

## **2017 OLD FORT DAYS BARREL RACING RULES (FUTURITY & SUPER DERBY)**

1. Horses must be checked in by **May 23<sup>rd</sup>, 2 p.m.** Failure to check-in by the deadline will disqualify your horse from competition. Horse must have original registration papers, current coggins and health papers (if out of state). An official identifier designated by Old Fort Days, whose decision will be final, will check papers and visibly inspect each horse. **Original horse papers must show and list all identifying marks and current owners.** Finalists will be required to present the original papers at the office when you fill out your tax papers.
2. Horses must be checked-in and numbered before the first scheduled day of Futurity and Derby exhibitions.
3. Futurity and Derby exhibitions exceeding 60 seconds will be subject to a \$100 fine. All fines must be paid prior to competing in the trials.
4. Horses must meet Arkansas State Animal Health Requirements.
5. Twenty percent (20%) of the purse is deducted for advertising, promotion and production.
6. The fastest five Futurity times and the fastest five Derby times in the Consolation Race will advance to the finals. The five runs advancing to each finals will use their Consolation qualifying time for run placement in the finals.
7. Contestants must wear long sleeve shirts, long pants, western hat or helmet and boots during their competition. Shirt sleeves must be fully extended and fastened.
8. Contestants must have a western hat/helmet on their head when entering the mouth of the arena or they will be subject to disqualification.
9. Contestant must be ready to compete when their name is called. The announcer will make three attempts calling your name prior to disqualification.
10. There will be **NO** reruns given if horse falls or is pulled up by the rider.
11. There will be one judge whose decision will be final.
12. Contestant must enter the arena and proceed straight to the first barrel. Once inside the arena contestant cannot stop and/or circle the horse before starting line or it will result in disqualification.
13. Contestants must enter the alley closest to the first barrel and exit using the opposite alley. Contestants also need to notify gate person which alley they intend to use.
14. Reruns shall be given if a timer fails to work or if barrels are not placed properly on markers. No penalties will carry over to reruns. Contestants shall be given the choice to rerun immediately or at the end of the class.
15. No reruns will be given due to a malfunction related to a contestant's equipment.
16. In the event of a tie for last place to the finals, both runs will be taken back to finals. If there is a three way tie for last place, there will be a run-off one hour following the end of the trials.
17. If a horse qualifies for the finals and does not run in the finals, the horse will be awarded last place or will split with other no-times in the finals.
18. **Any horse that is found in a stall that has not been assigned to that horse** will be removed by the Old Fort Days Committee and locked up. A charge of \$100 will be assessed and must be paid in cash before the horse will be released and be eligible to compete in the Futurity or Super Derby.
19. For safety reasons, no electric cords will be allowed to lie on the ground in any area used or traversed by horses.

20. Any unauthorized person caught moving portable stall panels or keeping a horse in an area constructed in any part with Old Fort Days panels will be subject to disqualification from competing in the Old Fort Days Futurity or Super Derby.
  21. All vehicles will park in areas designated by the Committee.
  22. All contestants are required to put their trailer and/or portable pens directly in front of or behind their vehicle. No one will be allowed to take up more than one parking place.
  23. Damage willfully caused to any property, i.e. stalls, barns, etc., of the Old Fort Days Committee, its lesser or subcontractors, shall be paid for by the contestant or its representative before being allowed to continue in any participation in Old Fort Days.
  24. All dogs must be carried or on a leash while on the grounds. No dogs will be allowed in the arena or during trials, Consolation Race, and finals.
  25. In the interest of safety for our patrons, employees and contestants, anyone operating a motor vehicle (including golf carts and motor scooters) in an unsafe manner may be asked to vacate the premises and disqualified from competition.
  26. Any questions or dispute which may arise during the course of the Futurity or Super Derby not covered by the above rules will be decided and settled by the Chairman whose decision will be final.
26. I(we) hereby make application to enter horse(s) in the Old Fort Days Barrel Futurities & Derby are subject to rules herein. Rules all of which I (we) have read, and agree to the provisions contained therein as part of this contract. I (we) hereby release the above from any claim to loss or harm to myself rider, employees, horses and / or equipment. Nomination forms must be signed.  
Make checks payable to Old Fort Days Barrel Futurity