



RULES AND GENERAL GUIDELINES

Registration, Nominations and Incentive add-ons

WWP allows entries until the last horse runs at all events. For late nomination and incentive add-ons, must be paid at the show office at least 25 runs before your draw run. Late exhibitions are allowed at select events, \$5 each.

Rider or Horse Substitution

You may substitute a horse or rider/change, however if the horse is already entered you cannot change draw position. Any horse changes or rider substitution must be made with the show secretary, in writing before the first horse runs.

Incentive Class and Payouts

Incentive Races are side pots with carryover time from the event main race. You make one run per race and that run/time carries over from the events main race to the Rider's Incentive Race. Incentive Race Results will be determined after Main Race results and office work is completed. Incentive Races will be a 3-D format (1/2, 1/2, whole split between divisions), with 80% progressive payback. If all places in a division are not filled, the unpaid moneys will be divided proportionately between all divisions. Adult Incentive: ages 19 – 49, Senior Incentive: ages 50+, Youth Incentive: ages 18 & Under

Horse and Rider Rule

Contestants may run any horse, regardless of ownership. You CANNOT run a horse 2x at a single race. You must run your horse in the order you drew up. If running out of order or running a horse 2x you will be DISQUALIFIED! Contestants switching draw positions on their horses will receive a NO TIME. If a contestant runs out of turn; they will receive a NO TIME.

Dress Code

For events with Dress Code: Contestant's appearance must be neat, clean and professional. All contestants must wear a long-sleeved collared shirt with sleeves rolled down and tucked in, long pants without holes, western hat (helmets are accepted) and cowboy boots. Caps are not permitted.

Vet-Out

You will be allowed to Doctor release or Vet Out of a show if done so in writing by Noon the day prior of event entered. You will receive all your entry fees back; with the exception of the processing fee.

Turn Out Rules

Contestant shall identify themselves in the holding area five horses before their run. Failure to do so will result in a scratch without refund. Contestant's name will be called three times, if the contestant is not in the arena by the third call, they will be scratched.

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, after the second call, 60 seconds will be given to the rider 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 the rider will be disqualified.

Horses in Arena/Alley

Only one horse may be in the arena, or alleyway, at any time during competition. 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. There will be no whipping of a horse from the ground in the holding pen area or alley entrance.

Re-Runs

Re-runs shall be granted if the timer 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 re-run shall also be granted without any penalties being applied; however, any penalty occurring on the re-run shall result in a no time.

No Time

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

- If the contestant "circles" their horse after entering or exiting the arena.
- If the contestant breaks or misses the barrel pattern.
- If the contestant runs out of turn. It is the contestant's responsibility to know their draw position.
- 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.
- 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

- Unable to get horse in arena in 60-second time limit.
- If a horse stops forward motion.

Sportsmanship

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

Returned Checks

There is a \$35 service charge on all returned checks from the bank, for any reason. Check must be replaced with a cashier's check or money order within 30 days after the check is dated.

Vendors

There shall be no selling of any type of merchandise or professional service on the arena grounds, in stalls, or at trailers without contacting WWP.

Pay-outs

Prizes and checks must be picked up at the race.

Pets

Pets must be on a leash always, remain controlled while on the arena grounds.

Rules

WWP reserves the right to create any new rule, or modify any existing rule, to better the sport or this barrel race.

Postponement of Event

WWP 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.