



## Whiskey Flat Days Iron Horse Rodeo Rules

*All riders, before, during and after the event will ALWAYS WEAR AN APPROVED HELMET and BOOTS while riding any MC/ATV on the property.*

### **Classes:**

There will be 5 separate Classes based on age and Bike size

(Proof of Age may be required, please be prepared with Birth Certificate if needed)

50cc Ages 6-11

65-100cc Ages 12-15

101-125cc Ages 16 and older

200-500cc Ages 16 and older

Harley Davidson 18 and older

**Cost:** Barrel Race and Roll Riders 6-15 \$10.00 / 16 and older \$15.00

Hide Racing Team \$20.00/team

Relay Team (3) \$25/team

Cash Prizes for each event ALL classes

No Refunds will be issued after Riders Meeting, NO exceptions

**Cash Prizes:** 1-6 Contestants – 2 Places 40%, 30%

7 or More Contestants – 3 Places 50%, 20%, 10%

**Liability:** A Waiver MUST be signed by every Rider. Underage Riders MUST have a Waiver signed by Parent or Legal Guardian

**Practice:** There will be scheduled Barrel Racing practice from 4:00-5:00pm. Barrel Roll practice 5:00-5:20pm.

**Riders Meeting:** A MANDATORY Riders meeting will be held at 5:30, prior to the first event

## **Event Rules:**

### **Barrel Races (All Ages MC, ATV & Harley Davidson classes)**

- 1) WFD MC/ATV barrel race is a timed event using three identical barrels set in a cloverleaf pattern.
- 2) The start/finish line and the barrel positions should be permanently marked and must remain the same throughout the entire event.
- 3) Ground conditions within the arena must remain consistent throughout the event. The ground around the barrels may be reworked and leveled as determined by event staff.
- 4) Any time a contestant crosses the starting line, time will begin.
- 5) A contestant will be given a "no time" for missing the pattern. Rider MUST round each Barrel from the inside of the Barrels triangle pattern.
- 6) A contestant will be disqualified for running out of turn. It is the contestant's responsibility to know his/her draw position.
- 7) A contestant will be given a "5 second penalty" for knocking over a barrel. A "5 second penalty" 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.
- 8) If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
- 9) Entries for a class will close 10 minutes prior to the Mandatory Riders Meeting. Under no circumstances will entries be taken after this time as every rider/parent MUST be instructed of all safety aspects of event.
- 10) Draw shall be in order of sign-ups. The draw may not be changed, except to accommodate entries with the same vehicle as APPROVED by event Official.
- 11) Only one Vehicle and Rider may be in the competition arena at any time during competition.
- 12) Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers.
- 13) Officials have the right to disqualify any Rider which does not begin performance within one minute of the time the rider has been called.

## **Barrel Roll (Motorcycle ONLY 101-125cc & 200-500cc Classes)**

- 1) WFD MC barrel roll is a side by side race event using one identical barrel each placed between two lines.
- 2) The start/finish line shall be permanently marked and must remain the same throughout the entire event.
- 3) Ground conditions within the arena must remain consistent throughout the event. The ground may be reworked and leveled as determined by event staff.
- 4) Any time a contestant crosses the starting line, time will begin.
- 5) A contestant will be given a "no time" for rolling any part of their Barrel outside their lines.
- 6) Contestant must push Barrel with Motorcycle ONLY. A contestant will be disqualified for pushing Barrel with any part of their body.
- 7) Entries for a class will close 10 minutes prior to the Mandatory Riders Meeting. Under no circumstances will entries be taken after this time as every rider/parent MUST be instructed of all safety aspects of event.
- 8) Bracket position shall be by random draw. Draw will take place following Mandatory Rider Meeting. The draw may not be changed, except to accommodate entries with the same vehicle as APPROVED by event Official.
- 9) Only one Vehicle and Rider may be in the competition arena at any time during competition.
- 10) Officials have the right to disqualify any Rider which does not take Start within one minute of the time the rider has been called.

## **ATV Hide Races (200-500cc Class ONLY)**

- 1) WFD ATV Hide race is a timed event using one barrel. Tow rope shall be attached in a safe location as Approved by Event Official. ATV Rider must be 16 years or older.
- 2) The start/finish line and the barrel position should be permanently marked and must remain the same throughout the entire event.
- 3) Ground conditions within the arena must remain consistent throughout the event. The ground around the barrel may be reworked and leveled as determined by event staff.
- 4) Any time a contestant crosses the starting line, time will begin.
- 5) A contestant will be given a "no time" if Hide Rider falls off Hide. ATV and Hide Rider MUST round the Barrel.
- 6) A contestant will be disqualified for running out of turn. It is the contestant's responsibility to know his/her draw position.
- 7) A contestant will be given a "5 second penalty" for knocking over the barrel. A "5 second penalty" will also be given if barrel is knocked over and it sets up again on either end. Touching the barrel, including keeping it from falling, is permitted without penalty.
- 8) If barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
- 9) Entries for a class will close 10 minutes prior to the Mandatory Riders Meeting. Under no circumstances will entries be taken after this time as every rider/parent MUST be instructed of all safety aspects of event.
- 10) Draw shall be in order of sign-ups. The draw may not be changed, except to accommodate entries with the same vehicle as APPROVED by event Official.
- 11) Only one Vehicle Rider and one Hide Rider may be in the competition arena at any time during competition.
- 12) Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers.
- 13) Officials have the right to disqualify any Rider which does not begin performance within one minute of the time the rider has been called.

## Pony Express Relay Race

- 1) WFD MC/ATV Pony Express is a relay race between 2 teams, 3 members each. Teams must contain one rider from each Class 65-100, 101-125 & 200-500.
- 2) Each Member shall leave starting line go around Barrel and picking up the bag of mail. The first team member will go around barrel and grab the 1<sup>st</sup> bag of mail and hand it off to the second team member. Second team member will then go around barrel and grab the 2nd bag of mail then hand both bags of mail to the third team member. Third team member will take both bags of mail go around barrel grabbing the 3<sup>rd</sup> bag of mail and bring all 3 to the finish line.
- 3) The start/finish line and the barrel position should be permanently marked and must remain the same throughout the entire event.
- 4) Ground conditions within the arena must remain consistent throughout the event. The ground around the barrel may be reworked and leveled as determined by event staff.
- 5) Any time a contestant crosses the starting line, time will begin.
- 6) If a contestant knocks over the Barrel they must pick it up or team will be "disqualified".
- 7) If barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
- 8) Entries for the race will close 10 minutes prior to the Mandatory Riders Meeting. Under no circumstances will entries be taken after this time as every rider/parent MUST be instructed of all safety aspects of event.
- 9) Bracket position shall be by random draw. Draw will take place following Mandatory Rider Meeting. The draw may not be changed, except to accommodate entries with the same vehicle as APPROVED by event Official.
- 10) Only teams participating may be in the competition arena at any time during competition.
- 11) Officials have the right to disqualify any Team which does not take the start within one minute of the time the team has been called.