

# 2023 Powerhouse – Big Money Run – Info & Rules

## RV Hookups

RV Spots are \$70 for the weekend (Friday - Sunday) and include Electric and Water. Additional nights are \$35/night. There are approximately 70 RV spots so space is Limited. Reservations are first come first serve on PAID spots only. Overnight camping on the grounds with a generator is allowed in gravel parking area only. No refunds!

## Stalls

Stalls are \$65 for the weekend (Friday - Sunday). Additional nights can be purchased for \$20/ night. Each stall comes with a bag of shavings. Stalls are Limited. There are approximately 200 Stalls.

Shavings are Required in ALL Overnight Stalls.

Shavings will be available for purchase at the event for \$8/bag

Please no Tack Stalls as Stalls are Limited.

No Refunds

## Prize Money \$10,700 Added Total

### Warm Up Race

Thursday Warm Up Race will have \$500 added

**Powerhouse Open 5D** \$10,000 total added money.

\$1,000 added to each Long Go Round

\$8,000 to the Big Money Short Go

Payback 80% of all entry fees and 100% of added money.

The Open 5D purse will be split 40% to each Qualifying Round and 20% to the Short Go Round.

## Entries

Online pre-entry can be made at [www.sgpevents.net](http://www.sgpevents.net) and the deadline is Monday, October 30th, 2023 at midnight to get entered and paid! All unpaid entries will be deleted at this time and pre draw will be done. All other entries can be made at [www.sgpevents](http://www.sgpevents) Tuesday November 2, 2021 after 10 am and will be placed in a separate late-entry draw.

Thursday on site entries will be accepted until the last horse runs.

Late entries will be accepted until Friday until the last horse runs. There will be no more entries accepted after entries are closed on Friday.

Credit Card Entries will include additional 3% Charge

Pre - entries will be posted on [sgpevents.net](http://sgpevents.net) as will the late draw

Thursday late entries will be posted after the first big drag.

Powerhouse late entries will be posted Friday 7pm.

## **Refund & Draw Outs**

You may draw out for any reason prior to October 30th, 2023, with a full refund. Absolutely no refunds, or vet outs after 5 pm Thursday November 2nd, 2023.

## **Horse and/or rider substitution**

Horse substitutions will be allowed until the start of the first qualifying round. Once a horse/rider is checked in and numbered, that horse/rider combination must compete in that spot the rest of the weekend.

Once the draw has been posted all other changes can be made onsite in the office prior to contestant check-in. A horse can only be entered one time in the Power House Race.

Horse and/or rider substitutions must be made in the office prior to the horse being numbered!

## **PeeWee Race Format**

Pee-Wee class will run before each Open Race.

PeeWee Class is Limited to Riders 8 years old (as of January 1st, 2023) and younger with a Life Time Earnings of \$500 or less.

PeeWee Riders may NOT enter any other class.

PeeWee Entries will be ONSITE only. Contestants can enter any or all of the 3 Pee Wee Races.

## **Novice Youth Race Format**

Novice Youth is for contestants 14 years and under that cannot run a faster time than 16.000 seconds. Any run faster will be refunded and taken out of the Novice Youth Class. Reflections Arena Staff reserve the right to allow the rider to pay the difference of the Open fee and roll the time to the open; however, if this option is chosen only the disqualifying time will be considered to move to the Open.

## **Rider Side-Pots**

Incentive races will be:

Youth (16 & under)

Adult (17 - 49)

Senior (50 & over)

Eligibility will be determined by rider's age as of the first day of competition. 80% payback of entry fee

50% of the entry fee money will be paid to each Long Go. There are no side-pots for the Short Go

Side-pot races will be paid on a 5D format with 1/2 second splits.

## **Thursday Warm Up Race**

Thursday will be a 5D Open warm up race with Rider Side-pots. It does not count towards qualification for the Short Go race on Sunday.

## **Long Go Race Format (First Go and Second Go)**

The two qualifying rounds will be 5D format with 1/2 second splits. Fifteen (15) different horse/ rider combinations from each of the five (5) divisions of the two (2) qualifying rounds will qualify for the Short Go. A contestant can qualify on unlimited horses for the Short Go round. Each horse/rider combination may qualify for only one Short Go round position. The running order for the 2nd Go will be reverse order of the 1st Go.

Contestants do not have to run in both Goes but will still pay the \$165 entry fee.

## **Short Go Round**

From the First Go (Friday): the top 15 fastest times in each D qualify for the Short Go round. From the Second Go (Saturday): the top 15 fastest times in each D qualify for the Short Go round.

- If one of the horse/rider combinations in the top 15 were already qualified from round one, then that combination cannot qualify again in round 2.
- Duplicate qualifying combinations from the round 2 qualifiers will be dropped, and the next fastest combination in that D will fill the position. This will continue until all 15 qualifying positions in round two are filled OR until there are no more contestants in the corresponding D to fill the qualifying positions – whichever comes first.
- If there is a tie for the fastest time in the top 15, all ties will qualify for the Short Go round up until the fastest 15 times. Should 15th place have one or more ties, all qualifying ties in 15th place will advance to the Short Go round.
- If there are not 30 horse/rider combinations from each qualifying round (15 from the First Go and 15 from the Second Go), we will not fill the remaining positions.
- The time in which a contestant qualifies for the Short Go round will determine the contestant's position in the Short Go draw order. Short Go will run slowest time to fastest times.

- Each contestant is responsible for acquiring Short Go round qualification status. Reflection Arena is not liable to inform you of Short Go round positions. Qualifiers will be posted onsite and on Facebook.

## **Buy Back Round Format**

The Buy Back Round will be run as a separate qualifying race. Any combination that does not qualify for the Short Go round is eligible to enter the Buy Back Round.

Buy Back Race will be a 5D format with 1/2 second splits.

Buy Back Round will be 75% Payback. No added money.

Buyback Round will pay out per BBR Rules

Buy Back entries will be taken in the entry office Saturday. Order of entry will be order of draw. Contestants that did not qualify in the First Go and that have knocked a barrel in the Second Go may enter after their Second Go run. All other contestants may enter after Short Go Qualifiers have been posted.

1 bonus Short Go spot per Division will be given out for every 25 entries in the Buy Back Race.

1-25 Entries - 1 Spot per Division back to Short Go

26-50 Entries - 2 Spots per Division back to Short Go

51-75 Entries - 3 Spots per Division back to Short Go

76-100 Entries - 4 Spots per Division back to Short Go

## **Short Go Race Format**

The Short Go round will be run as a clean slate.

Short Go will be a 5D format.

After the "Winner Guarantee Payout" has been paid, standard 5D divisional payout will be used for all other placings.

Short Go contestants consist of the fastest 15 times of each D in each of the qualifying rounds, and qualifiers from the Buy Back Round. Contestants draw number is based on their qualifying time. The Short Go will run slowest to fastest times from both Long Goes and the Buy Back Race.

Short Go will pay 6 places in each division.,

Short Go Division Winners Guaranteed Payout

1D - \$3,000 2D - \$2,000 3D - \$1,500 4D - \$1,000 5D - \$750

## **Barrel Race Rules**

**Check-In-** All horses must check in and be numbered prior to running. You must present a negative EIA (coggins) AND health papers if coming from out of state. Your horse's number must be visible and legible (in the opinion of the arena coordinator) before you will be allowed to run. Number Station Hours and location will be posted onsite and on social media.

**Show Office Hours** - The show schedule will be posted on site and also on social media.

**Exhibitions-** will be available for \$5 per run on a first come. Each event will have a designated exhibition sign up time and number of exhibitions to be sold. No pre-entries will be accepted for exhibitions prior to this time. No call-ins. You must have someone present to sign you up. No refunds. Any exhibitions over 60 seconds will incur a \$10 fine payable before the race starts.

**Gate Calls-** The arena coordinator will call the contestants in the next drag to the back of the alley. If you fail to check in with the arena coordinator prior to your run you will be considered a scratch.

Those with problem horses may send a representative to check them in. Once a contestant has been announced as a scratch and the next contestant has been called for, the scratched contestant will not be allowed to run

A run out of turn will result in a disqualification.

**Dress Code-** All contestants must wear a long sleeve or short sleeve button up shirt, boots, and western hat or helmet or a 2023 Power House Shirt. Failure to comply with the dress code will result in a disqualification.

**Time Begins-** Any time a contestant crosses the starting line, the time will begin.

**No Times-** A no time will be given to the contestant for the following reasons:

- 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. 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.
- If the contest's horse falls during the run and breaks the pattern, or if the rider falls off the horse after entering past the plane of the alley
- If the contestant is unable to get horse in arena after three calls have been made.
- If a horse stops forward motion.

**Time limit-** If a contestant is unable to get the horse down the alleyway and on the pattern in a timely manner they will be disqualified. If the rider has not entered the alley way or arena within 60 seconds a first call will be given. If at the end of another 60 seconds if the horse has not entered into the arena a second call will be given. At the end of that 60 seconds a third call will be given. If at this time the rider has not enter the arena and starts the pattern then the rider will be disqualified.

**Barrel moved-** If a barrel moved off its marker during competition, the barrel must be reset prior to the next competitor's run.

**Horse and rider rule-** Contestants may run any horse, regardless of ownership, but horse can only be entered 1 time in the Power House Race.

**Horses in arena/alley-** Only one horse may be in the arena, or alleyway, at any time during competition. A horse can be assisted to the mouth of the alley. Persons on foot are not allowed in the alley or the arena once the horse and rider have entered. The gate man will enforce these rules implicitly.

**Horses in alley-** Only one horse exits the mouth of the alley it must keep forward motion. No circling in the Arena.

**Holding Pen-** only the next 5 in the drag are allowed in the holding pen. If a rider exits the holding pen the gate worker will allow one rider from the following drag in.

**Re-runs-** Re-runs shall be granted if the official and backup timer both fail 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 rerun shall also be granted without any penalties being applied; however, any penalty occurring on the rerun shall result in a no time.

A re-run will be awarded at the contestant's discretion: 1.) immediately with a fresh drag, 2.) at the end of the next group of 50 with a fresh drag, or 3.) at the end of the event with a fresh drag. The rider must declare if he/she will accept a re-run before the next horse runs. No re-runs will be given for rider/horse equipment failure.

**Training in arena-** Contestants who are given a no time, either for breaking the pattern or for 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 \$50 fine may be assessed.

**Sportsmanship -**

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.

Any act deemed prejudicial to the best interests of Reflection Arena Event Center may result in the disqualification of the contestant, with no refund of entry fees. The contestant may also be placed upon the ineligible list for future Reflection Arena Event Center events. 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 a staff or management member.

## **Disqualifications**

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 either on the ground or in the saddle. No whipping a horse from the ground by a bystander.

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 Reflection Arena Event Center barrel class.

Misidentifying a rider in any Reflection Arena Event Center barrel race class. Other conduct that is not in the best interest of Reflection Arena Event Center, or its contestants. Failure to make good on a returned check to Reflection Arena Event Center or to any other association which has a cooperative agreement with Reflection Arena Event Center on the returned checks.

**Safety** - Safety is a prime objective at this barrel race. If you have a horse that could be dangerous to yourself, other contestants, or other horses, DO NOT bring it to this barrel race. Any horse or contestant deemed to be dangerous by the management of Reflection Arena & Stables will be disqualified and entry fees will not be refunded. Reflection Arena Event Center, 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 Reflections Equestrian Center reserves the right to create any new rule, or modify any existing rule, in order to better the sport or this barrel race. Rules will be posted at [www.reflectionarena.com](http://www.reflectionarena.com) and posted on site.

**Under Missouri law**, an equine professional is not liable for an injury to or the death of a participant in equine activities resulting from the inherent risks of equine activities pursuant to the Revised Statutes of Missouri. By submitting my entry, I release the show organizer, Reflections Equestrian Center, the arena where the show is held, and any official, employee, director, volunteer or agency of the same from any claim or right for damages which may occur to myself, family member, my horse(s), or personal property at this show or in transit

**Vendors** - Vendor fees are \$100/weekend plus electric if needed.

There will be ABSOLUTELY no selling of merchandise or professional services on the event grounds, in stalls, or at trailers unless you have a booth space leased.