

BARUC Barrel Buckle Series 4-D Rules

($\frac{1}{2}$, $\frac{1}{2}$, whole time brackets)

COMPETITION:

1. Any time a contestant crosses the starting line, time will begin.
2. A contestant will be disqualified for breaking the pattern. (More than one turn around a barrel, going on wrong side of barrel, coming back across the timer line before pattern is complete, etc.)
3. A contestant will be given a “no time” for knocking over a barrel. This “no time” will also be given if a barrel is knocked completely over and it sets up again on the other end. Touching a barrel, including keeping it from falling, is permitted without penalty. A contestant will also be given a “no time” if the horse or rider falls during the run in such a manner as to break the pattern or if the rider falls off the horse.
4. Excessive hitting or whipping a horse (especially on the head) or abuse of livestock will **not** be tolerated. This will result in a disqualification of run. BARUC has the authority to control this problem.
5. Members of the same family may ride the same horse if necessary. In no case may the same horse be run more than twice in the same class.
6. Proof of a negative Coggins taken annually is required. It is the rider’s responsibility to get their horse(s) “dotted” each night of the series. Any horse **not** dotted who runs in the Open 4-D or Poles will result in a disqualification of run.
7. A rider must run in four out of the first six jackpots in order to qualify for the buckle on the 7th night. The rider may ride a different horse each of those four nights and at the finals if s/he so desires. No rider substitutions will be allowed under any circumstances.
8. On the final night when the buckles are given out, if a rider has “qualified” for one eligible run for the buckle but runs two or more horses, that rider must declare which run counts for the buckle **before** s/he makes any runs. If a rider has “qualified” for two eligible runs for the buckle but runs three or more horses the final night, s/he must declare which two runs count for the buckles **before** s/he makes any runs. However, the rider can win jackpot money from any and all of her runs if s/he places with all her runs.

DIVISIONS:

1. Divisions are determined by $\frac{1}{2}$, $\frac{1}{2}$, whole time brackets in this 4-D. The fastest time in the class will set the time brackets as follows:

1st Division	Fastest time in jackpot.
2nd Division 1D + $\frac{1}{2}$ sec....OR..	Fastest time in jackpot PLUS one-half second.
3rd Division 2D + $\frac{1}{2}$ sec....OR.....	Fastest time in jackpot PLUS one second.
4th Division	3D + 1 sec....OR..... Fastest time in jackpot PLUS 2 seconds.

NOTE: 4th Division is not limited to a specified cut-off interval from the fastest time; however, riders must make a good faith effort to run the pattern as fast as their ability will allow.

PAYOUT:

1. The entry fee will be \$20.00.
2. The Jackpot will be paid back with 70% payback and equal payouts between each Division.
3. The following table shows the minimum number of places to be paid in each Division for the stated number of entries in the class.

**4-D Format
 Number of Entries**

Places	1 - 13	14 - 26	27 - 53	54 - 80	81 - 107	108 - 134	135 - 161	162+
1 st	100%	60%	50%	40%	30%	28%	26%	24%
2 nd		40%	30%	30%	25%	22%	20%	18%
3 rd			20%	20%	20%	18%	15%	15%
4 th				10%	15%	14%	12%	12%
5 th					10%	10%	10%	10%
6 th						8%	9%	8%
7 th							8%	7%
8 th								6%

4. All prize money will be paid out.
5. If enough riders do not qualify in a Division as monies to be paid, the money which is unaccounted for shall be divided EQUALLY among those **who have placed in that Division**. If no riders qualify in a Division, the prize money for that Division shall be **divided EQUALLY among those riders in the other three Divisions who have won prize money**.

These rules are subject to change, at any time, if it is determined that they are not serving the best interests of the BARUC and the contestants. Any situation not covered under these rules shall be decided by the BARUC and their decision will be final.