

HLP Buckle Series Rules

1. Points will be kept on a rider/horse team. At the end of the series in the event of a tie the riders will have the option to flip a coin, draw a card or run for the fastest time.
2. Ground will be raked every 5 riders
3. There is not a minimum race requirement to qualify for buckles
4. Any time a contestant crosses the starting line, time will begin.
5. A contestant will be given a "no time" for missing the pattern.
6. A contestant will be disqualified for running out of turn. It is the contestant's responsibility to know his/her draw position.
7. A contestant will be given a "no time" for knocking over a barrel. A "no time" will also be given if a barrel is knocked over and it sets up again on either end. Touching a barrel, including keeping it from falling, is permitted without penalty.
8. A contestant will be given a no time if the horse falls, if equipment fails, if the rider falls off or if the horse breaks forward motion at any time during the run.
9. If a barrel/pole is moved off its marker during competition, the barrel/pole will be reset prior to the next competitor's run.
10. Contestants may ride any horse, regardless of ownership, and may ride as many horses as they choose in a class. However, a horse may not be ridden by more than one person in a class.
11. Only one horse may be in the arena at any time during competition.
12. The draw shall be done in a random manner (computer, shuffling cards, drawing numbered chips, etc.) All horses in the draw must be named. Riders with multiple entries must ride their horses in the position in which they draw up. For riders riding more than one horse a second draw may be given if the first draw is too close together (this is at the coordinators discretion). Once set, the draw may not be changed. The draw may not be changed to give preference to any rider or to accommodate another commitment of a particular rider such as work or another barrel race.
13. Reruns shall be granted if the timer fails to work properly. 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 no time. You have the option to run at the end of the rake or at the end of the class.
14. Points will be awarded in all divisions on a 10,9,8,7,6,5,4,3,2,1 basis for 1st place through 10th place.
15. Riders/Owners will forfeit any payouts not collected by winners within 30 days of the last race in the series.
16. Horses will be allowed help when entering the arena as long as it is done in a safe manner. No running horses through the entry/exit gates.
17. At the coordinators discretion, a rider may be disqualified for horse abuse, unsportsmanlike conduct, lack of control or unsafe situations.
18. Time will not be given for major tack changes, please be prepared.
19. All riders must wear boots with a heel of ½" or greater, long pants and use a western type saddle.
20. No running in the warm up arena or parking lot.
21. Pee Wee riders are only allowed to ride in the Pee Wee class.
22. The use of profanity or abusive language by any contestant will result in disqualification from that event and could result in disqualification from the entire series.
23. Any act of discourtesy or disobedience toward any HLP Official/Board or Committee Member, in and out of the arena, will result in disqualification for the duration of the event. It could also result in removal from all HLP events and activities for the remainder of the year.
24. All Horse Lovers Park rules must be followed. The HLMC code of conduct will be enforced.