

Rules of the Track



TRAINING INFORMATION

Main Track	5:30–10 am	Break 1 7–7:30 am Break 2 8:30–9 am <i>Reserved speed work window 10 minutes after each renovation break</i>
Training Track	5:30–11 am	No breaks
Turf Works <i>* only with approval from Keeneland Racing Secretary and Racing Team</i> <i>* requests due 2 days before requested work day by 10 am</i>	10 am	Saturday & Tuesday only
Paddock Schooling <i>beginning Monday, April 3</i>	Race Days: 6–10 am & 12:05–12:45 pm During Live Racing: with approval for Paddock Judge Non-Race Days: 6 am–12 pm	
Gate Schooling	Main Track: 6:30–9:30 am	
Clockers	Main Track Only: 5:30–10 am <i>* All workers must be reported to clocker's prior to presentation for a times published work.</i>	

These training dates and times are applicable for the Keeneland April Spring Meet stabling period and are subject to change depending on a variety of different factors. Please contact Chip McGaughey (859.338.0100 / cmcgaughey@keeneland.com) with any questions.

The safety of our horses and riders is extremely important. Please note that any rider who demonstrates unsafe behavior on the track as determined by the outriders will be asked to leave the track.

LICENSING

All riders must be licensed by the Kentucky Horse Racing Commission.

SAFETY EQUIPMENT

- A safety helmet which meets or exceeds the standards defined by KHRC must be worn at all times while on horseback.
- A safety vest which meets or exceeds one of the following standards must be worn at all times while on horseback.

LOOSE HORSE OR INJURED RIDER PROTOCOL

**Any riders who breeze through the alarm will be asked to leave the racetrack and reported to the stewards.*

- In the event of a loose horse, the light and siren alarm system will be activated. As soon as the alarm is activated—STOP where you are. LOOK around you to see what's happening. Follow any instructions given by the outriders. They are there to keep riders and horses as safe as possible.
- If a rider is unseated and is injured, the medical team will be dispatched. The alarm will continue to stay activated. STAY where you are. Pay attention to what's happening around you.
- If the injured rider is on the main track—the ambulance will enter the track at the Racing Office gap and will proceed with an outrider escort to the injured rider. If the injured rider is at or behind the starting gate, the ambulance will travel around the grandstand to enter the track at the chute. If the injured rider is on the training track, the ambulance will enter the track at the test barn gap.
- If you are in the path of the ambulance please move to the side at the outrider's instructions.
- The outriders will ask any injured person to remain where they are until the ambulance arrives—unless that person is in danger of more serious harm.
- Regardless of where the incident takes place on the track, training will not resume until the rider and ambulance are off the surface and the track maintenance team has evaluated whether any maintenance is required. We understand that training delays are inconvenient however this is necessary to ensure everyone's

continued safety. We will work to resume training as quickly as possible. Staying where you are, paying attention to your surroundings and following outrider instructions will help us expedite the process. As soon as the track is all clear, the alarm system will be turned off indicating that it is safe to move from your location and resume training.

- While the loose horse alarm is activated, all entrance gaps to the track will be closed. For your own safety and the safety of those around you, please do not congregate at the racing office gap. Again, we will work to get you all back on the track to train as quickly as possible.
- Please note: if an ambulance needs to respond to an incident either on the track or in the barn area while it is still dark outside, the ambulance WILL use headlights and will also display moderate flashing emergency lights. This will help you identify the location of the moving vehicle.

BREAKS

- Break 1—The main track gap will close at 6:50 am for renovation; all horses must be off the track by 7:00 am; the track will reopen at 7:30 am when the track is clear of equipment.
- Break 2—The main track gap will close at 8:20 am for renovation; all horses must be off the track by 8:30 am; the track will reopen at 9:00 am when the track is clear of equipment.
- All horses schooling before the 2nd break must be at the gate prior to 8:15 am Schooling will resume after the break.
- An announcement will be made over the loudspeaker at the start of the break and again when the track is clear.
- Horses are not permitted on the track (including the gate) during the break.

GALLOPING

- Galloping on the inside rail is not permitted.
- Galloping "the wrong way" is not permitted.

PONYING

- Loose ponying is not permitted on the Main Track.