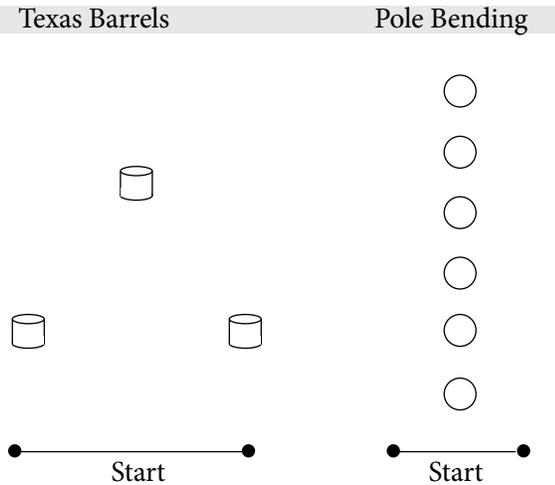


1 GAMING ADVANCEMENTS

1. Use the diagrams below to draw the courses for Texas Barrels and Pole Bending. Use different colors to show the different acceptable routes for each event. Indicate the distances between the barrels/poles.



2. When does a rider need to acknowledge the judge in a gaming event?

3. Name four pieces of clothing or tack that are required in Western Games.

- 1.
- 2.
- 3.
- 4.

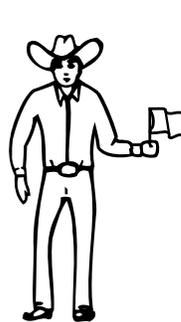
4. What four basic skills should all horses be able to perform before gaming training begins?

- 1.
- 2.
- 3.
- 4.

5. Name six ways a rider could be disqualified from an event in Western Games.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

6. Identify the meaning of the following judge's signals.



Congratulations! You have successfully completed Level 1 of the Gaming Advancements!

_____ has satisfactorily completed all of the above gaming elements and has, therefore, completed Level 1 of the Oregon 4-H Gaming Advancements.

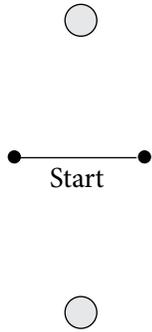
Name of Club Member

Leader's Signature: _____ Date Approved: _____

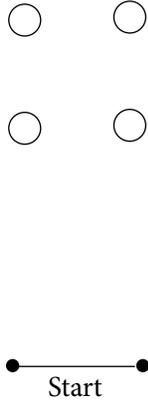
2 GAMING ADVANCEMENTS

1. Use the diagrams below to draw the courses for the Figure 8 Stake Race and Key Race. Use different colors to show the different acceptable routes for each event. Indicate the distances between the poles.

Figure 8 Stake Race



Key Race



2. What are three reasons that a re-ride would be permitted?

- 1.
- 2.
- 3.

3. Describe how to properly come out of a turn and why that is the proper way.

4. What three things are stressed in all Western gaming classes?

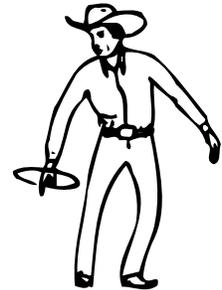
- 1.
- 2.
- 3.

5. Name two types of bits that are allowed in Western gaming classes that are not allowed in Western Equitation.

- 1.
- 2.

6. Describe how to properly acknowledge a judge after completing the course in a gaming event.

7. Identify the meaning of the following judge's signals.



Congratulations! You have successfully completed Level 2 of the Gaming Advancements!

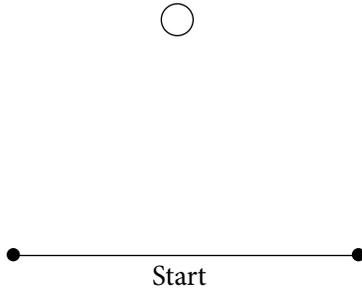
_____ has satisfactorily completed all of the above gaming elements and has, therefore, completed Level 2 of the Oregon 4-H Gaming Advancements.

Name of Club Member

Leader's Signature: _____ Date Approved: _____

3 GAMING ADVANCEMENTS

1. Use the diagram below to draw the course for NSCA Flag Race. Use different colors to show the different acceptable routes for the event. Indicate the distances between the start-finish line and the barrel.



2. Why should you avoid holding on to the cante when turning or stopping?

3. Describe what a pocket is and why it is important for a turn.

4. Name three arena safety rules.

- 1.
- 2.
- 3.

5. Describe an appropriate barrel to use in gaming events. Be sure to mention weight, size, and any other required factors.

6. What is the most important aspect of the Western gaming program?

7. Identify the meaning of the following judge's signals.



Congratulations! You have successfully completed Level 3 of the Gaming Advancements!

_____ has satisfactorily completed all of the above gaming elements and has, therefore, completed Level 3 of the Oregon 4-H Gaming Advancements.

Name of Club Member

Leader's Signature: _____ Date Approved: _____