

# Rules for the Rose Palace Run Open 5D Barrel Race

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## How to enter the Rose Palace Run Open 5D Barrel Race

1. There are two ways to enter: online entry and on site entry.
2. There are three races to enter:
  - a. Warm Up Race Open 5D race with \$1000 added and \$35 entry fee
  - b. Main Race 1 Open 5D race with \$2000 added and \$45 entry fee
  - c. Main Race 2 Open 5D race with \$2000 added and \$45 entry fee
3. This race has a one-time \$20 office fee per rider.

## Do you accept late entries?

Entries for the pre-entry draw must be paid by September 25, 2017. Entries received after this date will not be included in the pre-entry draw which will be posted on Monday, September 25, 2017. Online entries will be accepted until 10:00 AM on Friday, September 29. On site entries will be accepted until the last 25 runners for the Friday Warm Up Race, Main Race 1 and Main Race 2.

## What if I need to draw out?

1. Draw-out deadline is 10:00 AM CDT on Friday, September 29, 2017.
2. To draw out, email [info@twistedersistersproductions.com](mailto:info@twistedersistersproductions.com) to receive a refund.
3. The draw-out refund is for entry fees, stall fees, and RV fees, less a 25% service charge. The office fee and 5% credit card fee will not be refunded.
4. After the deadline, no refunds will be given for any reason.
5. Draw-out refunds will be issued by November 1, 2017.

## What is the format for the Open 5D races?

1. All three races will be run in a 5D format with ½ second splits.  
  
1D = fastest time of the race  
2D = fastest time of the race plus .5 second  
3D = fastest time of the race plus 1.0 second  
4D = fastest time of the race plus 1.5 seconds  
5D = fastest time of the race plus 2.0 seconds
2. If all placings in a division are not filled, remaining places will be divided equally in that division.
3. If a division is not filled at all, the checks will be split among the other divisions.

## How do the age incentives work?

1. There are 3 age incentives. Youth 18 & under, Adult 19-49, and Senior 50+.
2. Age will be based on the age of the contestant on 1/1/17.
3. Entry fee is \$20 and entry into incentives is optional.

4. 4D format with half second splits.
5. 80% progressive payback.
6. You must enter incentives up to two hours before your run.

### How does the 1D Bullseye incentive work?

1. Entry fee is \$100 and entry is optional.
2. It will be paid out as a straight race.
3. 5 entries are required for the incentive to make. If we don't receive 5 entries, we will refund your money.

### How do I reserve stalls and RVs?

1. You may reserve stalls and RVs when you submit your entry online or by mail. There are 40 RV spaces (water and electricity only) and over 500 stalls available for rental.
2. Stall office is open 24 hours for stall and RV check in.
3. Shavings must be purchased from the arena for \$10.00 per bag. **No outside shavings are allowed.**
4. No portable panels or tying horses to the trailers overnight is allowed.
5. Nightly stall rental is available for \$30/night per stall. Weekend stalls rentals are for Thursday – Saturday nights for \$55 per stall.

### What is the pricing for stalls and RVs?

#### Stall Pricing

Stalls are \$30/night or \$55 for the weekend (Thursday through Saturday night).

#### RV Pricing

RVs are \$65 for the weekend (Thursday through Saturday night).

### Are you having exhibitions?

Exhibitions will be sold at the office at 3:00 PM Friday, September 29 for \$5.00 each.

### What is the payout for the Open 5D races

Payout will follow Better Barrel Races rules. <http://www.betterbarrelraces.com/pages/rules.htm>

## How does the average work?

The times for each horse and rider combination from Main Race 1 and Main Race 2 will be averaged. The fastest average time will be the 1D average winner. Average winners for the remaining Ds will be figured based on the fastest average time.

1D = Fastest (Main Race 1 Time + Main Race 2 Time) / 2

2D = Fastest 1D average time + .5

3D = Fastest 1D average time + 1.0

4D = Fastest 1D average time + 1.5

5D = Fastest 1D average time + 2.0

## How will substitutions work?

### Horse name and substitution

You must provide a name for your horse two hours before your run in the race you are entered. Registered names are preferred. You cannot use the name horse 1, horse 2 etc.

You may substitute a horse, but if the horse is already entered you cannot change draw position or run the horse in the same section. Any horse substitution must be made using the Change form two hours before your horse runs in the race you are making the change. All horse changes must be submitted on a Change Form.

### Rider substitution

Any rider substitution must be made using the change form two hours before your horse runs in the race you are making the change.

### Can I sell my run #s to someone else?

Selling a run is not allowed. You have to draw out completely. If there are spots still available, they can enter as a new entry.

## Do I need to check-in?

Upon your arrival, you must check in at the Stall Office for any stalls or RVs. It is not necessary to check-in with the Event Office concerning your entry, but we encourage all contestants to visit the area outside of the Event Office to confirm their race positions with the draw sheets that will be posted and to check all incentives. Draw numbers for your entry can also be found on [www.sarosepalace.com](http://www.sarosepalace.com) prior to the event.

You will need to check in with the gate man and be in the holding area five horses before your run. Failure to do so will result in a disqualification. The gate man will be located next to the alleyway going into the arena. Contestant's name will be called by the gate man three times, if the contestant is not **in the arena** by the third call, they will be disqualified. Only one horse may be in the alleyway at any time. Remember - the three official calls come from the gate man not the Announcer.

## **Do I need to provide coggins and health papers?**

You must have a current coggins on each horse you bring on the grounds. You must have current health papers if you are from out of state.

## **Are we required to be in dress code for the races?**

Full dress code is required for the September 29 & October 1 Main Races in the Rose Palace Run.

Helmets are not required but all contestants are encouraged to wear one. Anyone not wearing the proper attire in the arena will be assessed a \$10 fine.

## **Other general rules**

### **Sportsmanship**

All contestants and their family members are expected to display good sportsmanship at all times. No level of abuse toward any animal at this event will be allowed. Foul language, misconduct, or abusive comments spoken to any contestant, spectator, staff member, or arena personnel will result in immediate contestant disqualification and no refund of entry fees. Contestants are also responsible for traveling companions and their family members.

### **Photos and videos**

The San Antonio Rose Palace photographs and videotapes each contestant's individual run. These photos/videos are the property of The San Antonio Rose Palace and decisions made by The San Antonio Rose Palace management as a result of viewing photos and/or video are final.

### **Returned checks**

There is a \$40 service charge on all returned checks from the bank, for any reason. If a check is not replaced with a cashier's check or money order within 30 days after the check is dated, the contestant will be put on the "ineligible" list.

### **Dogs**

Dogs must be on a leash at all times.

### **Vendors**

Vendor Forms are available on [www.sarosepalace.com](http://www.sarosepalace.com). There shall be no selling of any type of merchandise or professional service on the arena grounds, in stalls, or at trailers without a vendor contract with The San Antonio Rose Palace.

### **Time begins**

Any time a contestant crosses the starting line, the time will begin.

### **No time**

A "No Time" will be given to the contestant for the following reasons:

1. If the contestant "circles" their horse after entering or exiting the arena. The arena area begins past the plane of the alley.
2. If the contestant breaks or misses the barrel pattern.
3. If the contestant runs out of turn. It is the contestant's responsibility to know their draw position.
4. If a contestant knocks 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.
5. If the contestant's horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse after entering past the plane of the alley
6. Unable to get horse in arena in 60-second time limit.
7. If a horse stops forward motion.

### **Time limit**

If a contestant is in the holding pen and attempts to enter the arena, but is unable to get the horse down the alleyway, then the gate man, after the second call, will give the rider 60 seconds to enter the arena. At the end of 60 seconds, if the horse has not broken the plane at the end of the alleyway into the arena, then the rider will be disqualified. (The reason for this rule is the safety of the contestant, the other contestants in the holding area and the employees.)

### **Barrel moved**

If a barrel moved off its marker during competition, the barrel must be reset prior to the next competitor's run.

### **Horse and rider rule**

Contestants may run any horse, regardless of ownership, but horse can only be run 1 time per section.

### **Horses in arena/alley**

Only one horse may be in the arena, or alleyway, at any time during competition. (The reason for this rule is the safety of the contestant. Accidents can occur where the assisting horse gets in front of the contestant horse and the contestant horse then decides to go and runs into the assisting horse.)

A horse can be assisted to the mouth of the alley, but persons on foot are not allowed in the alley or the arena once the horse and rider have entered. The gate man will enforce these rules implicitly.

### **Re-runs**

Re-runs shall be granted if the official and backup timer both fail to work properly, unless a barrel has been turned over resulting in a no time. If the barrels are not placed properly on their markers, a rerun shall also be granted without any penalties being applied; however, any penalty occurring on the rerun shall result in a no time.

### **Training in arena**

Contestants who are given a no time, either for breaking the pattern or for knocking down a barrel, may complete the pattern. However, show management may, at its discretion, ask a rider who is taking excessive time to train to leave the arena immediately. If such request is not complied with, a \$25 fine may be assessed.

### **Fastest run possible**

Contestants must attempt to make the fastest run possible. Any obvious attempt to "pull up" or pace their run may result in the following penalties- 1st Offense - Warning, 2nd Offense - \$50 fine, 3rd Offense - one year on the "ineligible" list at The San Antonio Rose Palace events.

### **Tie for prizes**

If any contestants' times are tied, the prize money will be split equally. We will flip a coin to determine who wins prizes.

### **Payout requirements**

To receive your money, a completed W-9 must be on file prior to competition or payout will be delayed or even forfeited.

### **Fines**

Fines must be paid prior to collecting winnings.

### **Disqualifications**

Any act deemed prejudicial to the best interests of The San Antonio Rose Palace may result in the disqualification of the contestant, with no refund of entry fees. The contestant may also be placed upon the "ineligible" list for The San Antonio Rose Palace. These acts may include but are not limited to the following:

Using abusive or intemperate language or attempting to threaten, bribe, influence, or harass any contestant, spectator, staff member, or Arena Personnel. Also, any remarks made with the intent to cast aspersions on the character or integrity of a staff or management member.

- Moving or attempting to move markers at any time.  
Use of electronic and/or remotely controlled devices to alter the outcome of a run.
- Abuse of a horse in any way either on the ground or in the saddle. No whipping a horse from the ground by a bystander.
- Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
- Competing while under the influence of drugs or alcohol.
- Misidentifying a horse in any The San Antonio Rose Palace barrel class.
- Misidentifying a rider in any The San Antonio Rose Palace barrel race class.
- Other conduct that is not in the best interest of The San Antonio Rose Palace, or its contestants.



- Failure to make good on a returned check to The San Antonio Rose Palace or to any other association which has a cooperative agreement with The San Antonio Rose Palace on the returned checks.
- The San Antonio Rose Palace at their sole discretion shall have the authority to disqualify or deny entry to any horse they deem dangerous to the rider, or to other individuals, animals or property.

### **Safety**

Safety is a prime objective at this barrel race. If you have a horse that could be dangerous to yourself, other contestants, or other horses, DO NOT come to this barrel race. Any horse or contestant deemed to be dangerous by the management of The San Antonio Rose Palace will be disqualified and entry fees will not be refunded.

### **Rules**

The management of The San Antonio Rose Palace reserves the right to create any new rule, or modify any existing rule, in order to better the sport or this barrel race. Please note that the rules appearing on the boards at the event take precedence over the web site and any other postings.

### **Postponement of event**

The San Antonio Rose Palace reserves the right to postpone any barrel race due to a natural or manmade disaster. Any monies collected will be refunded. If any event is postponed, we will reschedule it for a future date. No postponement, or cancellation, will be made due to a lack of entries.