



2025 NRHA Futurity & Adequan® North American Affiliate Championship

Warm-up & Schooling Schedule

(In the event of changes, Warm-up & Schooling Schedule online at NRHAFuturity.com will be revised.)

Horses must have a number to enter arena when arena is designated for next day horses only.

OG&E ARENA

The OG&E Arena will be monitored and limited to not more than 40 horses at a time. With this in mind please use your time wisely so that you are able to school your horse but also allow for others to get their horse schooled as well. During peak schooling times be aware that other riders may be waiting to enter the arena so when you are finished please exit the arena as soon as possible.

Coliseum Arena – Odd Hours Circling and Even Hours Fencing

Please note – on show days, the last hour before arena closes in the morning will be half hour circling then the half hour stopping. (Ex.- 9:00 begin circling – 10:00 begin fencing)

Thursday, November 27

Arena Open – **NOTE SHOW OFFICE IS OPEN AT 8 AM TO PICK UP YOUR NUMBERS TO RIDE IN ARENA**

Futurity Horses only in OG&E

Arena Closed– 6pm until 7 pm

Futurity horses ONLY – until 6am the next morning

Friday, November 28

Arena Closed– 6am until 8am

Futurity horses ONLY – 8am – 6PM

Arena Closed– 6pm until 7pm

7 PM – 1st go, Sec 1 Open Futurity horses showing the next day ONLY until 6am the next morning

Saturday, November 29

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

1st go, Sec 2 Open Futurity horses showing the next day ONLY - after end of show until 6am the next morning

Sunday, November 30

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

1st go, Sec 3 Open Futurity horses showing the next day ONLY - after end of show until 6am the next morning

Monday, December 1

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

1st go, Sec 1 CINCH Non Pro Futurity horses showing the next day ONLY - after end of show until 6am the next morning

Tuesday, December 2

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

1st go, Sec 2 CINCH Non Pro Futurity horses showing the next day ONLY - after end of show until 6am the next morning

Wednesday, December 3

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

Then open to Open Futurity L1,2,3 Semi Finals horses showing the next day ONLY – after end of show until 6am the next morning

Thursday, December 4

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for a minimum of 30 minutes)

Then open to Open Futurity L4 Semi-Finals horses showing the next day ONLY – after end of show until 6am the next morning

Friday, December 5

Arena Closed – 6am until start of show

(At end of competition for the day, the arena will be closed for ground work for one hour)

Then arena will be open for Futurity finalists until 7 am the next morning

Saturday, December 6

Arena Closed–6:00am until start of show

Arena Closed – After the completion of the last class and awards for 1 hour

Arena Open for Open Futurity Finals Horses Until 7 am the next morning

Sunday, December 7

Arena Closed – 6:00am until start of show

Adequan® Arena

***The Adequan® Arena will be circling at the top of the hour and fencing on the bottom of the hour
(Ex.- 10:00 begin circles – 10:30 begin fencing)***

Arena 6

At night Arena 6 will be on an opposite schedule as the Coliseum. Arena 6 will be circling on the even hours and fencing on the odd hours. (Ex.- 10:00 begin circling – 11:00 begin fencing)

Starting 2 hours prior to each day's start time in the OG&E Arena, Arena 6 will be limited to those horses showing that day in the OG&E Arena. While the OG&E show is in progress Arena 6 is open to only those horses showing in the OG&E Arena. A gate steward will check you in to Arena 6 for this arena time.

Important: Unless otherwise noted, Arena 6 is closed for one hour when the last horse from each day's show leaves Arena 6. This time is used for footing work. During Show, Arena 6 will drag every hour. starting at beginning of show.

Once completed for the day in the Coliseum, Arena 6 is open for any Futurity horses until the Footing Crew begins to work the following morning, or at any point during the night that footing work is necessary.

Arena 3

Longeing only in Arena 3 – Riding is prohibited at all times.

Covered Arenas

The Main Outdoor Covered Arena (#9) will be fencing at the top of the hour and circling on the bottom of the hour (Ex.- 10:00 begin stopping – 10:30 begin circles)

Covered (#6) is available for Open riding only when no competition is going on in OG&E Arena. NO LONGEING.

Longeing

LONGEING IS PERMITTED IN ARENA 7A AT ALL TIMES.

LONGEING IS PERMITTED IN NORTH ROUND PENS AT NORTH END OF FACILITY

LONGEING ONLY IN ARENA 3 – RIDING IS PROHIBITED AT ALL TIMES.

NO HORSES MAY BE LEFT UNATTENDED IN OR OUTSIDE ROUND PENS AT ANY TIME!

The Following Policy will Apply for all Schooling Sessions during the NRHA Futurity:

NRHA Protocol For Riders When Tractor is ready to enter the Arena

When the tractor approaches any arena, all riders in the arena must move to the side of the arena. The driver will not enter the arena until the riders are all at one side. The driver will put on a directional blinker indicating which way he or she will go and riders must go to the opposite side.

Once at the side of the arena, riders must cease all motion (including walking, spinning, trotting circles, backing, etc.) Failure to comply will result in all horses being excused from the arena to complete the drag.

Thanks for your cooperation in keeping a safe environment for all riders and horses.

NRHA Executive Committee and NRHA Show Management