

SUGARENA @ ACADIANA FAIRGROUNDS
SUGARFEST CLASSIC RULES

1. No refunds or rider substitutions. Horse substitutions allowed until books close. No switching of draw positions. SugArena @ Acadiana Fairgrounds reserves the right to refuse any entries.
2. One (1) minute time limit on all exhibitions. \$5.00 fine for each exhibition over 1 minute.
3. Boots or heels down shoes are required. Shirts must be long sleeve. (unless specified different per show). Hat is required (unless specified different per show).
4. If dress code not followed will result in a no time
5. All reruns at discretion of the arena director. A horse falling during a run will NOT receive a re-run.
6. Minimum 70% entry fees jackpotted- Divided 1D-35%, 2D- 30%, 3D- 20% 4D-15%
7. 100% added money split evenly between four divisions.
8. 4D format will be determined as follows: 1D- fastest time of race, 2D- fastest time of race plus one half second, 3D- fastest time of race plus one whole second, 4D- fastest time of race plus two whole seconds.
9. Contestants must be pre-entered to be in the draw. Late entries will run after all pre-entries
10. All contestants and their family members are expected to display good sportsmanship at all times. No level of abuse toward any animal at this event will be allowed. Foul language, misconduct or abusive comments spoken to any contestant, spectator, staff member, or arena personnel will result in immediate contestant disqualification and no refund of entry fees. Contestants are also responsible for traveling companions and their family members.
11. Contestant shall identify themselves, before their name is called by the announcer, to the Gate Man (if event requires gate man) to be located next to the alley way going into the arena. Failure to do so will result in a disqualification. Contestant's name will be called by the Gate Man/Announcer Three times, if the contestant is not in the arena by the third call they will be disqualified. Only one horse may be in the alleyway at any time.
12. Any Time a contestant crosses the starting line, the time will begin.
13. A "No Time" will be given to the contestant for the following reasons:
 - a. If the contestant "circles" their horse after entering the arena. (Definition of the Arena is past the plane of the alley). Note: Contestant MAY fish-hook their horse no more than one complete circle on completion of their run after breaking timer (this fish-hook maneuver at contestant's own risk due to tractor

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parked near alley. SugArena @ Acadiana Fairgrounds is not liable for contestant's choice of exiting maneuvers).

- b. If the contestant misses the barrel pattern
 - c. If the contestant runs out of turn. It is the contestant's responsibility to know their draw position.
 - d. 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 to keep it from falling, is permitted without penalty.
 - e. 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.
 - f. Unable to get the horse in the arena in 60 seconds time limit.
 - g. If a contestant is in the holding pen and attempts to enter the arena, but is unable to get the horse down the alleyway the gateman will give the rider 60 seconds to enter the arena. At the end of 60 seconds if the horse has not broken the plane at the end of the alleyway the rider will be disqualified.
14. If a barrel moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
15. Contestants may ride any horse, regardless of ownership, and may ride an unlimited number of horses. If contestant pre-enters multiple horses, management will do its best to include those horses in the pre-entry with adequate time between horses. If there is not adequate time between horses in the pre entry draw, some horses may be left out of the draw to allow for late entries to fill in the gaps. SugArena @ Acadiana Fairgrounds is not responsible for contestants LATE entering multiple horses resulting in very little time between horses. It is the contestants responsibility to be ready to ride at gate call.
16. A horse may not be shown by more than one person in the barrel race, unless the following conditions are met:
- a. Both contestants are members of the same immediate family who reside in the same household (husband, wife, children and grandchildren 21 and under). Children and grandchildren 21 and under who are attending school away from home, but who reside part of the year with their parents or grandparents are included under this rule.
 - b. Neither contestant is showing any other horse in that barrel race.
 - c. In no case will the same horse be run more than twice in the same barrel race.

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17. Only one horse may be in the arena, or alleyway, at any time during competition.
18. Contestants who are given a "no time", either for missing a 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 will be assessed.
19. Once the ride/horse breaks the timer upon exiting the pattern. The rider will not be allowed to turn around and rerun the pattern for the purpose of training due to a broke patten or bad run. If the contestant does not comply to this rule, a \$25 fine will be assessed.
20. All Rules apply within the show arena definition. Unless specified differently. Definition of the arena is past the plane of the alley and arena.