[PHILRACOM RESOLUTION NO. 23-12, S. 2012, March 14, 2012]

PENALTIES TO BE IMPOSED ON LIMPING HORSES

WHEREAS, the Philippine Racing Commission (Philracom) has the exclusive jurisdiction and control over all aspects of the conduct of horse racing including the framing and scheduling of races, the construction and safety of horse racing, the allocation of prizes, and the security of racing as provided for by the Presidential Decree No. 420;

WHEREAS, under the same decree, the Philracom issued a set of Horse Racing Rules and Regulations which authorize the Philracom to impose fines, penalties, suspension, and forfeitures to erring parties including horses;

WHEREAS, the Philracom has observed recently the proliferation of limping horses which could undermine the competiveness and excitement of the races;

WHEREAS, in order to reduce, if not eliminate, the number of liming horses it would be imperative to impose the necessary fines or suspension upon the limping horses;

WHEREAS, the Philracom Board of Commissioners proposed the following rules:

1st offense the limping horse shall be penalized by 21 days suspension and shall not be eligible for barrier trial before the expiration of the said 21- day period of suspension.

2nd offense the limping horse shall be penalized by 30 days suspension and shall not be eligible for barrier trial before the expiration of the said 30- day period of suspension.

3rd offense Philracom discretion

NOW THEREFORE, IT BE RESOLVED, as it is hereby RESOLVED by the Philracom Board of Commissioners to approved the following proposal on the penalties to be imposed on limping horses as follows:

1st offense the limping horse shall be penalized by 21 days suspension and shall not be eligible for barrier trial before the expiration of the said 21- day period of suspension.

2nd offense the limping horse shall be penalized by 30 days suspension and shall not be eligible for barrier trial before the expiration of the said 30- day period of suspension.

3rd offense Philracom discretion