



New Mexico Racing Commission
4900 Alameda NE
Albuquerque, NM 87113

Ruling #: 2017-NMS-2
Track: New Mexico State Fair
Ruling Date: 9/3/2017

Licensee: OLGUIN, EVER ROMERO
License Type: 2015 3 Year Trainer Applicant Id: 23283
License Number: 216398

Ruling # 2017-NMS-2

Action Type: Initial Ruling

Ruling:

Trainer Ever Olguin having been duly notified, telephonically before the Board of Stewards on September 3, 2017, for failure to declare equipment (Blinkers off) at time of entry for "Gone Gem Dandy" entered in the 3rd race on September 1, 2017 at Downs at Albuquerque Racetrack.

Narrative: The blinkers were Put on at the gate at the gate.

Licensee is found to be in violation of:

15.2.5.8 (B)(10) Procedure For Entries Any approved change of equipment must be declared at time of entry. Any changes after that time must be approved by the stewards.

15.2.5.8 (B)(6) Procedure For Entries No alteration may be made in any entry after the closing of entries, but an error may be corrected with permission of the stewards

15.2.5.13 (A)(6) Equipment For The Running Of The Race: No licensee may add blinkers to a horse's equipment or discontinue their use without the prior approval of the starter, the paddock judge, and the stewards.

For this rule violation, the Board of Stewards assessed **Ever Olguin** a penalty in the amount of **One Hundred dollars (\$100.00)**. The fine is to paid on or before **October 2, 2017**, in accordance with 15.2.3.8(B)(3)(I) NMAC. Failure to pay the fine within the time prescribed may result in immediate suspension. Narrative: The blinkers were Put on at the gate at the gate.

This ruling is written in accordance with:

16.47.1.8. T. KNOWLEDGE OF RULES:

By Order of The New Mexico State Fair Stewards

Appeal Filing Deadline: 15.2.1.9(B) (9) (b) NMAC: Which states in pertinent part that "An appeal under this section must be filed not later than 10 days from the date of the ruling. The appeal must be filed at the main Commission offices, or with the Stewards who issued the ruling.