

## Ponies in the Park

### Progressive Barrel and Pole Rules

This series is run by volunteers and relies on participants and their friends and families to help create a successful event.

We appreciate your help.

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. All riders/handlers must have a day pass or a park member to ride/handle horses on park grounds.
3. Cash only for entries - we payback 70% in cash. HLP memberships can be paid for with a check.
4. Ground will be raked every 5 riders
5. To qualify for awards the rider/horse team must ride in 6 out of 10 races.
6. Any time a contestant crosses the starting line, time will begin.
7. A contestant will be given a "no time" for breaking the pattern.
8. A contestant will be disqualified for running out of turn. It is the contestant's responsibility to know his/her draw position.
9. A contestant will be given a 5-second penalty for knocking over a barrel or pole. A "no time" will also be given if a barrel or pole is knocked over and it sets up again on either end. Touching a barrel or pole, including keeping it from falling, is permitted without penalty.
10. A contestant will be given a no time if the rider falls off or if the horse breaks forward motion at any time during the run.
11. If a barrel/pole is moved off its marker during competition, the barrel/pole will be reset prior to the next competitor's run.
12. 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 shown by more than one person in a class.
13. Only one horse may be in the arena at any time during competition.
14. 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.
15. 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 will be applied to your time. You have the option to run at the end of the rake or at the end of the class.
16. 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. Participants placing higher than 10<sup>th</sup> place or a no time will receive 1 point for participation.
17. 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.
18. At the coordinators discretion, a rider may be disqualified for horse abuse, unsportsmanlike conduct, lack of control or unsafe situations.
19. Time will not be given for major tack changes, please be prepared.
20. All riders must wear boots with a heel of ½" or greater, long pants and use a western type saddle.
21. No running in the warm up arena or parking lot.

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, Committee Member or staff, 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.
25. All dogs must be on a leash at all times.

## **Qualifying Run and Progressing**

26. One qualifying run shall be made to determine class placement.
27. If a penalty is incurred during the run, the horse/rider team shall be placed in the appropriate class based on their time without the penalty.
28. If the pattern is broken during the qualifying run, the horse/rider team may re-run at the end of the qualifiers to receive a qualifying time or at the next race.
29. After the 2nd progressive run the horse/rider team will move into the class in which they qualified. In the event the horse/rider team received 2 times in 2 different progressive classes they shall progress to the next slowest class in which they qualified.
30. Riders must qualify on any new horse that is entered at any time during the series.
31. It is possible for a rider to skip a class if they have two times warranting this placement.
32. Progressive times will be noted on the time sheet.
33. If a horse is critically injured or passes and documentation is provided a new horse may be used for the remainder of the season with points kept from original horse. The rider with new horse must requalify to be placed in the appropriate class.
34. If horse/rider combo have not run in 2 consecutive years they are required to requalify.

## **Payouts**

35. 70% payout for all divisions in barrels, poles and 4D. We must have a minimum of 10 riders for the 4D to run. Times cannot be carried from the progressive series to the 4D sidepot.
36. Riders/Owners will forfeit any payouts not collected by winners within 30 days of the last race in the series.
37. Cash payout

## **Times**

### **Barrels:**

- AAA - 17.499 and faster
- AA - 17.500-18.499
- A - 18.500-19.499
- B - 19.500-20.499
- C - 20.500-21.499
- D - 21.500-22.499
- E-22.500 and slower

### **Poles:**

- A - 22.000 and faster
- B - 22.001-24.500
- C - 24.501-26.000
- D - 26.001-27.500
- E - 27.501 and slower