



BRN4D Finals 5D Slot Race

Introducing a new Slot Race format that gives everyone a shot at winning big money.

Cost of a Slot	Who Wins?	Payout*	Race Day
1D \$500	Fastest time	\$5,000	Sunday
2D \$400	Closest to 17.500	\$3,500	Saturday
3D \$300	Closest to 18.000	\$2,500	Friday
4D \$200	Closest to 18.500	\$1,500	Saturday
5D \$100	Closest to 19.000	\$1,000	Friday

The concept is simple: You purchase a slot in the division you feel you can compete in. For example: Purchase a slot in the 1D for \$500. Run the fastest time in your Slot Race and pocket \$5,000*.

OK you might be asking yourself, “Why would I buy a 3D slot? There are lots of people who can outrun me.” Well, because if someone runs a 17.999 in the 3D Slot Race that time is disqualified for the Slot Race (the time will roll to the Open Finals Race for that day) because the cut off is 18.000. For example, you are the fastest in the 3D Slot Race with an 18.122 YOU WIN!!

On Friday, we will run the 3D and 5D Slot Races. The 2D and 4D will compete on Saturday. The 1D will run on Sunday. You must run in the Slot Race for the Division you purchase, and you **must be entered in the Open race on the day of your slot race**. Your Slot Race time will roll to your Open entry for that day.

You may purchase a slot in multiple divisions, but you can only compete in one Slot Race per day on the **same** horse. For example, you can run Horse #1 in the 3D Slot Race on *Friday* and again in the 4D Slot Race on *Saturday*, but Horse #1 cannot enter **both** the 3D and the 5D on Friday.

Each Slot race will be held after #200 on each race day. The course is a standard pattern. A big drag will precede the Slot Race and we will rake every 5 runners. If there are more than 50 Slot Race contestants, we will do another big drag. Following the conclusion of the Slot Race(s) a big drag will be done before proceeding with the Open Race runner #201.

**Payout is based on 10 contestants in each division. Payout will be adjusted if fewer than 10 contestants in each division.*