



## Contestant Rules

Wentz Point Arena - Marana, AZ

ALL contestants are required to check in with a Parent/Guardian, and provide proof of age; we will accept copy of birth certificate, driver license, or ID card that has birth date listed. The document can be printed, or on your phone/computer. We will not be keeping copies of the document, our office staff will simply verify date of birth, and return the documents back to you.

Please remember we only accept checks with pre-entries.

**Barns and Stalls:** All horses staying overnight must be stalled. No overnight tying to trailer or setting up of portable panels. If a contestant has a **stallion** please let the stall office know at check in, so they can do their best to accommodate the horse.

**Coggins & Health Certificates:** At Check in, all contestants must be prepared to show a current negative Coggins Test, and provide up to date Health papers, according to the state's laws the competition is in.

**Payment Method:** You will be required to pay with check, pre-entry postmarked by deadline date.

**Releases/Draw Outs/Substitutions:** After entering, contestants may be refunded 70% of their fees, for runs NOT already ran, by presenting a vet or doctors release to the race director BEFORE the first horse runs in that race. Horse substitutions can be made, but must be made before the first horse of that race runs. Rider may compete on any horse, regardless of ownership. Each horse can only run under one rider for the entire event. An individual horse **CANNOT be run more than once, in any age division**, even if it is by two immediate family members.

**Refund Checks:** Will be mailed the week following the race.

**Dress Code/Western Attire:** Long sleeve, collared shirts, jeans without holes, western boots and a western hat or helmet.

**Hats Fine:** Hats must stay on past the timer. Hats lost in the arena will result in a \$10 fine. Hat pick up area will be determined by the producer. All hat fines will go into the Sherry Cervi Scholarship Fund.

**Draw Order:** You must compete on the horse in IT'S DRAWN ORDER. If you are competing on more than one horse, there will be no swapping of draw positions.

**Missed Run:** If a contestant misses their run it will result in an automatic No Time. There will be no option to run at a later time.

**Format:** The SCYC Races will be in a 4D, 5D, or 6D format, depending on the producer.

**Electric Eye:** If the electric eye fails during a rider's run the barrel racer has the choice of a re-run, or a refund. It is up to the contestant to contact office staff, and make it clear as to if they will take the re-run (at the end of the race) or receive a refund. **If a barrel is knocked down** during a run in which the timer

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fails, or any other penalties occur, all penalties will be carried forward. Thus no option of a re-run, or refund will be given.

**No Times:** A No time will be given to a contestant for the following reasons.

- Failure to start the pattern within 60 seconds of the contestant's name being called, the first time
- Running a horse in a different draw position, or swapping horses registered names in run order
- If you miss your run, or run out of turn
- Knocking over a barrel
- If you break or miss the pattern
- Not being in dress code
- The horse falls

Please help us keep the ground fair for all contestants. **Absolutely no extra circling of barrels or training during competition runs.** If the pattern is broken, the rider needs to complete the pattern, in a timely manner, or exit the arena immediately. Failure to comply will result in a \$25 fine, and must be paid before the contestants next run.

**Aggregate:** The aggregate is based on the Horse/Rider combo, and includes both SCYC Rounds only. If there must be a horse substitution for the SCYC 2<sup>nd</sup> Go, the rider can substitute the horse (as long as the substitute horse is not already being run in the same age group division by another contestant), but will be ineligible for placing in the average. The aggregate is calculated by adding both times together. The aggregate will be in a 4D, 5D, or 6D format depending on the producer.

### **Tie Breakers:**

In the event of a tie for an **individual race**, the prize money for both places (the one the contestants tied for and the next place) will be split evenly. If there are prizes, numbers will be drawn. #1 will get the greatest prize, #2 will get the second greatest prize, and so on.

In the event of a tie for the **Aggregate**, the tie breaker will be determined by the contestant with the fastest time in the 1<sup>st</sup> Go of the SCYC. If those times are the same, then the second tie breaker will be determined by the contestant with the fastest time of the 2<sup>nd</sup> Go of the SCYC, and if those times are the same, then numbers will be drawn out of the hat (#1 gets the highest place, #2 gets the next place, and so on). Example: If 2 contestants are tied for 1<sup>st</sup> place. The tied contestant that ran fastest time in the 1<sup>st</sup> go will win 1<sup>st</sup> place, and the other contestant will win 2<sup>nd</sup> place. Then the next contestant with the fastest average, after those two contestants, will win 3<sup>rd</sup>, and so on.

**Awards:** Contestants **MUST** be present **AND** in dress code for the award presentation on Sunday after the race, no exceptions allowed. If a contestant is not present or in dress code, his or her award(s) will be forfeited.

**Payout/Check Processing:** We will make every effort to have the payout checks ready for pick-up 30 minutes after the last contestant runs each day. Checks that are not picked up will be mailed to the address provided on your entry form. If a contestant does not fill out their Check-In Form completely (Address, Social Security Number, etc.), they will not be able to pick up their check, nor will the check be

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mailed, until the information needed is provided. It is the contestant and/or guardian's responsibility to provide this information. **In order to receive a check, you MUST provide a social security number.**

**Sportsmanship & Abuse of an Animal:** All contestants, and their family members, are expected to display good sportsmanship to others and animals at all times. Abusive behavior or neglect of an animal will not be tolerated. Abuse or neglect of an animal will be determined by the race operators, and all decisions by the race director are **FINAL**. The minimum fine for abuse or neglect will be \$500, and you may be asked to leave the race immediately. No electronic training devices are allowed for any reason. If you are asked to leave, due to the abuse or neglect of an animal or for the use of an electronic device, all winnings and entry fees will be forfeited, and fines must be paid before you may enter another SCYC Race.

**Dangerous Animals:** If the SCYC Production Management deems an animal dangerous to the owner, other individuals, other animals, or the property, SCYC Production Management reserves the right to ask the contestant to remove the animal from the race premises immediately. If you are asked to remove a horse or asked to leave, it will count as an automatic disqualification for the horse and/or contestant, and the contestant's entry fees and winnings will be forfeited. All decisions by the race director are **FINAL**.

**Fines:** All fines must be paid at the show office. Contestants will not be allowed to compete, pick up winnings or prizes, and will be put on an ineligible list until all fines are paid. All fines will be donated to the SCYC Scholarship Fund.

**Any questions or disputes that are not covered by the above rules shall be decided at the event by the SCYC Productions Management. All decisions are final.**

**Rules are subject to change without notice and are at the discretion of the event and arena management.**