

LL2F GROUND RULES

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 confirm their race positions with the draw sheets that will be posted and check all incentives.

Draw numbers for your entry can also be found on www.rodeogo.com prior to the event.

Dress Code: WPRA Dress Code is required for all riders on Saturday and Sunday! Contestants must wear long sleeve shirts that are collared and have either buttons, snaps or full length zipper on the front of the shirt. Jeans without holes, western boots and western hat or helmet. Riders who choose not to follow dress code will receive a NO TIME for their ride(s)!

Number of Entries: A contestant may enter on whatever horse they choose or as many horses as they wish. However, a horse/rider combination is considered one entry and horse may not be entered by the same rider more than once. Also, a horse may not be shown by more than one person unless both contestants are members of the same immediate family and in no case shall the horse be entered more than twice. Under no circumstances will sharing of horses be allowed if one of the family members has more than one horse entered.

Complaints: A contestant wishing to point out a discrepancy or file a complaint must do so with the LL2F, office accompanied by a \$50 fee. All complaints must be filed in a timely manner to be considered. If LL2F sides with the contestant on the discrepancy, the \$50 will be returned, however, if the organization disagrees with the complaint the \$50 will not be returned. The LL2F decision is final!

Returned Checks: There is a \$40 service charge on all returned checks from the bank, for any reason.

Dogs: Dogs must be on a leash at all times and are not permitted on the arena floor.

Turn Out Rules: Contestant shall identify themselves to the Gate Man and be in the holding area five horses before their run. The Gate Man will be located next to the alleyway going into the arena. This will be your 1st call. The announcer will call your name for the 2nd and 3rd call. If you are not in the arena by the 3rd call you shall be disqualified.

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:

- If the contestant "circles" their horse after entering or exiting the arena. (Definition of the Arena is past the plane of the alley)
- 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 it will result in a "no time". 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. The exception to this is in

the Rodeo Run Incentive in which a knocked over barrel will result in a 5 second penalty added to the time.

- 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
- If a horse stops forward motion.

Re-Runs: Re-runs shall be granted if the official timer fails 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.

Training in Arena: Contestants who are given a "no time," either for breaking the pattern or 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.

Tie for Prizes: If any contestants' times are tied, the prize money will be split equally. Numbers will be drawn and prizes will be awarded based on the order of highest to lowest, with the highest number receiving the largest prize.

Payout Requirements: To receive your money, you must fill out a W-9 (regardless of the amount won) complete with address, social security number and signature within 90 days of the event or all monies will be forfeited.

Disqualifications: Any act deemed prejudicial to the best interests of LL2F may result in the disqualification of the contestant, with no refund of entry fees. 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 an LL2F staff member 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.
- 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 LL2F Barrel Race class.
- Misidentifying a rider in any LL2F Barrel Race class.
- Other conduct that is not in the best interest of LL2F, or its contestants.
- Failure to make good on a returned check to the LL2F.
- LL2F 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.

Rules: The management of LL2F 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.

**IN OTHER WORDS: READ THE RULES, BE
HONEST AND DO THE RIGHT THING!
LET'S HAVE FUN AND RUN BARRELS!!!**