**OHBR 2025 RULE BOOK**

**General Rules:**

1.. All contestants and parents are required to read the rules carefully, particularly those relating to the events in which they enter.

2. No loose pets. All pets must be properly secured on a leash. Loose pets will be asked to be kept at vehicle.

3. Negative Coggins Required.

**BEHAVIOR:**

1. The association will tolerate no alcohol, illegal drugs, or use of profanity. Such behavior will result in disqualification.

2. There will be NO approaching, arguing, or yelling at the judge, or OHBR affiliates. Such behavior will result in removal of barrel race, with no refund of fees.

3. People are expected to stay off of arena’s personal property, and behave in a reasonable manner.

4. OHBR reserves the right to immediately remove any parent, family member, or contestant who is acting or speaking in an attacking or berating way. If an incident occurs, the contestant AND parent/family member will be asked to leave and denied entry for OHBR.

**ENTRY:**

1. You will automatically sign the waiver and release of liability when entering online. If you enter in person, you will be required to sign a waiver on site.

2. You may enter the barrel race online from 8:00 am Monday through Wednesday at 8:00 pm, the week of the barrel race. If you wait until the day of the barrel race, CASH ONLY is accepted, and there is a $10 per person late charge.

3. You may enter as many times as you want, on as many horses as you want. There is no stipulation to how many times you many enter.

4. Online entries will be charged a $2.09 credit card fee per entry. In no way does this fee go towards OHBR. The website collects. 0.30%+$0.29 per entry, so this fee goes to pay the website company. Exhibitions and Arkansas Elite Fees, which are $5, will be charged $1.09 in credit card fees. These fees are based on the percentage charged from the credit card company.

5. Draw will be computer generated and posted to the website at least 15 minutes prior to start time. You will simply go to OHBR.ORG, click on DRAW and view the draw.

**POINTS, WINNING, AND PRIZES:**

1. Points will be given as follows, in each D.

1st place-10 points

2nd place- 9 points

3rd place – 8 points

4th place – 7 points

5th place – 6 points

6th place- 5 points

7rd place – 4 point

8th place – 3 points

9th place – 2 points

10th place and down – 1 point.

2. Points will be accumulated over the series, and posted to the website. Prizes will be given at the final barrel race, Juney 14th, in a small prize ceremony after the conclusion of the barrel race.

3. Every contestant who attends 4 out of 6 shows will receive a prize. 1st place in the 1, 2, and 3D will win a saddle. 1st place in the 4 and 5D will receive a buckle.

4. Money will be paid according to this scale, in each D.

|  |  |  |
| --- | --- | --- |
| # of Contestants | Places Paid | % Payout |
| 1-5 | 1 | 100% |
| 6-10 | 2 | 60/40% |
| 11-19 | 3 | 50/30/20% |
| 20-29 | 4 | 40/30/20/10% |
| 30+ | 5 | 34/27/20/13/6% |

D payout will be as follows:

1D- 22% of the pot

2D- 21% of the pot

3D- 20% of the pot

4D- 19% of the pot

5D- 18% of the pot

**ENTRY FEES AND PAYOUTS:**

1. Entry fees will be $35, with a $10 office charge per person.

2. Exhibitions are $5 each and will be first come, first serve.

3. Payback is 75%.

**BARREL RACING RULES:**

1. Barrel race is a timed event using three identical barrels set in a cloverleaf pattern using a 55 gallon empty barrel with closed ends. Barrels may not have any weights in them that will make it less likely for them to be knocked over.

2. The contestant may start on either the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns. When starting on the left barrel, they will have one left hand turn and two right turns. No variations.

3. Electric timer or at least two digital watches shall be used with the time indicated by the electric timer. If electric timer malfunctions on 2 consecutive runs, stop watches used by the judge will mark the official times.

4. The horse’s nose will be flagged as horse crosses the starting line to start the time, and flagged again as nose crosses the same line to stop.

5. The starting gate or gates must remain the same during the event. A contestant may request that the gate be closed after they enter the arena.

6. The start/finish line must be permanently marked and remain the same during the event.

7. Drag will occur at LEAST every ten runs, and could be every five runs, depending on the judge.

8. If a contestant is a no show or a scratch, the next contestant moves up, and the drag will continue to happen every ten runs, regardless of scratches.

9. Any time a contestant crosses the starting line, time will begin.

10. A contestant will be given a no time for breaking the pattern or crossing the starting line prior to completing the cloverleaf pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks and finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

11. A contestant will receive a no time for running out of turn. It is the contestant’s responsibility to know their draw.

12. After the arena is set, the contestant’s name will be called. A stop watch will begin time. After 30 seconds, the contestant will receive 2nd call. After 30 more seconds, they will receive a 3rd call. After 30 more seconds, they will receive a no time and be denied entry into the arena, regardless of if their horse was finally starting to make a run or not.

12. A contestant will be given a plus five seconds for knocking a barrel to the ground. A plus five will also be given if the barrel is knocked completely over but sets up on the other end. Touching any barrel, including to keep it from falling, is permitted without penalty.

13. A contestant will 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.

14. If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor’s run.

15. Only one horse in the arena at any time during the competition.

16. Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. If a timer fails and a rerun is given and the first run was penalty free, rerun will be penalty free.

DISQUALIFICATIONS AND NO TIMES:

1. Committing any offense listed in the rules

2. Contestant will be called three times, and if they fail to enter the arena they will receive a no time.

3. Running out of turn.