

Interstate



Official Rule Book

Updated July, 2021

General Rules

Section 1. ALL RIDERS must check in with respective state representative 2 hours (or earlier) prior to Grand Entry of the performance they are competing in.

Section 2. Western equipment to be used. Saddle with horn, bridle type optional, western boots or equine tennis shoes “heels down” style, required in all events using a saddle with the exception of the mounting rider in Rescue Race. Riders to wear neat western attire. Arena officials to be in western attire. No baseball caps allowed. A mandatory warning is required before a dress call is made and then the judge’s call is not protestable. In Bareback Relay, the riders may wear any type of footwear.

Section 3. The same horse or rider may appear only once in the same event: Junior, Senior, Teams. No horse or rider may compete for more than one state during the course of Interstate Meet. Any riders, who might qualify in both states, must declare which state they will be competing prior to the beginning of the Interstate Meet.

Section 4. Refer to equipment specifications for the rules concerning equipment.

Section 5. In all events except barrels, two lime dots 30 feet apart shall designate the start and finish line. A horse must pass between these lime dots at the start and finish or be ruled off course. The electric clock’s eye is to be attached to the starting poles and set on the Lime dots of the starting line.

Section 6. When the course is measured, the measurements shall be taken from the center of the barrels, poles, containers or other properties. If event property has been moved, measurement shall be taken from lime dot to lime dot; failure to run the full measured distance (around lime dots) will result in disqualification.

Section 7. Mounted riders must stay on designated side of line until mounted or dismounted, otherwise a disqualification. Riders shall be considered mounted when the knee is over the center line of the horse’s back.

Section 8. Starting and finishing. Once the riders name has been announced over the loudspeaker and the course is set and ready, the judge shall give the rider their states signal indicating the course is clear with no delay. After being given the course, the rider has one minute to start, or they will be disqualified. If any judge is found to be delaying the start either intentionally or not, they will be given a warning by the chairman and if it continues may be removed and restricted from judging the rest of the event. They must start and finish from their half of the arena. If a rider does not stop on their side of the arena, they will first be given a verbal warning and if this continues will be given a no time for each offense thereafter. If a judge is found to not be enforcing the rider stopping on their side of the arena intentionally or not they will be given a warning by the chairman and if it continues may be removed and restricted from judging the rest of the event.

Section 9. Re-rides. Re-rides are to be run after the last rider in the event has run. Re-rides are permitted for (a) Interference by another rider, to be determined by the judge,

(b) Failure of all timing devices, (c) Interference by another horse. If the re-ride is granted, it will be judged as an entirely new ride, with new penalties and disqualifications.

Section 10. Ground Rules. Must be posted in a conspicuous place and called to the attention of all the contestants. Show committees must not amend or substitute the established rules as written in this rulebook.

Section 11. Moving the 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.

Section 12. Resetting equipment.

Events that require the use of flags. In the flag races, riders must reset the containers and flags. If a rider drops a flag or misses the container, they 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, they must reset the container. (Exception: Disqualification #10 penalty #2). If the staff is broken, the rider must complete the course with the flag portion of the staff.

In all other events the ring crew will reset downed equipment; poles should be reset whenever possible.

Section 13. In events that require the passing of the baton, if a baton is on course, the rider dropping the baton must retrieve it; crossing the start-finish line, either the passer (who needs 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.

Section 14. Rescue Race and Two-Man Bi-Rangle Stake Race are to be run on one line.

Section 15. Ties. In breaking a tie, the loser takes the next lower position. If both riders are disqualified for stepping on or outside any line of the Keyhole on the runoff, the fastest NT wins. Points will be determined by adding the places together and splitting the points. For awards purposes 1st place will be a runoff, 2nd-10th place will flip a coin. In the case of a Junior or Senior Highpoint tie the person with the most 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th place will win.

In case of an overall tie between states- Event will be drawn from a hat. Each state will decide horse and rider or team to compete in runoff.

Section 16. Calculating Highpoint Junior or Senior- Based on individual rider, may ride multiple horses in all five individual events.

Section 17. Best Dressed Awards. - Must be an Interstate competitor. Competing in a 2 or 4 man event as a team to be eligible for best dressed.

Section 18. Casts – A doctor’s release must be on file with the Interstate Committee before any minor wearing a cast is allowed to compete at the Interstate Championship Games Meet.

Section 19. Clock Failure – In the event the first clock fails, a zero will be used as the third digit for 1000’s of a second.

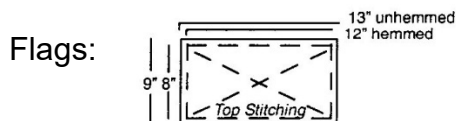
Equipment

1. The following equipment shall be used whenever any of these terms are used. All equipment is to be standardized according to these specifications.
2. Equipment to be furnished by the show committee for all events (baton excluded) and equipment to be uniform on each line of competition. The event will be disqualified if it is run with substandard equipment.
3. Any equipment designated to be white should be primarily white, with logo and sleeve optional.
4. Barrels: 55-gallon plastic barrels with both ends intact. Plastic barrels with rimmed bottoms, painted white, to weigh 30 to 35 pounds after sand is added.

Baton: approximately 18 inches long, may vary one inch shorter or longer, measurement to be made while held by one end. Baton must be made of wood, rubber, plastic, or their combination.

Containers: Quarter barrels, painted white and containing 8-10 inches of sand or dirt.

Flags: PSHA and WHO will each use flag staff that meets their individual organization’s specifications. All equipment will be owned by Interstate and flag staffs will be marked respectively.



Timers equipment: The electric clock’s eye is to be attached to the starting poles and placed on the lime dot’s that are marking the starting line of each event. When running 2 lines antenna must be in the center of arena.

Pole Bases: Black rubber bases, 14 lbs. 6 inches tall, 14 inches across. Total weight, with pole and converter approximately 16 lbs. (A plastic converter is needed to hold pole in base.)

- (A) Plastic converter to be used to secure pole in base, whether by a cotter key or gluing together.
- (B) Pole base is to be black; pole must be white.
- (C) Optional 1" schedule 40 white plastic pipe cap.

(D) Standard 1" schedule 40 or 80 white plastic pipe 81" long. Plastic pole to be secured to the base.

Mounting Block: Prior to the event beginning, a mounting block will be placed at far end of arena alongside wall, same on each side. Only rider may move mounting block for use. After rider is mounted, arena crew will move mounting block to original position. Rule does not pertain to bareback relay or rescue race.

Disqualifications

1. Leaving the course, upsetting the starting poles after being given the course, crossing the start-finish line outside the starting poles (start-finish plane).
2. Any infraction by horse or rider of the general and/or event rules.
3. Whipping the horse with the properties of the event.
4. Unsportsmanlike conduct in the arena. Judges may disqualify riders for use of profane language, unnecessary roughness, abusing the horse, disorderly conduct of any kind, and disqualify of unmanageable horse for safety reasons. Decisions by the judge shall be final.
5. Two horses on course: teams will be disqualified if a horse waiting its turn crosses the starting line before the horse finishing the course crosses the finish line completely.
6. In all events which require mounting or dismounting: any rider mounting from the wrong side of the line or dismounting on the wrong side of the line. Riders must stay on the designated side of the line mounting or dismounting. Horse must have all four feet over the mount or dismount line. (Refer to event rules.)
7. In all events rider must be mounted when crossing the start-finish line.
8. Loose horse: defined as separated from and out of control of the contestant. A ground tied horse shall be considered in control. Ground Tied is defined as the horse standing still within 10' of the rider and no contact between horse and rider.
9. Any individual rider or team rider who runs the course without exchanging flags.
10. If a rider touches ground on the on course side of chalk line for Rescue/Bareback Relay, it is disqualification. Line is considered on course.

Penalties

There shall be a five (5) second penalty for each of the following:

1. For each knockdown of a stake, pole or barrel other than those used as container.
2. Each time a stake, pole or barrel is knocked down and rights itself.
3. In the flag race, if the last rider misses or upsets the last container and crosses the finish line.
4. When the ring crew mistakenly resets either a knocked down container, misplaced flag, or their combination.

Records

Record times are listed in the program. In the event a third (thousandths) digit is not listed in the program, it shall be presumed to be a zero. A record-breaking sheet and copy must be filled out in its entirety or run shall not count. Copies must go to the record breaker(s) who may check sheet and if necessary have it corrected by show steward prior to leaving the show that day. 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 the form immediately.
2. Timer, judge and steward read both the watch and the clock and sign the sheet.
3. Rider(s) signs the sheet.
4. The clock and watch must not vary over 30/100ths of a second unless both are under the current record time, in which case use the electric clock time.
5. In case of a steward breaking a record, another qualified judge must witness the measurements of the course and sign the record-breaking sheet.
6. Measurement of the course shall be from the center of the barrels, poles, containers or their properties. In case the equipment has been moved from original location, the measurement shall be taken from lime dot to lime dot. The course must be exactly as event states; no variance allowed.

Substitutions

Invitational Show:

Individual events - no substitutions of horse or rider.

Two-man events - no substitutions of horses or riders.

Four-man event, one-horse team -no substitution of horse.

Four-man event,, four-horse team substitution of up to three horse/riders.

If a cancellation should occur, the next fastest average shall be invited. If it is impossible to get anyone with an average, then the open position will be filled at each state's discretion. If a person or team is asked to ride and decides not to ride, they have then forfeited their position for that event.

Interstate Committee

Five and six members on alternate years with two held over members each year for continuity.

Purpose: To plan and produce the annual Interstate Championship Games Meet and maintain a separate show treasury in conjunction with the Western Horseman of Oregon and the Patterned Speed Horse Association.

RULES COMMITTEE

The Rules committee shall be made of three of the interstate committee members with at least one representative from each state.

RULES COMMITTEE PURPOSE:

1. To update the rule book annually.
2. To decide on any points of rule clarification.
 - A. If a member requests a rule clarification, it must go to the Chairman who will contact, the Rules Committee, the Rules Committee shall respond prior to the end of the show.
3. The other main duty of the Rules Committee is:
 - A. To act on and resolve any protests that come up during the duration of the show.
 - B. All Rules Committee decisions will be ruled on by the entire committee.
 - C. All concerned parties will be notified of the Rules Committee's decision and no appeals of this decision will be available.
 - D. For rule clarifications, members must contact the Chairman who will then contact the Rules Committee members.

PROTEST RULES:

1. Any member wishing to file a protest must do so before the end of the session of judge's call for hearing of an administrative decision. A written description of the circumstances accompanied by a \$50.00 deposit must be filed with the Chairman.
 - A. Upon receipt of protest, the Chairman is required to inform the protester of the protest resolution process.
 - B. The Chairman shall inform the Rules Committee which shall meet and resolve the dispute, providing a member or members of the Rules Committee are not directly involved in the protest. If the Member protesting requests a meeting be convene they shall allowing time for the Rules Committee to schedule the meeting.

C. If the Committee rules in favor of the protester, the protester shall be returned the \$50.00 deposit and all times and runs pertaining to the protest shall be accepted and recorded. If the Committee rules against the protester the deposit shall be forfeited to Interstate.

D.. All concerned parties will be notified by the Chairman of the outcome of the protest.

2. All Rules Committee decisions will be ruled on by the entire Committee and all final decisions will be announced.

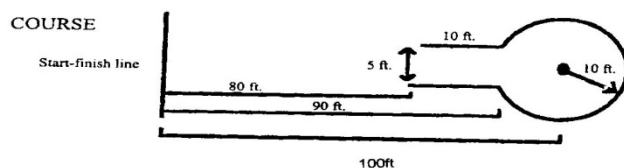
Steward

A steward should clearly understand that he/she has no authority in connection with show management or the judging of a show but should point out in a diplomatic manner any instances where Interstate rules are not enforced. He/she should not dictate to the judge or show management but should report to the appropriate Interstate chairman any clarification of the Interstate rules which might invalidate an event.

Judge Rules

Judges are to be permanent card-carrying judges. Each state shall assign two judges, two timers, and one steward for each event. All judges shall be dressed in clean and neat western attire. Judges' decision is final, but there is a protest process

Keyhole



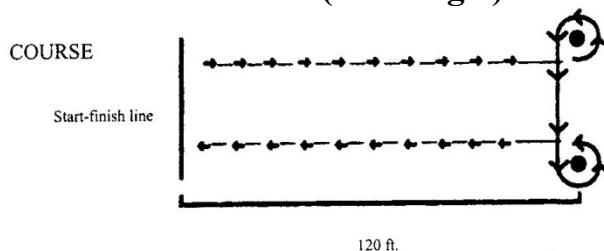
A keyhole shall be marked according to the diagram with white lime. Center of the circle to be 100 feet from the start-finish line. Circle to have a radius of 10 feet, with the next length to be 10 feet and the next width 5 feet. Ten foot neck line will meet circle line at 45 degree angle and both courses must be set identical.

Event

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

Disqualification #1, 2, 4, 7, 8, 9

Two-man Stake Race (Bi-Rangle)



Two pole-bending poles 30 feet apart, 120 feet down the course from the start-finish line.

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 turns.) Then the rider races across the start-finish line. Second rider to do the same as the first rider. May take turns either direction.

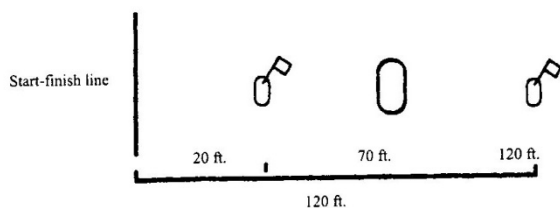
General Rule #12, 14

Disqualification #1, 2, 4, 5, 7, 8, 9

Penalty #1 and 2

Two-Man Three-Barrel Flags

COURSE



3 containers and 2 flags are to be used. # 1 container to be set at 20 feet. #2 container to be set at 70 feet, and #3 container to be set at 120 feet from the start-finish line. A flag is to be set in #1 and #3 containers.

Event

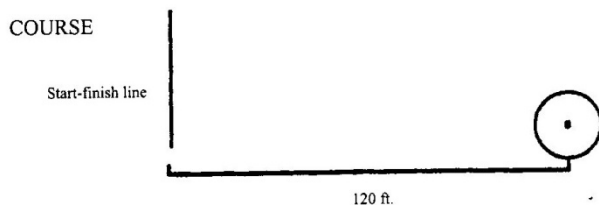
First rider may designate position of the flags at the start of the run. First rider removes flag from #1 container and places it in #2 container. While turning #3 container, rider removes flag and places it in #2 container and finishes. Second rider then takes either flag from #2 container and while turning #3 container, places flag into #3 container. Rider takes remaining flag out of #2 container and places it into #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. If a rider drops a flag it may be reset from the ground before remounting.

General Rule #12

Disqualification #1, 2, 3, 4, 5, 7, 8, 9, 10

Penalty #3 and 4

Team Baton



A barrel is set 120 feet from the start-finish line.

Event

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

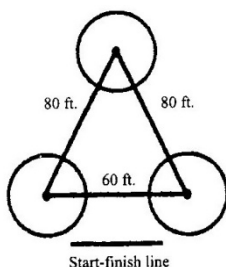
General Rule #13

Disqualification #1, 2, 3, 4, 5, 7, 8, 9

Penalty #1 and 2

Texas Barrels

COURSE



Three barrels shall be placed in a triangular formation. #1 and #2 barrels are set 33 feet from the start-finish line and 60 feet apart. #3 barrel is set 80 feet from #1 and #2 barrels. Start-finish line is 60 feet wide.

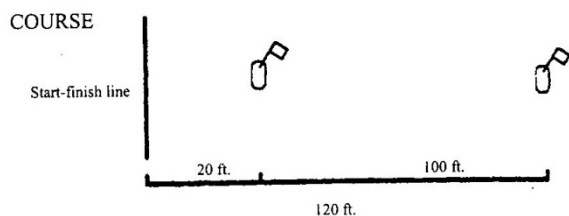
Event

Rider circles #1 to the right, #2 to the left, #3 to left and finishes, or the rider circles #2 to left, #1 to the right, #3 to the right and finishes.

Disqualification #1, 2, 4, 7, 8, 9

Penalty #1 and 2

Flags Individual



Two containers to be set 100 feet apart. #1 container to be set 20 feet from the start-finish line. A flag is placed in each container.

Event

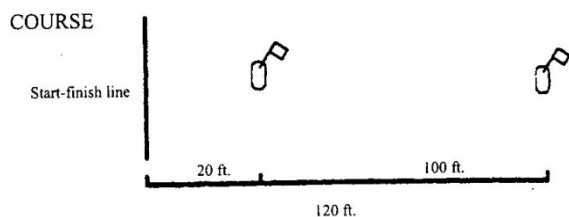
Rider may designate position of the flags at the start of run. Rider takes flag from #1 container. While turning #2 container, rider places the flag they are carrying in it and removes flag from #2 container, places it into #1 container and finishes the course.

General Rule #12

Disqualification #1, 2, 3, 4, 7, 8, 9, 10

Penalty #3 and 4

Team Flags * Team of Four



Refer to **Flags Individual**

Event

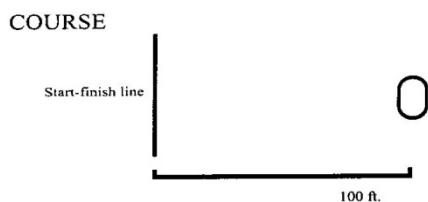
First rider may designate position of the flags at the start of the run. Procedure of the rider is the same as **Flags Individual**. After the first rider completes the course, all other team members individually complete the same course.

General Rule #12

Disqualification #1, 2, 3, 4, 5, 7, 8, 9, 10

Penalty #3 and 4

Bareback Relay- Team of Four



A barrel placed 100 feet from the start-finish line.

Event

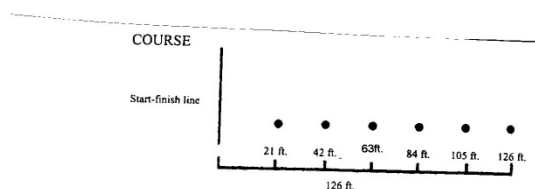
Teams consist of four riders and one horse. First rider is mounted on the horse, at the start line with other members on the ground at the start line. First rider rides down, circles barrel, returns to the finish line and dismounts. Second rider mounts, rides the course and so on until all four riders 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.

General Rule #7

Disqualification #1, 2, 4, 6, 7, 8, 9, 11

Penalty #1 and 2

Pole-Bending * Individual



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.

Event

Rider may start left or right of the poles. Rider runs, turns #6 pole, bends through the poles, turns #1 pole, bends through the poles, turns #6 pole and finishes.

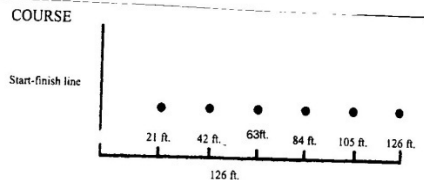
Stepping on or across the start-finish line while turning #1 pole will be a disqualification.

General Rule #12

Disqualification: #1, 2, 4, 7, 8, 9

Penalty #1 and 2

Team Poles * Team of Four



Refer to **Pole-Bending Individual**. A baton is optional.

Event

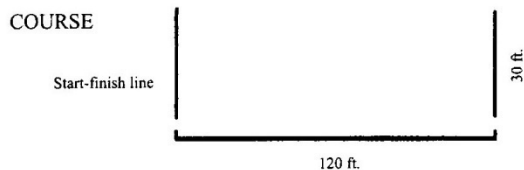
Rider with baton rides the pole-bending course, and when that rider completes the course, he passes the baton to the next rider, until all four riders have completed the course. The baton is optional; if riders use baton and baton is dropped, team may continue on for a clean ride. (Washington must use baton for a state record to count.)

General Rule #12

Disqualification #1, 2, 4, 5, 7, 8, 9

Penalty #1 and 2

Rescue Race- Two Man



A mounting line shall be marked 120 feet from the start-finish line. The mounting line shall be 30 feet long.

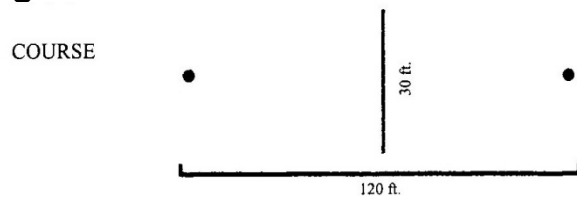
Event

Rider to be rescued stands behind the 120-foot line. 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.

General Rule #7, 14

Disqualification #1, 2, 4, 6, 7, 8, 9, 11

Figure 8 Stake Race



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.

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.

Disqualification #1, 2, 4, 7, 8, 9

Penalty #1 and 2