## HAPPY ACRES RANCH

## **RULES**

## HORSES:

- 1. Every guest who wishes to ride a horse must sign release form releasing us from liability to the Ranch or JBM Trust (Exception: JBM immediate family)
- 2. No feeding of horses unless it is placed in the horses feed bucket. **Do not feed horses by hand. Unless a Ranch hand is present.**
- 3. Certain horses are more broke (gentle) than others. Not every horse will be available to guests. The horse that best fits the riders experience will be chosen however we can not be responsible if the horse we choose is too much horse for that riders' experience.
- 4. Do not walk behind any horse no matter how gentle.
- 5. Do not get close to horses when they congregate or get close together in the stable area, pasture or on the trail.
- 6. All trail rides off the property will be accompanied by Ranch Guide.
- 7. No horses are to be run hard or galloped. Horses that are not worked everyday are not in shape (as people aren't) and our horses are ridden seldom and are not in shape to run fast or often.
- 8. Every horse is to be walked after a trail ride to cool them down by the guest riders.
- 9. While riding horses the guest rider must always stay alert for anything that may frighten their horse. Blowing paper, rabbits or other animals, puddles of water, ATV's, cars & trucks all will scare a horse. Don't get caught talking to other riders when a horse shies away from something. It may leave you on the ground with no horse to ride.
- 10. No guest shall enter the pasture area where horses are unless they are accompanied by the superintendent or his assistant.
- 11. All new guests unknown to the superintendent must take a quick lesson in the arena to establish their riding skills, get familiar with their horse and make a final adjustment to their tack.
- 12. Warning:

UNDER FLORIDA LAW, AN EQUINE ACTIVITY SPONSOR OR EQUINE PROFESSIONAL IS NOT LIABLE FOR AN INJURY TO, OR THE DEATH OF, A PARTICIPANT IN EQUINE ACTIVITIES RESULTING FROM THE INHERENT RISKS OF EQUINE ACTIVITIES.