Please ensure you have read the SANESA general Rules and Regulations Section 1 and 2

SECTION 3 WESTERN MOUNTED GAMES

Last Updated 2 December 2024

ADDITIONAL DISCIPLINE LEAGUE: WESTERN MOUNTED GAMES DISCIPLINE SPECIFIC DISPENSATIONS, RULES AND REGULATIONS

South African Western Mounted Games Association (SAWMGA) is the National Association overseeing the Technical Discipline Rules for Western Mounted Games offered in SANESA.

Although SANESA will try to adhere to all SAWMGA Technical Discipline Rules including special dispensations noted in this document, SANESA Show Rules and Regulations will be final.

Table of Contents

1. INTRODUCTION

Western Mounted Games is the action packed, precision sport of the equestrian world. A good WMG horse does not only require the speed of a racehorse, but the turning ability of a cutting horse and the control and responsiveness of the stock horse.

Western Mounted Games in South Africa only includes the American Gymkhana Events :

*Barrel Racing	*Quadrangle	*Fig 8 Stake
*Keyhole	*Bi-Rangle	*Speed Ball
*Hurry Scurry	*Single Stake	*Big T
*Pole bending (Poles 1 & 2)	*Fig 8 Flags	*Speed Barrels

A selection of 5 events are run in each Western Mounted Games Qualifier show. At the National Competition a minimum of 10 of the 13 games are selected to be competed in over three days.

The level of a rider/horse combination is determined by the average level of times ridden and recorded through the year at Qualifier shows according to a Rating "Matrix". The "Matrix" is a timetable used to determine the level of competence of a rider.

This sport of speed and precision, evaluated with fair and accurate time-measurement, is a sport that trains and teaches all horse and rider combinations the skills needed to grow into an accurate and effective team, able to compete successful as a team (in any discipline) under all circumstances on a high standard.

It is important to note that any horse is suitable for competing successfully in this sport. The success depends mainly on the horse-rider combination with regards to level of training, precision of completing the event, changing legs efficiently, correctly judging speed and turns, etc. Well trained rider and horse combinations normally competing in show jumping, eventing, polo cross, endurance and most other disciplines are doing exceptionally well in Western Mounted Games. Thoroughbreds, Arabians, Anglo's and Boerperd horses, as well as school ponies are very popular and are holding National Records in different classes and events.

2. SANESA WESTERN MOUNTED GAMES RULES

Western Mounted Games Rules as per [SAWMGA National Technical Discipline committee rules](#), including/excluding the following:

1. There may be no cross entry of horse-rider combination between levels at any one show.
2. No horse or pony in any level may do more than 6 selected tests per day.
3. All ponies/horses are to be clean and neatly turned out.
4. A rider should enter the correct level (determined by the Rating Matrix according to times ridden) and will not be allowed to compete in an incorrect level.
5. The onus is on the rider to ensure that he/she and his/her horse/pony are correctly registered and have entered in the correct classes to be considered for grading points.
6. Horses must be numbered/identified as per SAWMGA rules.

3. WESTERN MOUNTED GAMES DISPENSATIONS/DIRECTIVES GIVEN TO SANESA:

1. Horses and ponies may compete together in all classes.
2. **NO horse or pony may compete in the same class with two different riders.**
3. Level 0 - 7:   Riders may compete on any suitable horse/pony.
   Riders may compete in School attire as per other disciplines.
   Any suitable saddle may be used.
   A snaffle bridle and martingale may be used.
   Riders may ride with two hands regardless the age of the horse.

4. PRIMARY SCHOOLS WESTERN MOUNTED GAMES LEAGUE

1. **Rising Star Classes**
   a. Level 0 – Lead Rein: Walk and jog only Based on times as per the SAWMGA rating matrix
   b. Level 0 – Off Lead: Walk and jog only Based on times as per the SAWMGA rating matrix
   c. A rider–can only participate in the Rising Star Challenge until the first time he/she has been bumped to a higher level. Thus, no rider will be allowed to return to Rising Star Classes if they were bumped to a higher level for any Show in the past. No rider who participates at a higher

level can cross enter in Rising Star classes on an additional Horse/Rider combination. Rising Star classes are solely for new riders.

2. **Normal Classes**
   a. Level 1: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 1
   b. Level 4: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 2
   c. Level 5: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 3
   d. Level 7: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 4

5. HIGH SCHOOL WESTERN MOUNTED GAMES LEAGUE

1. **Rising Star Classes**
   a. Level 0 – Off Lead: Walk and jog only Based on times as per the SAWMGA rating matrix A rider can only participate in the Rising Star Challenge until the first time he/she has been bumped to a higher level. Thus, no rider will be allowed to return to Rising Star classes if they were bumped to a higher level for any Show in the past. No rider who participates at a higher level can cross enter in Rising Star classes on an additional Horse/Rider combination. Rising Star classes are solely for new riders.

2. **Normal Classes**
   a. Level 1: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 1
   b. Level 4: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 2
   c. Level 5: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 3
   d. Level 7: Based on times as per the SAWMGA Rating Matrix Equivalent to SAWMGA Level 4

6. WESTERN MOUNTED GAMES TIMES/LEVELS MATRIX

WESTERN MOUNTED GAMES RATING MATRIX South African Western Mounted Games (SANESA Classes)

Official Rating Matrix (measured in 1/1000 seconds)

Event	Level 0 Time >	Level 1 Time <=	Level 4 Time <=	Level 5 Time <=	Level 7 Time <=
Barrel Race	28.971	28.971	24.361	22.213	21.155
Bi - Rangle	20.642	20.642	18.088	16.756	15.589
Big T	22.767	22.767	19.893	18.043	16.794
Fig 8 Flags	27.610	27.610	21.107	17.498	14.726
Fig 8 Stake	16.472	16.472	14.198	13.182	12.395
Hurry Scurry	19.736	19.736	14.814	12.855	11.474
Keyhole	13.183	13.183	10.497	9.251	8.493
Poles I	16.811	16.811	14.814	13.105	12.057
Poles II	34.667	34.667	29.954	27.358	25.386
Quadrangle	29.838	29.838	26.006	23.886	22.344
Single Stake Race	14.677	14.677	12.338	11.414	10.594
Speed Ball	13.906	13.906	10.891	9.439	8.635
Speed Barrels	15.557	15.557	12.853	11.910	11.048