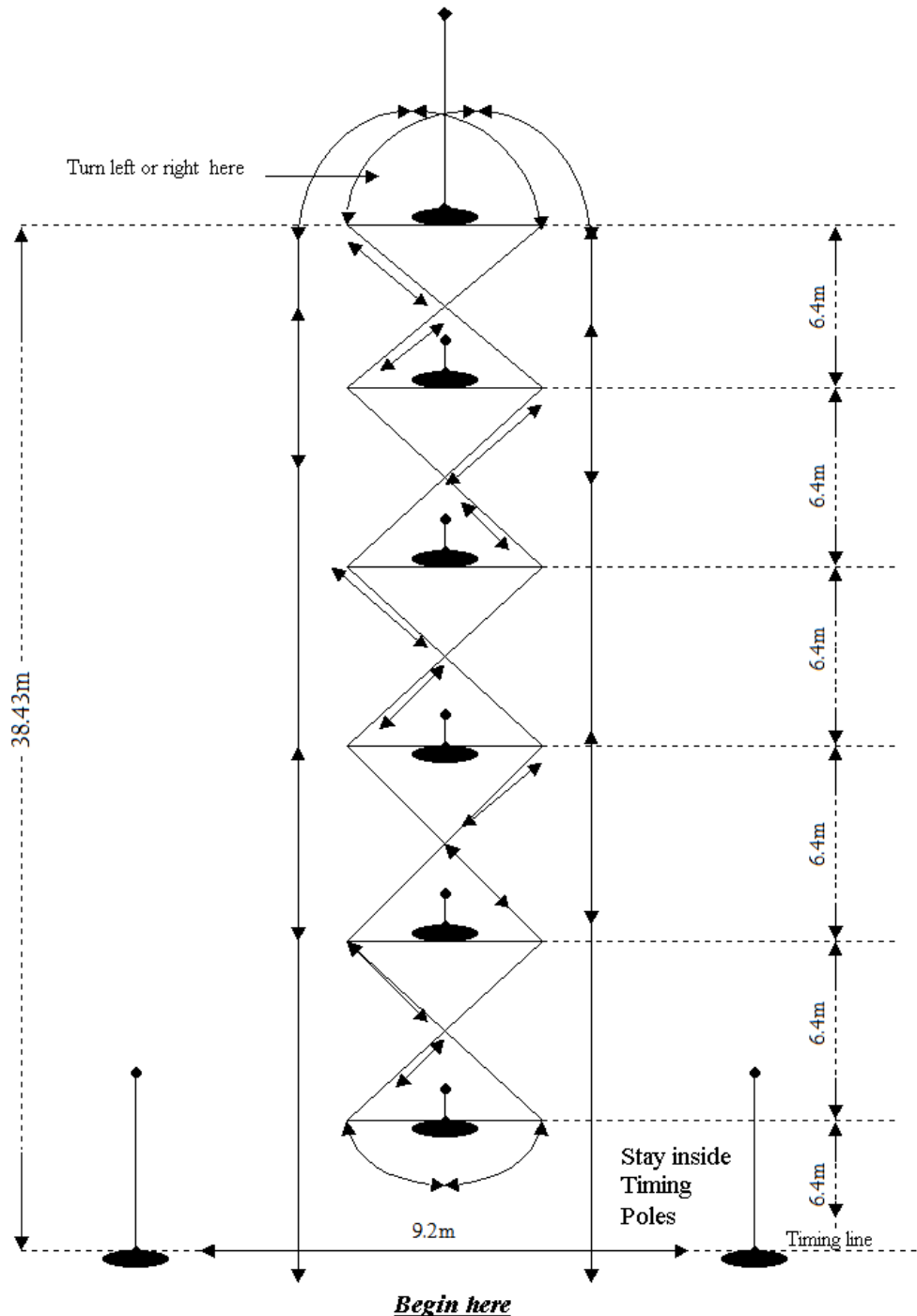


### 8.4.9. Pole Bending II

**Course Pattern:** Go through starting line, go along either side of the poles to the last pole, turn around last pole, pass successive poles on alternate sides, turn around last pole, continue to pass successive poles on alternate sides, turn around last pole and go along the side of the poles to the timing line.

**Penalties:** a 2 Sec penalty will be added for each pole knocked down or dislodged.

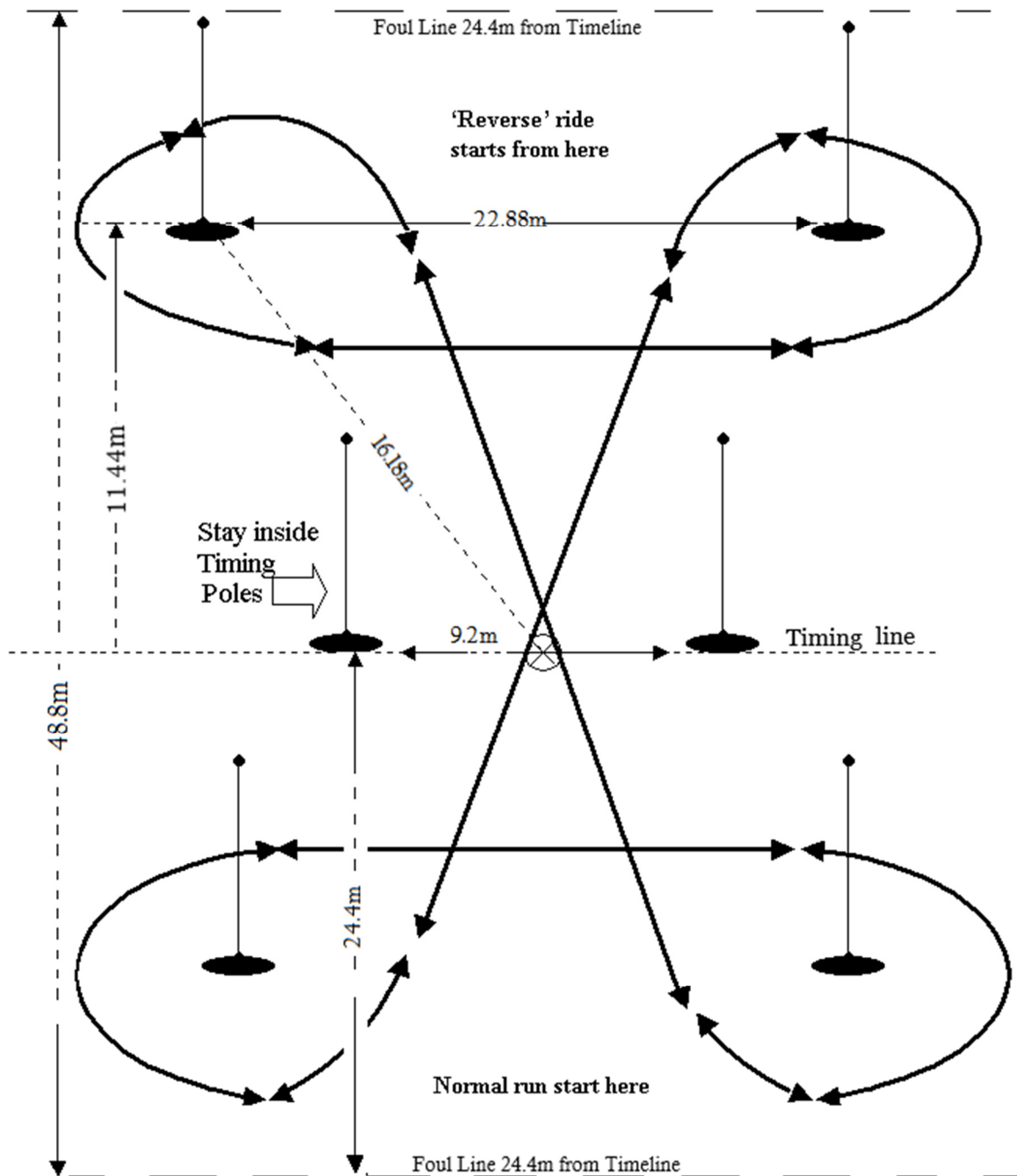
**Special Penalties:** While on course, breaking the time line, will result in a disqualification (No-Time).



### 8.4.10. Quadrangle Stake

**Course Pattern:** Starting from either end, go through the timing line, turn the first pole from the inside, turn the second pole in the same direction, cross the timing line and turn the third pole from the inside in the opposite direction as the first two poles, turn the fourth pole in the same direction as the third pole, pass back through the timing line.

**Penalties:** a 2 Sec penalty will be added for each pole knocked down or dislodged.



### 8.4.11. Speed Ball

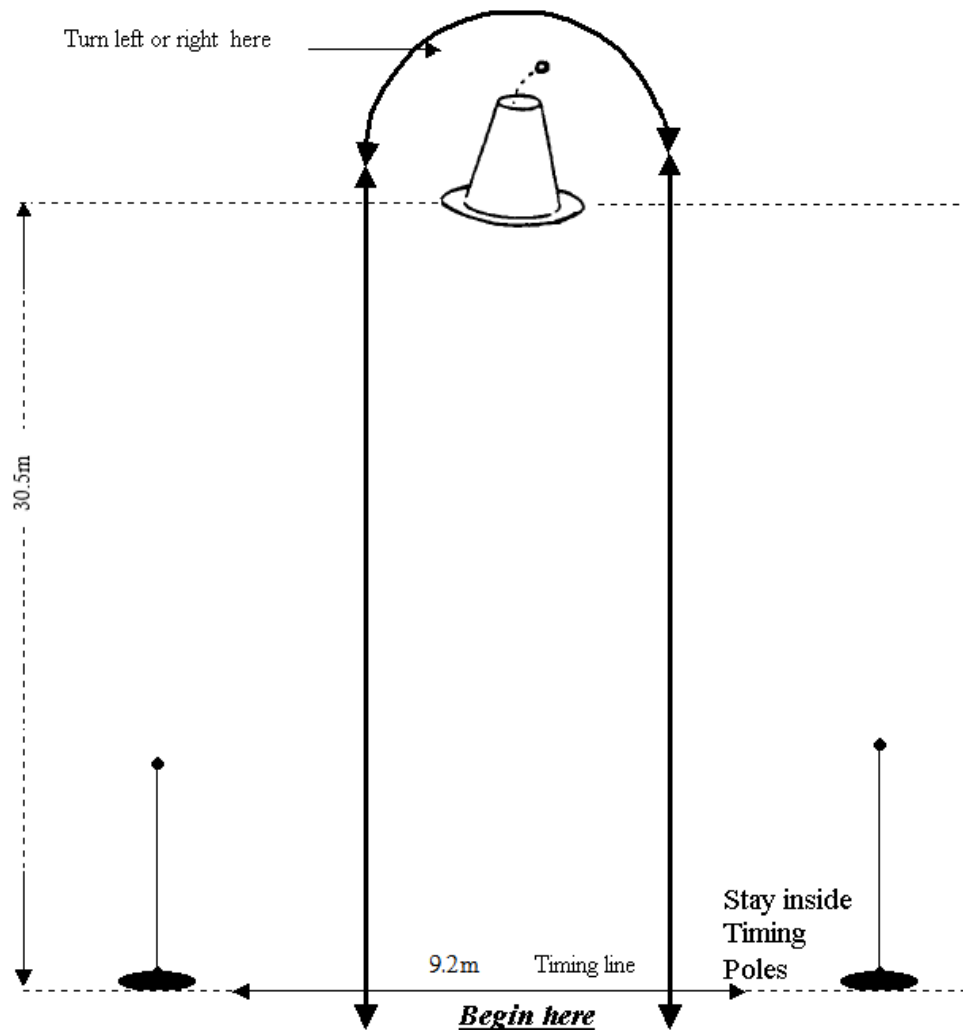
**Course Pattern:** Go through timing line to the cone. Turn the cone in either direction, dropping the golf ball in the cone. Go back through timing line.

The cone shall be set on flat ground with a metal bowl underneath the cone. If the ball rolls out from under the cone because of uneven ground, this shall be considered an illegal course, and the rider shall be given a re-ride.

The rider may make a left or right turn around the cone.

**Penalties:** a 2 Sec penalty will be added for dislodging the cone and bowl. (Cone, bowl and ball should all still be in the correct placement but moved from its base position).

**Special Penalties:** A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over. Any action by the horse or rider that causes the ball to be outside of the cone at the end of the ride shall be a "No Time" ride.

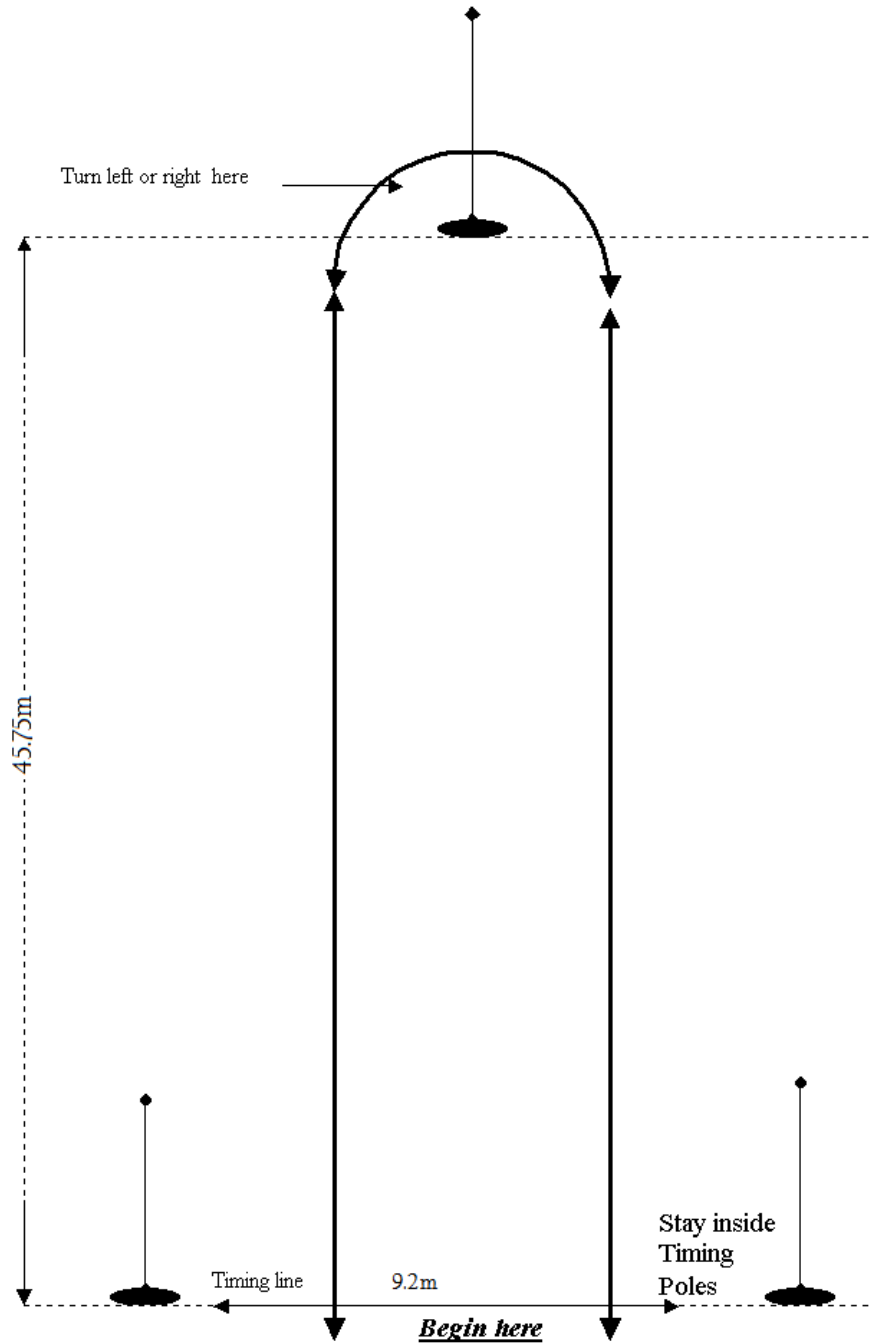




### 8.4.13. Single Stake

**Course Pattern:** Go across the timing line to the far pole, go around the pole in either direction and go back across the timing line, staying inside the timing poles.

**Penalties:** a 2 Sec penalty will be added for each pole knocked down or dislodged.



## 8.5. Team Events

Riders will be notified when the course is ready. After the last rider completes the course, the team must acknowledge the judge and wait for the judge's signal to leave the arena.

### 8.5.1. Rescue Race

Course pattern: The 'picked up' member of the team takes his/her place behind the foul line. The mounted member of the team goes through the timing line and the foul line, turns in either direction as the 'picked up' partner jumps onto the horse behind the saddle. Both riders then return to the timing line.

Special penalties: The 'pick up' partner must be astride the horse (behind the saddle) before passing the foul line and must remain astride the horse and behind the saddle until the team passes over the timing line or the team will be disqualified. In the event the 'pickup' partner falls off after crossing the foul line, they may re-cross the foul line and remount to correct the course. A rider is considered astride if one knee is on or across the center line of the horse's back and no portion of the rider is touching the ground. A rider may not be the 'picked up' partner on more than one team, or they will be disqualified. Helmets are mandatory for both the rider and the 'picked up' partner. Participants in Rescue Race must be at least 12 years of age as of January 1st of the current year.

### 8.5.2. Ribbon Race

Course pattern: A piece of crepe paper (120cm long and 2,5cm to 3,8cm wide) is held between two riders as they cross the timing line, run to the pole, circle it in either direction and return to the timing line, still retaining their hold on the ribbon without breaking it or letting go of it.

Special penalties: The team shall be disqualified for dropping either end of the ribbon while on course, breaking the ribbon while on course, or holding or locking hands while on course.

Note: A fresh ribbon must be given to each team. All ribbons shall be of the same width. Time begins when the first part of either horse crosses the timing line and ends when the last part of the last horse crosses the timing line.

### 8.5.3. Poles II RELAY

Course pattern: (2 – 5 riders) To be run in accordance with the rules set up for Poles II, except that the riders must stay on opposite side of divider fence from where they started.

Special Penalties: More than one horse on course at the same time shall result in disqualification.

- Notes: 1. A safety fence shall be placed between the riders who have finished the course and those who have not started it
2. All riders on a team must start the course from the same side and finish on the opposite side of the divider fence.

#### **8.5.4. Speedball RELAY**

Course pattern: (2-5 riders) To be run in accordance with the rules set up for Speedball, except that the riders must stay on opposite side of divider fence from where they started.

Special Penalties: More than one horse on course at the same time shall result in disqualification.

- Notes: 1. A safety fence shall be placed between the riders who have finished the course and those who have not started it
2. If any member of the team knocks over the cone results in disqualification of the team
3. All riders on a team must start the course from the same side and finish on the opposite side of the divider fence.

## **9. SECTION 9 - PROTESTS**

Written protests, accompanied with the fee of R 500.00, as determined and published by the SAWMGA Council in cash must be submitted to the horse show secretary within 30 minutes after completion of the protested event.

Approved protests will result in a refund of the fee. Fees from unapproved protests will be directed to the relevant SAWMGA fund (At National Championships to SAWMGA National and at Qualifiers to the Province). A copy of the written protest shall be forwarded to the SAWMGA Western Mounted Games Rules Committee. All protests will be reviewed by this committee with the intention of eliminating ambiguities that might exist in the rule book.

**Under NO circumstances can a judge's ruling be overruled by show management.**



## 10. ANNEXURE “A”

### THE USE OF RED AND WHITE FLAGS BY JUDGES AND TIME KEEPERS

**Use of Judges and time keepers flags (red and white flags) :** The flags must be used in the following standardized manner in all provinces : The Judge will organize the course with the flag – ***NB – All riders must only react to the Judge’s flag and no other signal.***

1. The Judge will open the course by signaling a white flag to the rider (this will imply that the course and the timekeepers are ready for the rider to start the course).
2. If the judge finds that the course has been completed correctly with no penalties – a white flag will be signaled.
3. If there are penalties incurred, the judge will swing the white flag (left – to right – to left ) horizontally under shoulder - with one hand and signal to the time keeper the amount of penalties with the other hand, who will acknowledge the penalties by raising his white flag and signaling back to the judge the number of penalties. (the time keeper will then record the time and write a + 2 or + 4 or whatever the number of penalty seconds were, as indicated by the Judge).
4. When a “No Time” or disqualification occurs, the Judge will signal a Red Flag – swinging the red flag (left – right – left ) – low and horizontally. (the time keeper will then acknowledge the NT by signaling back to the judge with a red flag, record the time but strike through and record “NT” on the score sheet).
5. The Judge’s flag will be held in a neutral position while the timekeepers are busy recording the times or when they are not ready. NOTE – THE JUDGE WILL NOT SIGNAL A RED FLAG WHILE WAITING FOR THE TIME KEEPERS – THE FLAG WILL BE HELD IN A NEUTRAL POSITION. The time keepers will signal to the JUDGE (not the rider) a white flag when ready and a red flag when not ready. PLEASE EDUCATE THE RIDERS TO LOOK FOR THE JUDGE’S FLAG ONLY.
6. If any equipment has to be rectified or the arena have to be raked or the judge have to discuss something with a rider or other personnel, the Judge will close the course with a red flag.