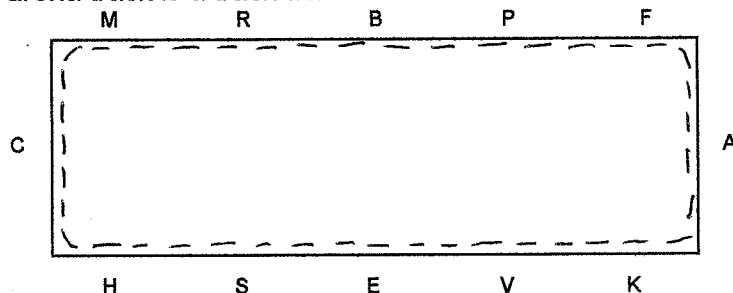


THE ARENA AND TRACKS IN THE ARENA

An arena is a rectangle 20m x 60m. In the arena the following orders are used to inform riders which tracks (or line) is to be ridden.

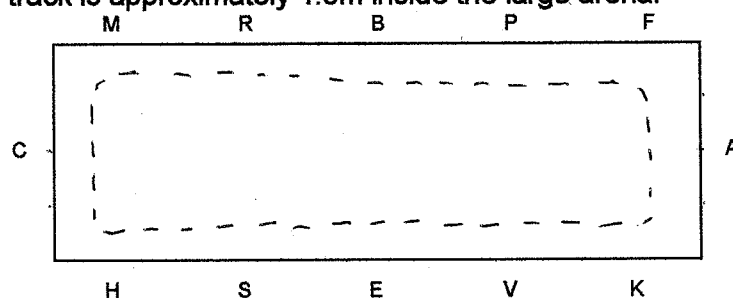
ORDER: "Follow the large arena" or "Go large"

The large arena track is a track which follows the sides of the arena.



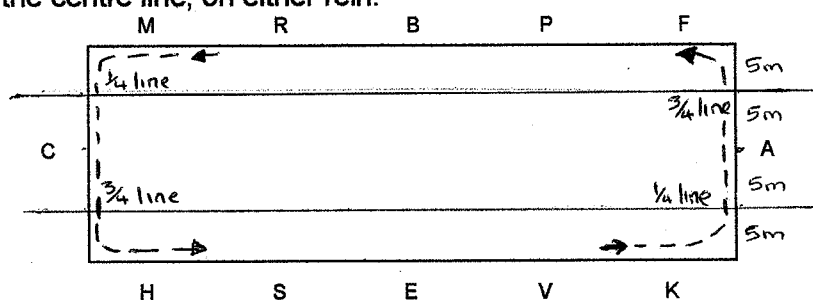
ORDER: "Take the inner track"

The inner track is approximately 1.5m inside the large arena.



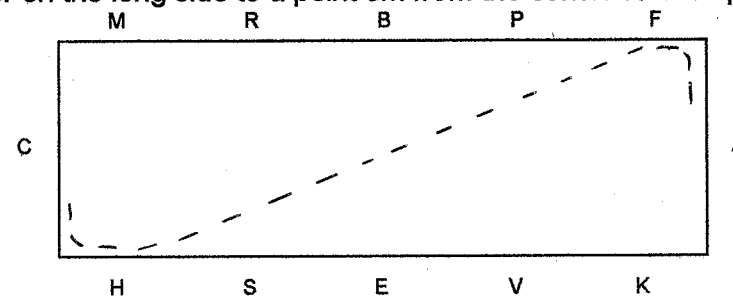
ORDER: "Take the quarter line" or "Take the three-quarter line"

The quarter line/three quarter is a track drawn parallel with the long-side, half way between the long side and the centre line. The quarter line is the first line you cross before the centre line, on either rein.



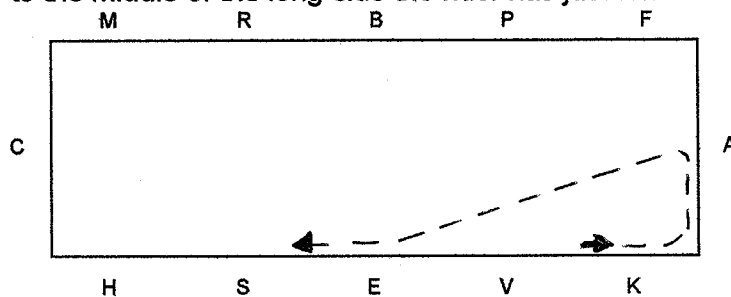
ORDER: "Turn across the diagonal"

The diagonal line is a track drawn obliquely across the arena from a point 6m from the corner on the long side to a point 6m from the corner on the opposite long-side.



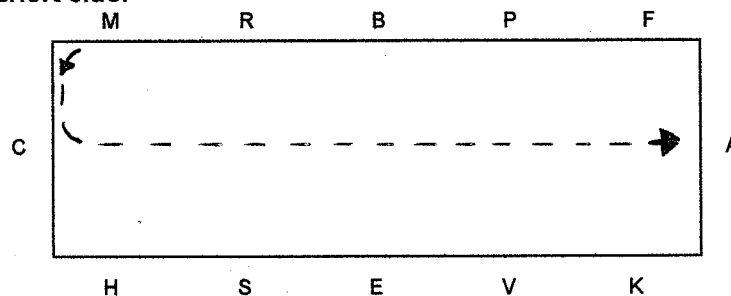
ORDER: "Turn across the corner line"

The corner line is a track drawn obliquely across the arena from the middle of the short-side to the middle of the long-side the rider has just left.



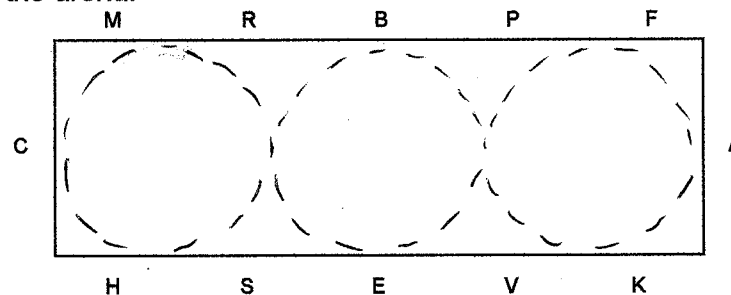
ORDER: "Turn down the centre line"

The centre line is a track drawn from the middle of the short-side to the middle of the opposite short side.



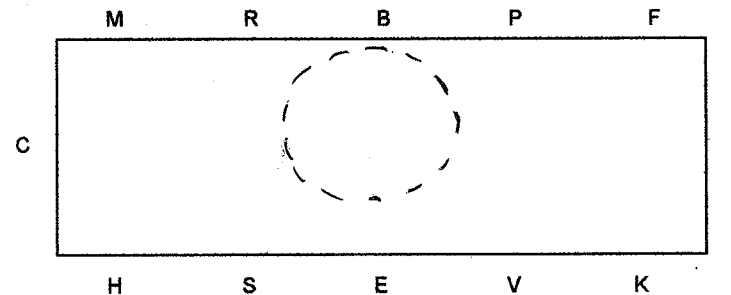
ORDER: "Follow the centre circle" or "Follow the circles at A and C"

The circle track is a circular track of 20m diameter placed at the short-side or in the middle of the arena.



ORDER: "At B circle 15m diameter"

A circle is every circular track with a diameter larger than 6m but less than or equal to 20m.

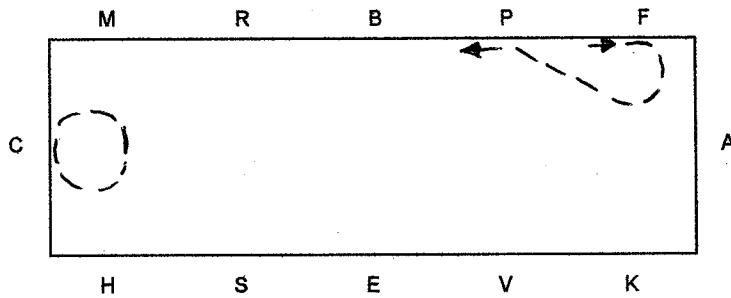


ORDER: "At C volte 6m diameter"

A volte is a circular track with a diameter of less than 6m.

ORDER: "At F half-volte and return"

Half-volte and return is a half-volte followed by a change of rein when returning to the track.

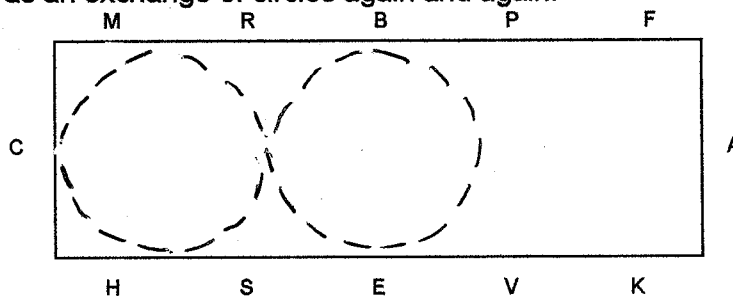


ORDER: "Circle (or volte/half-volte and return) now"

This order is to make circles, voltes, or half-voltes and return with all riders at the same time.

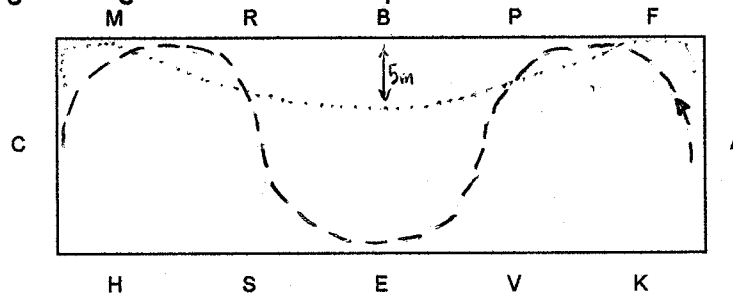
ORDER: "From C (or A) follow the figure of eight"

The figure of eight is a track with two equal 20m circles meeting each other and is executed as an exchange of circles again and again.



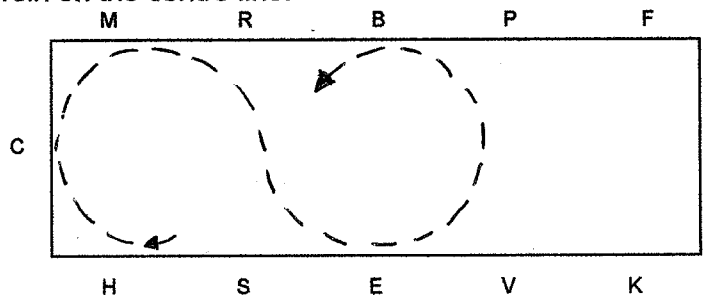
ORDER: "Serpentine from A, 3 loops" or "M to F one loop, 5m from the track"

Serpentine is a winding track with equal loops crossing the central line. A winding track along the long-side is called a loop.



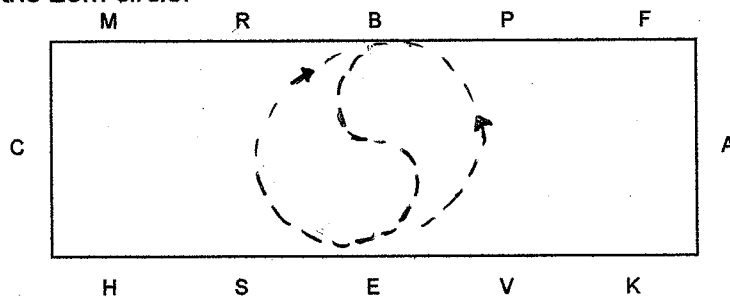
ORDER: "Change rein out of the circle"

To change from one 20m circle to the other the rider makes two 20m half circles changing rein on the centre line.



ORDER: "Change rein through the circle"

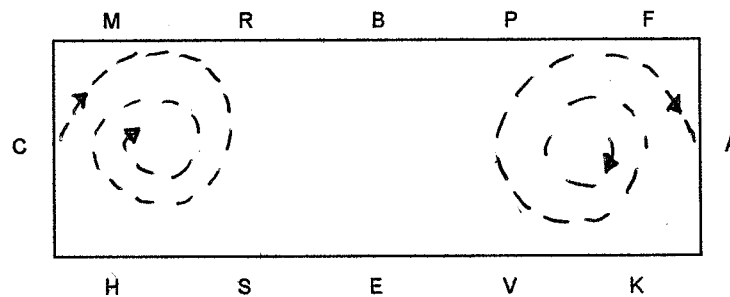
To change rein on a 20m circle the rider makes two half 10m circles changing in the middle of the 20m circle.



ORDER: "Decrease the circle" or "Increase the circle" (or "Spiral in"/"Spiral out")

Decrease of a circle is executed by riding on a spiral track towards the middle of the circle up to 1m distance between riders or when the instructor says "enough".

Increase the circle by riding on a spiral out of the middle of the circle to the circle track.



Editor's note: the fact that I can't draw an accurate circle in no way means anyone is allowed to ride a circle that looks like my drawing!

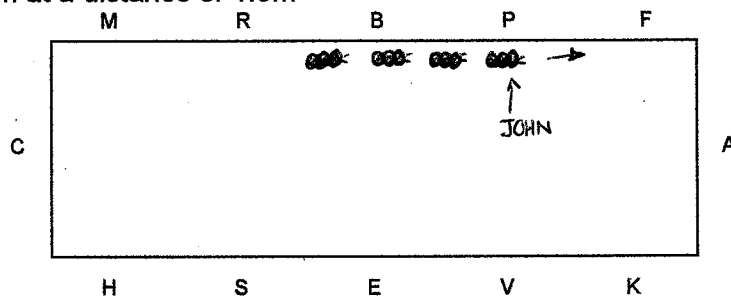
FORMS FOR RIDING IN THE ARENA

The following forms for riding in the arena are recognised:

- 1) Ride behind a selected leading-file, as a single ride, as a double ride, or divided into equal sections.
- 2) Ride in open order
- 3) Individually or independently riding.

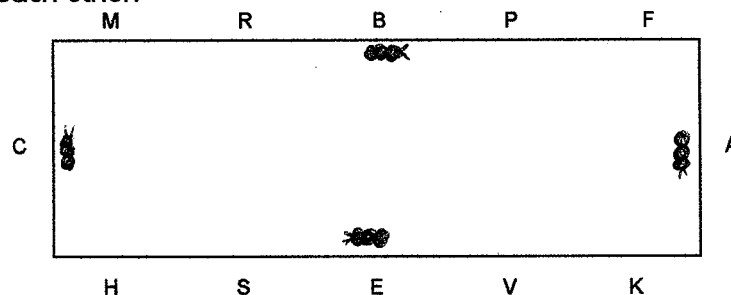
ORDER: "With John leading" (John answers "I am leading") "form a ride in single file - now"

In a single ride behind a leading file one rider is at the head while the others follow behind him at a distance of 1.5m



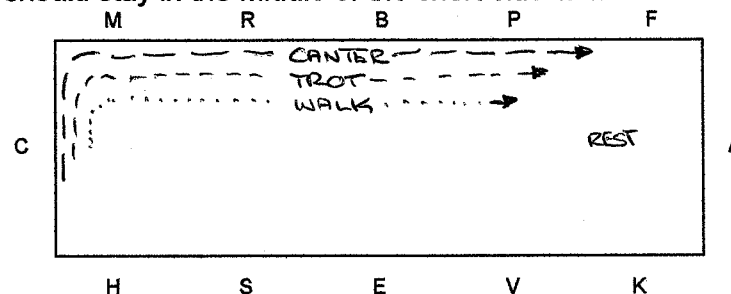
ORDER: "Form a ride in open order - now"

In a ride in open order the riders are spread out along the track with equal spacing between each other.



ORDER: "Individually work on the large arena and on the circles"

In individually or independently riding each rider rides independently of each other on the large arena and the circles. Riders must canter on the track, trot within the track and walk within the trot track. If a rider wants to rest his horse or practice halts or rein backs he should stay in the middle of the short-side circles.



TRAFFIC RULES IN THE ARENA

1) On the large arena track you should as a rule meet left to left, ie riders on the left rein ride on the track, riders on the right rein ride away from the track.

2) When you ride in "open order" and change tracks (turn across the diagonal, turn down the centre line, change rein out of the circles) you shall meet approaching

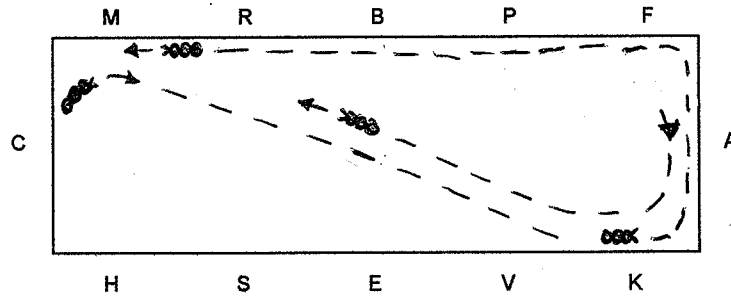
riders with the outer-side, ie riding on the left rein you will meet the approaching rider right side to right side when you turn across the diagonal.

COMMANDS TO RIDERS IN DIFFERENT PACES

The commands consist of preparation words followed by an attention word and an execution word with clear pauses between each.

ORDER: "Ride turn across the diagonal lines"

On the right rein: First rider to reach the quarter marker before the short side makes the change across the diagonal once through the short side. Reminder outside rein to outside rein – tail of ride must move to the inner track.

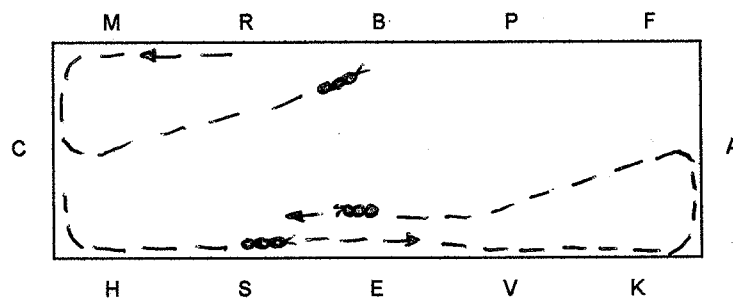


ORDER: "Ride turn across the corner lines"

On the left rein: First to reach quarter marker before C or A on the short side, turns up centre line and directly back to B or E on long side and so change the rein.

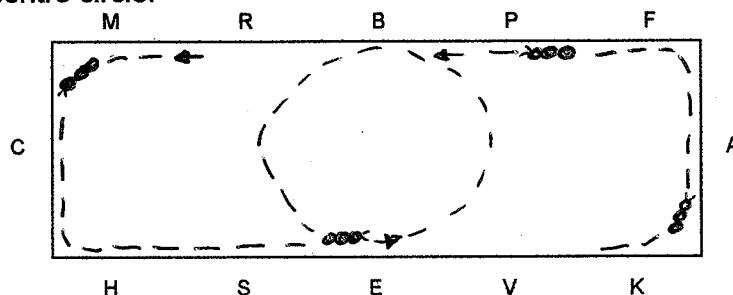
Reminder leaders must take the inner track if the rest of the ride has not passed down the long side and keep inner track until short side. If the track is clear leader may change directly to E or B.

Reminder riders that are past the quarter markers when the order is given must continue on around the arena. Keep your eyes open for who did start the change of movement so that you may follow the correct leading file. Remember there may be two leaders.



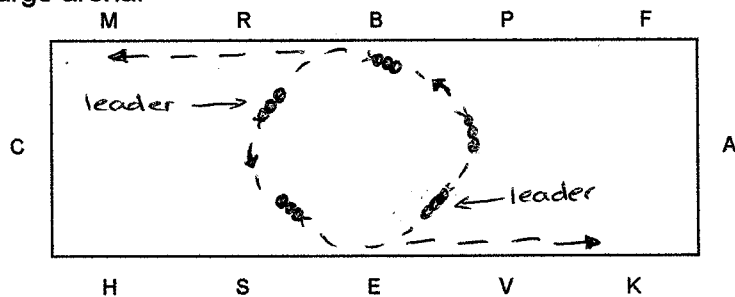
ORDER: "Ride follow the centre circle"

On the right rein the first to reach the quarter marker before B or E leads the ride onto the centre circle.



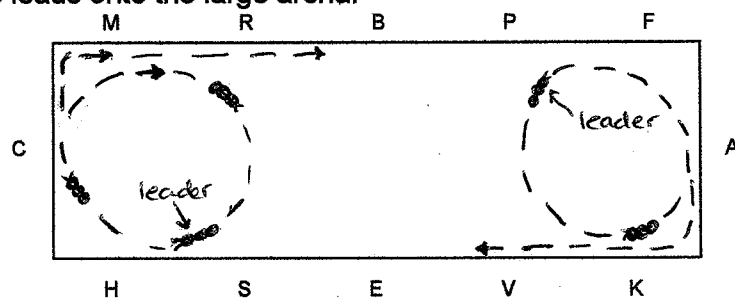
ORDER: "Ride at E and B go large"

The first rider to pass over the centre line before B or E is the one that leads the ride onto the large arena.



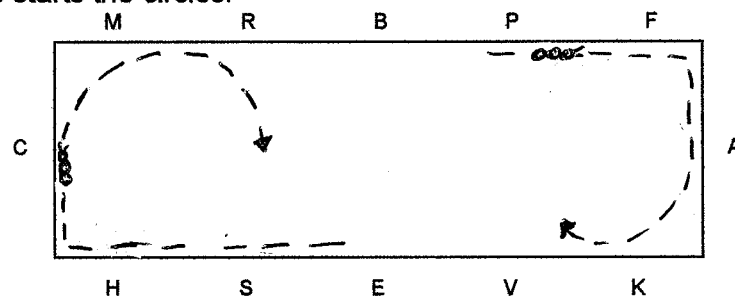
ORDER: "Ride at A and C go large"

On the right rein the first rider to reach the quarter marker before A and C on the short side leads onto the large arena.



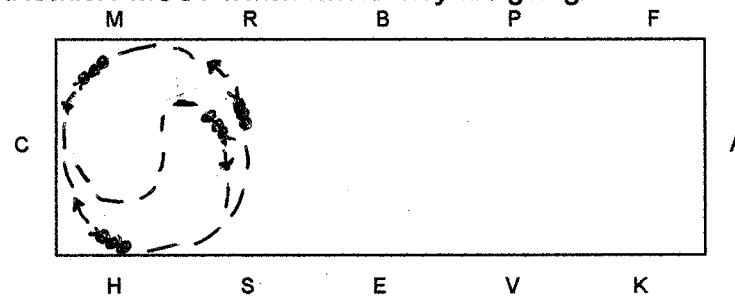
ORDER: "Ride follow the circles at A and C"

On the right rein the first rider to reach the quarter marker before A and C on the short side starts the circles.



ORDER: "Ride at A and C (or B) change through the circles"

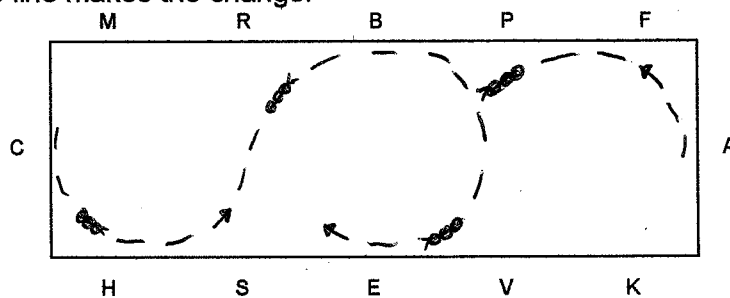
On the left rein the first rider at the quarter marker before C or A on the short side makes first half circle 10, second half circle 9m to allow tail of ride to get through. Tail of ride and leaders MUST watch where they are going.



Remember, some orders give you more time than others – THINK!

ORDER: "Ride change out of the circles"

On the left rein (on the circles at A and C) the first rider at the quarter marker before the centre line makes the change.



ORDER: "Ride turn up the centre line" or "Ride turn up the centre line and change rein"

On the left rein the first rider to reach the quarter marker before C or A starts the move. If not asked to change rein – stay on the left rein. If asked to change rein, do so. Reminder if a change of rein has been asked for the tail of the ride must take an inner track, so the ride passes outside rein to outside rein.

