



# Rules & Guidelines

The mission of Classic Barrel Racing is to promote the sport of barrel racing among both professional and amateur barrel racers based on a 4D and 5D format. 1D being the fastest time of the race. 2D is .5 seconds added to the fastest time. 3D is the fast time plus 1.0 second and the 4D is fastest time plus 2.0 full seconds. A 5D format shall be set up at all .5 second increments.

**Riders may not compete on the same horse in the same division.**

**Draw and Draw Order:** You must compete on the horse in IT'S DRAWN ORDER. ~~If a contestant misses their run they have an option to run at the end of the event, no guarantee on ground placement, meaning if the last rider of the event was 3<sup>rd</sup> out on the ground the contestant making the re-run would then be 4<sup>th</sup> out and so forth, there is a \$25 fine to the contestant that misses their drawn run and is requesting a re-run.~~

**Dress Code/Western Attire** (if required at event): WPRA standard dress code: Long sleeve shirts that are collared and have either buttons, snaps or full length zipper on the front of the shirt, jeans/pants, western boots and western hat or helmet (\*a fedora is NOT a cowboy hat.)\* ***Hats lost in the arena will result in a \$10 fine. You will need to visit the office to collect your hat and pay your fine.***

**Sportsmanship:** All contestants and their family members are expected to display good sportsmanship at all times. All decisions by the race director are FINAL. Absolutely zero abuse of any horse will be tolerated. The minimum fine for abuse will be \$100 and you may be asked to leave the race. Abusive behavior will be determined by the race operators. No electronic training devices are allowed in the arena for any reason.

**Draw Outs/Refund Policy:**

If you need to draw out of the event you must do so by the Wednesday prior to event by 6pm, 30% of fees will remain due unless you have a vet/doctor note, in that instance no fees are due and a refund will be provided (vet/doctor note must be provided by the Wednesday prior to event by 6pm). If drawing out after the Wednesday prior to event, regardless of vet/doctor note, contestant will only receive 70% refund, if no vet/doctor note is provided there will be no refund. Once the race starts refunds will be at the discretion of Classic Barrel Racing Management with a maximum refund of 70% of fees, thank you. Please Note: If paid via credit card the 3% processing fee is NON refundable, thank you. All draw outs must be EMAILED to [Spring@ClassicBarrelRacing.com](mailto:Spring@ClassicBarrelRacing.com) Horse substitutions must be made prior to your run in the show office. Please Note: Some races have specific rules, this policy may vary from race to race.

**Qualified Run:** To receive a time YOU MUST MAKE A COMPETITIVE RUN! This means, if you pull up, you will not receive a time.

**Knocked Over Barrels:** Results in a no time.

**Electric Eye:** If the electric eye fails during a rider's run the barrel racer has the CHOICE of a re-run or receive a refund. It is up to the barrel racer to contact office staff and make it clear as to if they will take the re-run at the end of the race on clean ground or receive a refund. A



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knocked down barrel during a run in which the timer fails WILL be carried forward, in this instance the contestant may re-run, but their down barrel will carry forward resulting in a no time.

**Start of Pattern:** A rider will have 1 minute from the 1st call by the announcer to start the pattern, making an honest attempt to do so. After 1 minute from the first call, the rider will receive a no time.

**NSF checks** will result in a \$50 fine and the contestant being put on an ineligible list.

**Payout/Check Processing:** We will make every effort to have the payout checks ready for pick-up 30 minutes after the last rider in the race runs. Checks that are not picked up will be mailed the following week.

**Average:** Method 1: This method uses a pretty standard rule for averaging, which is: "To figure the average of 2 races: 1st Division = Contestant with the Fastest Combined time. 2nd Division = Fastest Combined Time + 1 second. 3rd Division = Fastest Combined Time + 2 seconds. 4th Division = Fastest Combined Time + 4 seconds.

**Awards:** Contestants must be present or have a representative present to pick up awards, we will not hold or ship awards.

## **Rights of Classic Barrel Racing**

Classic Barrel Racing, LLC reserves the right to refuse membership and/or service. Classic Barrel Racing also reserves the right to change, edit, delete or make exceptions to the rules based on the decision of management to best serve its contestants well-being.