

Rules for RRVHSA Barrel Race



August 1, 2015



1. RRVHSA Board of Directors/President have/has the final say on all rulings.
2. Western attire will be required by all contestants while in the arena. Long sleeve shirts, boots, and cowboy hat or helmet. There will be a \$5 hat fine if your hat comes off in the arena payable when you get your hat back.
3. Exhibitions will be limited to 60 seconds per each one sold. If a contestant goes over 60 seconds they will be fined \$25 as soon as they exit the arena. Limited number of exhibitions will be sold.
4. The barrel race will be ran rain or shine. The RRVHSA board has the right to pause the run if conditions become too dangerous but will continue once the weather improves. For anyone that decides to draw out due to any reason will not be refunded.
5. Contestants have 2 minutes to get in the gate from the time their name is first called. Riders will be called 3 times within the 2 minute time limit and if the contestant is not in the arena within 2 minutes the rider will be disqualified. Contestants may mount inside the arena if they have trouble getting their horse in the arena but must start their run within 2 minutes or they will be disqualified. No refunds for disqualified contestants.
6. No schooling is allowed in the arena. You will be fined \$25 for circling a barrel an extra time.
7. Open and Youth Barrel classes will be on the 4D ½ second split (winner, 0.5, 1.0, 2.0). Tipped barrel will result in 5 second penalty per barrel.
8. Derby and Senior Sidepot Barrel classes will be on the 2D ½ second split (winner, 0.5). Tipped barrel will result in 5 second penalty per barrel.
9. Futurity Barrel classes will be on the 2D full second split (winner, 1). Tipped barrel will result in 5 second penalty per barrel.
10. Pole Bending will be a 3D full second split (winner, 1, 2). Tipped pole will result in 5 second penalty per pole.
11. All classes (with the exception of PeeWee) will have a 75% payback, with an additional 5% of all entries being donated to a local cancer patient.
12. A NSF check written to the office will result in a \$50 fine.
13. Payouts will be on the 4D NBHA format
14. There will be \$2000 added money for the barrel race. \$1500 will be going towards to open, \$250 to the youth and \$250 to the poles.
15. Top Gun Cowgirl/Cowboy award will be an all-around award given to the top cowgirl or cowboy that competes in poles and both open barrels runs. The contestant with the fastest total time will be your Top Gun Cowgirl/Cowboy. In an event of a tie the runner with the most money earned during the day will be your Top Gun, if the money in the exact same there will be a coin toss (best 2 of 3) done with both contestants present. No award will be mailed out so winner must be present.
16. Sponsorships will be worked on to cover the cost of the added money and to gain more money and prizes. Additional awards may be given out and decided upon throughout the planning of the run and based on sponsorships.
17. In the event of a timer malfunction, the rider will be given the option of a re-ride. All re-rides must be completed at the end of the class. Any penalty incurred on the original run shall not be applied against the rerun; however, any penalty occurring on the rerun shall result in a 5 second penalty, per barrel or pole.
18. The arena will be dragged every 5 runners and big dragged every 50 runners with a big drag before each new class.
19. Riders must compete in the order of the draw. Riders running out of turn will be disqualified. Exceptions can be made by directors only.
20. A horse may not be ridden more than once in a class. The exception will be the Pee Wee class. Pee Wee class rules: Only 2 riders may use the same horse for this event.
21. Class divisions are as follows: Open class = open to all, except PeeWee. Youth = 17 & Under, except Pee Wee. Pee Wee = 8 and under. If you ride in PeeWee, you cannot ride in the Open or Youth Barrel classes; they may ride in Open Poles.
22. Riders who purchase a spot from another rider in the draw assume the original rider's position in the draw.
23. In the event of a grounds crew error, all riders involved will be given the option of a re-ride. Re-rides will be completed at the end of the draw.