

About us

Walsgrave Amateur Riding Club is an unaffiliated horse show which is based at Lord's Hill Farm, Coalpit Lane, Wolston on the B4455 between Coventry and Rugby.

Shows take place fortnightly with the new season beginning on March 30th and ending September 28th.

There are Gymkhana, Jumping and Handy Pony events held at each show and are open to both adult and junior riders.

It's so easy to become a member of Walsgrave Amateur Riding Club. You can join on the day or at any point in the season, although it is in your best interests to enter as early as possible to rack up enough points to win an end of season trophy.

New Members are always welcome!

For membership and information please contact us at walsgravearc@gmail.com

Our Showground

Walsgrave Amateur Riding Club
Lords Hill Farm,
Coalpit Lane,
Wolston
CV8 3GA

Contact us

walsgravearc@gmail.com
www.walsgravearc.co.uk
Find us on Facebook



Walsgrave Amateur Riding Club



Established 1956

2025 Club Show Guide

www.walsgravearc.co.uk

Ring 1

Jumping

Classes starting at 10.00am all classes single phase.

New Class Poles on the Floor

- 30cm - Lead Rein Jumping
- 30cm - Beginners - split 10 years & under/over 10 years
- 40cm - Cradle Stakes - split 10 years & under/over 10 years
- 50cm - 12 years & under/over 12 years
- 60cm - 14 years & under/over 14 years

****Smart Dress Code Applies to the Following Classes-**

- 70cm - Split horses & ponies
- 75cm - Split horses & ponies
- 80cm - Split horses & ponies
- 90cm - Split horses & ponies
- 100cm - Open (or alternative class dependent on entries).

****Jackets with white or cream jodhpurs.**

Maximum 3 classes for any horse / pony & rider combination excluding clear round, fun, or alternative classes.

Members must have competed in at least 4 club shows to qualify for end of season trophies.

Entry Fees

- Adult Membership - £15 per season
- Junior Membership - £12.50 per season
- Jumping Class - £5 per class
- Handy Pony - £4 per session
- Gymkhana - £5 per block of 5 races

Ring 2

Handy Pony

Classes start at 12.00pm

- Class 1 - Lead Rein
- Class 2 - Under 12 years of age
- Class 3 - Over 12 years of age

Gymkhana

Gymkhana starts at 1.00pm

All upper age limits must not be reached before or on the 1st of January.

- Tiny Tots - 2 1/2 years to 5 years of age*
- Lead Rein - 5 years to 7 years of age
- A Junior - 7 years to 9 years of age**
- A Senior - 9 years to 11 years of age**
- B Group - 11 years to 15 years of age
- C Group - 15 years to 21 years of age
- D Group - reached and passed 21 years of age

Junior Open - A Junior and A Senior (Younger riders may compete off the lead rein) .

Senior Open - B Group and above.

*** Competitors in Tiny Tots are not permitted to canter i.e walk and trot only.**

**** Competitors will only be allowed assistance as far as the start line, from B Group onward no assistance is allowed in the arena.**

Members must have competed in at least 4 club shows to qualify for end of season trophies.

Gymkhana Rules

CONEBALL - There is a cone at position 1. The rider rides down and collects a ball from the cone, ride down around the end pole before returning the ball to its original position + cross the finish line.

BENDING - Rider weaves in and out of the 5 bending poles, in both directions, + cross the finish line.

BENDING POSTMAN - As per bending rider starts carrying post bag weaves through poles collecting a piece of post from basket on pole at position 5 rider weaves back through poles carrying post bag with post in it over finish line.

BOTTLE - Rider collects a bottle from the bin at position 1, rides down the arena, turns around the bottom pole, returns bottle to bin in upright position + cross the finish line.

CAN - 4 poles in positions 1, 2, 4 and 5 cans will be on either 1 + 2 or 4 + 5 cans to be moved one at a time to the poles that are empty then cross finish.

CAN & BATON - Rider holding a baton ride to pole 1 and uses the baton to lift the can off the pole, then rides down the arena and turns around pole 5 returning to pole 1. Rider then replaces the can over the pole using only the baton before crossing the finishing line. The can must not be held against the rider's body at any time.

CARTON - The rider collects a carton from the top of a pole, rides to the bucket at far end and drops the carton into the bucket. Continue to collect cartons one at a time until each of the cartons are in the bucket, and then cross the finish line.

FISHING - There is a fish in a bucket at position 1. The rider carries a fishing pole, hooks the fish out, rides around pole 5 and returns the fish to its bucket before crossing the finish line.

FLAG - 2 flags will be in flag cone at either position 1 or 5, move flags one at a time + place in empty cone.

2 FLAG – The rider starts with flag + places in flag pot at position 1 takes flag out of flag pot at position 3 rides up round top pole + puts flag back in pot at position 3 then collects flag from pot at position 1 + crosses line with flag (alternative way to run race is 2 flags at cone 1 empty cone at 5 rider starts with flag places in cone at 5 takes next flag from cone 1 + move to cone 5 collect last flag from cone 1 + cross line with it).

3 POT FLAG - Flag pots are at positions 1, 3 + 5 – 2 flags will be in cone at position 3 rider moves 1 flag to cone at position 1 and 1 flag to cone at position 5 in any order then cross line.

EXPRESS LETTER - The judge places letter under riders leg, which must not then be touched – ride up round top pole + over line without dropping letter (rider may get off to pick up + continue).

HUG A MUG - There are three poles in a line and two mugs on an upturned bin at the far end of arena. Rider starts with a mug which they put onto one of the poles, they then ride down to bin collecting the other mugs individually and placing them onto the free posts before crossing the finish line. Alternatively, this may be done only moving the mugs from the bin to the poles.

LANCER – Lancer Rings will be placed on the 1st and 3rd pole. The rider carrying a sword collects both rings in either direction (as they ride down the arena or after turning around pole at position 5 or on their way back).

LITTER - A bin will be placed at position 1 with two litters at position 5. The rider carrying a cane ride to collect a piece of litter then returns to drop it in the bin. He then collects the final piece of litter and places this in the bin before crossing the finish line. The litter must not be touched by any part of the rider.

LUCKY DIP - A bucket containing shavings/shredded paper and a hidden item will be placed at position 1. The rider rides down the arena, round top pole + dismounts at bucket, finds and removes the item from the bucket + leads pony across the finish line. (If you are lucky it will be chocolate !!)

MILKMANS – As bottle but bottle is taken from + replaced into milk crate.

MUG SHUFFLE - 5 poles are set in a line, mugs will be placed on poles 1 and 3. The rider rides to 1st pole and moves the mug to the 2nd pole, collects the mug from pole 3 and moves it to pole 4, rides around pole 5 and then replaces the mugs to their original positions.

PEG ON ROPE - A pole with rope attached to it will be placed at position 1 with a peg on the rope The rider, rides to collect the peg rides up round top pole + replaces peg on rope at position 1 and crosses the finish line. Alternatively, the pegs may be placed in basket on pole at position 5 + attach pegs one by one on to rope before crossing line.

PEG SCRAMBLE – As above but pegs are on floor at position 5.

LAUNDRY - At the bottom of the arena is an item of clothing on floor, the rider rides to top of arena, dismounts + pegs washing onto the rope before remounting and crossing the finish line.

PEG IN HOLE – Wooden pegs are hanging from pole at position 5 place pegs one at a time in wooden holder at position 1 – ride across finish line.

POST A LETTER – Post box is placed at position 1 Ride down to position 5 collect wooden letter one at a time either from nest pan or hanging on a hook return to the postbox to insert it into the slot before crossing the finish line.

POTATO - Rider rides to end position, dismounts + collects a potato, remounts and places potato into bucket at position 1. He then returns to collect a final potato, remounts and places this in the bucket before crossing the finish line.

PYRAMID/ASSOCIATION - Square cartons are placed on either upturned bin or basket on pole at position 5 move one at a time + place in stack on upturned bin at position 1 before crossing line.

QUOITS + CONE – Rider starts with quoit + places over small cone at position 1 further quoits are on floor at position 5 rider dismounts to collect quoit/s remount to place over cone + ride over finish line (an alternative way to run race is with quoits placed in basket on pole 5).

RIDE RUN RIDE - The rider rides to a predetermined point (dependant on group), dismounts and runs with his pony, remounts at another predetermined point and rides over the finish line. In reverse this may also be run as RUN RIDE RUN.

RING - Rings will be placed in basket at position 5. The rider rides down, collects rings one at a time and places ring over pole 1 and cross finish line.

RIDE + RUN – Ride up round pole at position 5 then dismount at predetermined place + lead pony across finish line.

3 MUG – 4 poles set out in positions 2,3,4 + 5 the 3 mugs are on poles either positions 3,4 + 5 or 2,3 + 4 mugs are moved up one at a time on to next empty pole i.e. if mugs on 2,3 + 4 move 4 to pole 5, 3 to pole 4, and 2 to pole 3 or if on poles 3,4 + 5 move 3 to pole 2,4 to pole 3 + 5 to pole 4 – then cross finish line.

ROLL ON POLE – Rolls are placed in basket on pole at position 5 – take rolls one at a time + place over pole at position 1 then ride over finish line.

SACK – A sack is placed on floor at position 1 ride up round top pole dismount at sack + hop across line in sack leading pony.

SACK ON POLE - There is a sack on pole 1, the rider takes the sack off the pole, rides down and around the pole at position 5 and then replaces the sack on the original pole. The sack must be fully pulled down + cross line.

SCOOPY - Rider carrying a scoopy stick collects a ball from a bucket at position 1, rides down and around the bottom pole and returns the ball to the bowl before crossing the finishing line, if the ball is dropped it must be scooped up using the stick before continuing the race.

SOCK IN BUCKET – Socks are placed on floor at position 5 rider dismounts, collects sock, remounts and places this sock into the bucket at position 1. He then returns to collect other sock, remounts, places this in the bucket and crosses the finish line.

STEPPING STONES - A line of stepping stones will be placed along each lane, ride around a pole at position 5 and then dismount + crossing stepping stones leading pony remount + cross finish line. If the pony or rider knock any stepping stone over, or should a rider step on the ground whilst crossing the stones, he must set up any fallen stones, and in both cases return to cross all the stones again – even if it is the last one which has fallen.

TACK BOX- An upturned bin will be placed at position 1, 2 x rubber hammers will be placed on floor at position 5. The rider carries a tack box and places it on the bin, rides to position 5 to dismount and collect one of the hammers from the ground, remounts and places the hammers one at a time in the tack box, then carries the tack box by the handle over the finish line.

TROTTING - As the name suggests trot up round top pole + back if pony breaks into canter turn a circle.

TURNING - A pole is placed at position 1 and 5. The rider rides to poles 1 and turns completely around the pole before riding to pole 5, returning to pole 1 which is completely turned around again before crossing the finish line.

TYRE- A tyre is placed at position 5. The rider rides to the tyre, dismounts, gets through the tyre and remounts before crossing the finish line.

WALK TROT GALLOP - Walk to pole at position 1 trot to top pole + gallop back over finish line if the pony breaks into canter in trotting section or trots in walk section rider must turn a circle before continuing.

Hi-LO NET - A tennis ball is placed on a large cone at position 1 and a small cone at position 3, from the start you collect the ball from the large cone ride to the top of the arena and place the ball in the net you then collect the second tennis ball from the small cone ride to the top of the arena and place the ball in the net and ride to the finish.

2 BOTTLE - Dustbins are placed at positions 1,3 & 5, you start with a bottle and place it on the bin at position 1 you then take the bottle off the bin at position 3 and place it on the bin at position 5 you then take the bottle off the bin at position 1 and ride to the finish, for the reverse of this you start with a bottle and place it on the bin at position 1 you then collect the bottle off the bin at position 5 and place it on the bin at position 3 you then collect the bottle off the bin at position 1 and ride to the finish.

AUNT SALLY - You ride to the top of the arena and dismount you are then required to throw a bean bag through the mouth of Aunt Sally then remount and ride to the finish.

MILKMANS RACE - A milk crate is placed on an upturned dustbin at position 1 and bottles are placed on a dustbin at position 5. You will ride to the top of the arena and collect a bottle off the dustbin and then place the bottle in the milk crate, the bottle must be upright in one of the sections of the milk crate and the crate must remain on the bucket and ride to the finish.

ASSOCIATION - Dustbins are placed at positions 1 & 5 there are association blocks stacked on one of the dustbins and you are required to move them from one dustbin to the other one at a time leaving them in a single vertical stack and then ride to the finish.

2 BOTTLE BALANCE - Poles with small table on them will be placed at positions 1 & 3 (the table at position 3 will have a bottle on it) and a pole at position 5. You start with a bottle and place it on the table at position 1 you then collect the bottle off the table at position 3 ride the top of the arena around the pole at position 5 and replace the bottle on the table at position 3, you then collect the bottle off the table at position 1 and ride to the finish.

CUP & MUG - There will be a dustbin at position one, a large cone at position two with a tennis ball on it, a small cone at position three with a tennis ball on it, a pole at position four with a mug on it and a pole at position five with a mug on it, riders will ride up the arena and collect a mug which they will then place on the dustbin open side up this will then be repeated with the second mug, riders will then collect a tennis ball and place this inside one of the mugs this will then be repeated with the second tennis ball, both balls must be in the mugs and in an upright position on top of the dustbin before the rider proceeds to the finish line.

W.A.R.C Club Policy

Competitors of Walsgrave Amateur Riding Club must be clear of our rules to ensure that the safety of riders and spectators remains our top priority.

This also ensures fairness to all competitors in the show rings.

A full list of rules is available from the Club Secretary or contact us via e-mail and we will arrange that you are provided with a full set of rules.

General Rules

A riding helmet of the latest standard MUST be worn at all times whilst riders are mounted. We recommend that your hat be of PAS015 or EN1384 (Or current Euro Standard).

Obey the instructions of the stewards, the announcer and the judges at all times.

Galloping is strictly NOT ALLOWED. The rider may injure themselves, their horse / pony or spectators and other riders.

No horse or pony is allowed to jump more than three jumping classes.

The gate to the showground must be kept shut at all times whilst traffic is not entering or leaving.

Members must have competed in at least 4 club shows to qualify for end of season trophies.

All dogs must be kept on a lead at all times.

WARC is guided by BSJA rules. These will be adhered to and the judge's decision will be final.

Neither the club or any person's actions on its behalf will accept liability for any loss, damage or illness to ponies, horses, riders, spectators or any other person.

Show Jumping Rules

Any rider may carry a whip, but it is strictly not to be overused.
Spurs are permitted in all classes but the Under 12s. Riders under 12 years of age are not permitted to wear spurs.
Hackamores are only to be used by riders who are over 16 years old on January 1st past.
Studs may be worn by any horse / pony.

Riders who receive outside assistance will be eliminated.

Competitors in both the 30cm and 40cm classes are allowed a helper in the ring to talk them around the course. Also, if the rider is eliminated, they are permitted to complete the course at the Judges' discretion regarding time permitting.

Competitors in the U12's are allowed a helper in the ring to talk them around the course. Also, if the rider is eliminated, they are permitted to complete the course.

Dress Code

Riders in jumping classes 30cm through to 60cm may wear coloured jodhpurs (if they so wish) along with a smart top i.e. a polo shirt etc.

All riders in jumping classes after that, i.e. 70cm upwards MUST wear light-coloured jodhpurs, i.e. white or cream, with a jacket and collar.

Riders in all classes MUST wear a safety helmet and boots that conform to the current approved standard.

Competition Rules for Jumping Classes

1st place = 4 points
2nd place = 3 points
3rd place = 2 points
4th place = 1 point

1 refusal = 4 faults
2 refusals = Elimination
1 knockdown = 4 faults
2 knockdowns = 8 faults
3 knockdowns = 12 faults anon...
1 fall = Elimination
Gymkhana Rules

There will be 5 gymkhana events at each show.

1st place = 4 points
2nd place = 3 points
3rd place = 2 points
4th place = 1 point

Spurs are not permitted in any race or group.
Studs are not permitted in any race or group.

Any height horse / pony may be ridden by any age of rider except Tiny Tots who must ride 13.2 and under ponies.

If a trophy is won at the previous show, it must be returned by 1.00 pm on the day of the following show. If the cup is returned in a poor condition or does not arrive by the ruled time, the points that the rider won in the previous show will be deducted from their overall points tally.

A horse or pony may only compete in two gymkhana groups plus Tiny Tots.

The same horse / pony must be used throughout the day and you may only change if your horse / pony becomes lame or ill.

Tiny Tots and Leading Rein runners and leaders must wear suitable clothes and hard soled shoes, preferably jodhpur boots.

There is no upper age limit for lead rein runners due to shortage of younger willing runners.

A whip is permitted in all groups except Tiny Tots and Leading Rein but must never be overused.

A riding helmet of the latest standard must be worn.
Shoulders must be covered when competing.

If in any doubt about the regulations and safety requirements, please consult the committee member for advice.