



TEAD PART & QUARTER BOARDING

Rules, Guidelines, and Safety Precautions



AM I ELIGIBLE?

If you are interested in quarter boarding, you must meet the following criteria:

- Must be at least 18 years old
- Must have an active <u>OE Membership</u>
- If you are new to TEAD, you must complete a riding evaluation (\$45.00) to ensure we match you to the correct horse





PAYMENT

Once you have been approved to part or quarter-board, you will be sent a link to register in <u>Amilia/SmartRec</u> (TEAD's online store). Once completed, you will be billed monthly.

Each month your card will be automatically charged the monthly fee and your receipt will be emailed to you.

If payment is declined, a \$20 Declined Item Charge will be invoiced in addition to the Quarter-Board fees. If payments are not received by the 1st of the month, your Part/ Quarter-Board agreement will be null and void. Always make sure you are riding with a buddy in the evenings! A maximum of 4 riders are allowed per slot.





BARN RULES - ENVIRONMENT

- 1. No smoking anywhere on property.
- 2. No dogs allowed anywhere on property.
- 3. Always wear proper footwear. Toes & heels must be covered.
- 4. Never enter paddocks alone.
- 5. No running or sudden movements.
- 6. No shouting or loud noises.
- 7. Report unsafe conditions immediately.
- 8. Call "DOOR!" before entering arena.
- 9. Never enter arena during mounting or dismounting.
- 10. Clean up after yourself & your horse immediately.
- 11. If you open it, close it. If you turn it on, turn it off.
- 12. If you're unsure of what you're doing, ask for help.



BARN RULES - HORSES

- 1. Don't feed horses by hand (no exceptions).
- 2. Always wear gloves when leading a horse.
- 3. Treats should be given to barn manager to feed.
- 4. Make your horse aware of your location before approaching.
- 5. Never go behind or under a horse.
- 6. Do not touch quarantined horses.
- 7. Never leave a horse unattended in cross ties.
- 8. Lead one horse at a time.
- 9. Remove halter if horse is in a stall.
- 10. Stall doors to remain closed when horse is in the stall.
- 11. Don't walk under horse's chin/head while in cross ties.







WHEN YOU ARRIVE



- 1. Main gates may be closed when you arrive open & close them behind you.
- 2. Park at the end of the arena.
- 3. Either enter through main barn doors, or if staff have left for the day enter through the man door opposite the office building.
- 4. Turn on the barn lights.
- 5. Your horse will most likely be outside bring your rubber boots.
- 6. Bring them in, put them in their stall, give them half a bucket of water & allow them time to have a drink & a pee.
- 7. Get the tack out.



GROOMING & TACKING UP









Takes place in the long barn.

Be mindful of temperature.

Do not brush wet mud! Leave it to dry. Brush legs after ride to remove all mud.

Use grooming kits from tack room.

Sweep grooming stalls after picking feet & pick up any manure before heading to arena.

Crops are in the arena.



SAFETY



Leave everything cleaner & tidier than you found it!

If you open it - close it; this applies to all doors & gates

If you unlock it - lock it before you leave; this applies to the tack room door

If you turn it on - turn it off before you leave; this applies to all lights, the radio in the arena & anything else you may use.

If you remove it, put it back on when you have finished; this applies to all horse blankets

Clean whatever you use every time you use it; all tack & grooming brushes fall into this category

DO NOT RIDE ALONE ON PROPERTY – NO EXCEPTIONS. You will be provided with an online calendar to coordinate a buddy system.

NO JUMPING IS PERMITTED. Ground poles are encouraged.

Riding bareback is not permitted.



MOUNTING PROCEDURE



- 1. Lead horse large around the arena in each direction.
- 2. Trot at least 2 long sides.
- <u>Check all tack</u> keepers should be in, saddle pad pulled up into gullet, saddle in correct place, behind horse's shoulders, girth tightened & stirrups adjusted to your correct length.
- 4. Lead horse into *ramp in the arena* (by props) with stirrups run up or crossed over horse's shoulder, & reins in both hands.
- 5. Place reins over horse's neck, climb onto ramp & mount sitting lightly in the saddle.
- 6. Exit ramp with both feet out of stirrups & go to centre line.
- 7. Put your feet in the stirrups & check the girth before adjusting stirrups.



WARM UP

1. Be mindful of temperature & your horse's breathing. If it is very hot, avoid intense rides.

2. Should be done slowly

3. Should include at least 5-10 minutes of walking "on contact"

4. Include walk-halt transitions & changes of rein

5. <u>Ready to trot? Check the girth one last time</u>

6. Before all transitions, remember to shorten the reins

7. Include walk-trot transitions, changes of rein, 20 metre circles, shallow loops, turns across the arena from E to B and up & down the centre line. This should take about 15 minutes.



CANTER

Many of our horses do not do a lot of cantering.

Focus on the quality of the transition & make sure you are

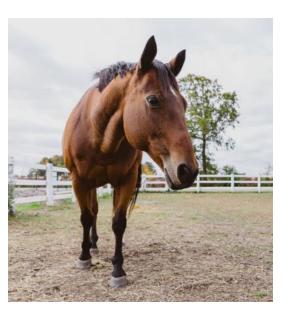
on the correct lead. Before all transitions, shorten the reins.

An example of some canter work you can do;

Canter at A & ride a 20 metre circle, then Canter the long side, ride a 20 metre circle at C, then transition to trot, change the rein & repeat on the opposite rein.

Check your horse's breathing, this may be enough for them. If so give them a walk break, then this exercise can be repeated.

Another Canter exercise would be staying on a 20 metre circle at C, A B or E & cantering half a circle, trotting half a circle, & repeating this several times e.g. A canter, X trot, A canter X trot etc.







THE COOL DOWN-EXTREMELY IMPORTANT

<u>This must be done</u> <u>systematically &</u> <u>can be life</u> <u>threatening to the</u> horse if overlooked.

- 1. Your horse may have worked up a sweat during your ride.
- 2. You must allow a <u>minimum</u> of 10 minutes for the cool down, walking.
- 3. At this point you may wish to place a cooler on your horse.
- 4. Walk large on a slightly longer rein. You can still ride walk –halt transitions.
- 5. If still hot after 10 mins of walking, dismount, loosen the girth & continue to walk in hand for a further 10 mins.
- 6. The horse must be cooler, & not puffing before you leave the arena.
- 7. To help them cool off, give them some cool water, a sponge bath, or hose bath after.



AFTER YOU HAVE RIDDEN

Each horse has a detailed schooling record.

This is in a binder on the shelf in the tack room,

called "Horse Schooling Records".

Please record what you have done after each

ride, & anything important that may need

attention by TEAD staff.

