

48th Running of the 2011 Oklahoma Paint Horse Futurity-G1

Be A Part of Oklahoma's Oldest Paint Futurity!

\$35,000 Added
Plus \$5,000 added
by Oklahoma-Bred
Program

Trials March 4, 2011
 Finals March 19, 2011
 300 Yards
 at Remington Park
 Trial Purses \$6,000

Rio Rojo Jessie, #3,
wins the 2010
\$85,000 G1
Oklahoma Paint
Futurity!

Payment Schedule

October 15, 2010 . . . \$100
 November 15, 2010. . . \$200
 December 15, 2010 . . \$250
 January 15, 2011 . . . \$300
 February 15, 2011 . . . \$400
 Total \$1,250

Late Nominations

Double payments missed to date until
 2/15/11.

*Supplement at time of entry
 payment \$2,500

Paid to the horsemen's bookkeeper
 at Remington Park.

Purse Distribution

1st38%
 2nd.....17%
 3rd.....11%
 4th.....8%
 5th.....6%
 6th.....5%
 7th.....4.5%
 8th.....4%
 9th.....3.5%
 10th.....3%

All Dates and Conditions are Subject to OHRC Approval
 For 2009 APHA registered foals with at least one Regular Registry
 Paint Horse Parent. All Horses Must Be Parentage Verified.

Nomination Deadline October 15, 2010

For more information and complete terms & conditions go to
www.paintracing.com and click Nomination Forms or contact
 Shari Burger (918) 253-8156.

*Oklahoma Paint Horse Futurity will retain 15% of the gross purses (excluding
 added money) for this race as cost for advertising and administration.*

Make Checks Payable to: Oklahoma Paint Horse Futurity

PO Box 1012 • Jay, OK 74346

Mail on or before
 October 15, 2010

Name of Horse	Sex	Sire	Dam
1.			
2.			
3.			

Owner _____ Date _____

Check for \$ _____ Enclosed

Address _____ City _____ State _____ Zip _____

Home Phone _____ Cell Phone _____

I hereby request that the above described horse(s) be accepted for participation in the 2011 Oklahoma Paint Horse Futurity. I agree to be bound by the rules and conditions as established and interpreted by the Oklahoma Paint Horse Futurity, the rules and regulations of the OHRC and the track rules and conditions of the host track.

Signature _____

APHA recorded owner, Lessee or Authorized Agent