

HORSE EXPO STUDY GUIDE
Madera County 4-H
Horse Level I & II

HORSE EXPO STUDY GUIDE
Madera County 4-H
Level I & II

Written Test

	Level I	Level II
Entry Form	22	28
Quiz Matching	15	15
Quiz Multiple Choice	15	10
Quiz True/False	5	
Parts	20	33
Western Saddle	10	18
English Saddle	5	10
Bridles - English & Western	6/5	
Sub-Total for Written Test	103	114

Expo Day Skills

	Level I	Level II
Feed ID	5	10
Equipment ID	15	20
Pre-Riding Skills	60	
Vet Skills		60
Riding Skills		40
Showmanship Skills	25	30
Judging	10/10	10/10
Sub-Total for Skills Portion	125	180
Sub-Total for Written Test	103	114
Total for Expo Skills	228	294
Total Needed to Pass Level	182.4	235.2

PLEASE PRINT OR TYPE

LAST NAME FIRST NAME MIDDLE INITIAL

ADDRESS

CITY ZIPCODE PHONE

SIGNATURE OF OWNER OR AGENT

	DIVISION	CLASS #	CLASS DESCRIPTION	NAME OF HORSE	ENTRY FEE	TOTAL FEE
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

CONSULT PREMIUM BOOK FOR DIVISION AND CLASS NUMBERS, ENTRY FEES, AND ENTRY CLOSING DATES

TOTAL ENTRY FEES

Amount Enclosed

CHAPTER OR CLUB

The undersigned state herewith, that her/he is a recognized supervisor of the project of which the above entries are a part; that to his/her personal and actual knowledge the statements regarding the same are true; and he/she has read and has full understanding of the rules and regulations governing the same and agrees to be governed by them.

SIGNATURE OF LEADER/INSTRUCTOR

LEADER/INSTRUCTOR TELEPHONE NUMBER

TERMS - LEVEL I Plus terms in Colorado Horse Manual

Blemish - Any mark or deformity that diminishes the beauty but does not affect usefulness.

Bosal - The plaited rawhide part of the hackamore that fits over the nose.

Breed - A group of horses having common origin and certain characteristics that are inherited from ancestors.

Breeder - The owner of the dam (female) at the time of mating. The owner that is actively breeding mares to produce foals.

Canter - A three-beat gait, a moderate collected, easy, rocking-horse-like English or hunter gait. Called a lope in Western riding.

Castrate - To remove testicles from a stallion - to neuter.

Dam - The female parent of a horse.

English - A general term describing a style of riding in a flat or cutback saddle, as different from hunter or western.

Finished horse - A horse that is completely trained and can be safely ridden or driven.

Foaling - A horse giving birth to a foal.

Frog - The v-shaped growth on the sole of a horse's hoof.

Girth - The band that secures a saddle in place around the barrel of a horse.

Grain - Seeds from crops that are used as energy sources in concentrate feeds for horses, such as corn, oats, barley and wheat.

Haunch - The rear part of the horse.

Hoof pick - A tool used to clean a horse's hooves.

Horn - The knob at the front of a Western saddle.

Horsemanship - Art of riding the horse.

Hunter - A horse used to chase after foxes and jump over fences.

Jog - A slow, two-beat, diagonal gait of western horses.

Legumes - A type of forage in hay or pasture that has stems, oblong leaves and flowers, such as alfalfa, clovers, birdsfoot trefoil.

Lope - A western three beat combination gait with very little suspension following the third beat.

Pace - A two-beat, lateral racing gait in which both legs on the same side of the horse move together (pacers) while pulling a sulky.

Performance classes - Equine classes judged while ridden.

Points - The extremities of the horse's body - the ears, legs, muzzle, tail and mane.

Pommel - The front part of an English or Western saddle.

Pony - Not more 14.2 hands high.

Registered - A horse whose parents were recorded with known ancestors in a breed association.

Shod - A horse that has had shoes put on all four hooves.

Shoe - A steel, aluminum or plastic protective cover put on the bottom of the horses hoof with nails or glue.

Sire - The male parent of a horse.

Straw - The dried stem of mature grains like oats or wheat that is often used as bedding for horses.

Trail ride - To ride horses across country in fields, roads, parks and country long trails for leisure.

Trot - A two-beat, diagonal gait done by hunters, English horses, and harness race horses, (trotters).

Walk - A slow, four-beat gait that is relaxed and easy going.

Welfare - The accepted daily care of the animal to keep it healthy; well-being or health.

Western - A style of riding and using horses with a stock saddle like the cowboys used, as compared with hunter and English.

Withers - The large lump on top of the horse where the neck joins the back.

TERMS - LEVEL II Plus will include Terms from Level I and the Colorado Horse Manual

Absorption - The passing of nutrients and other metabolites from the digestible tract into the blood stream of a horse.

Age - The age of horses determined from the first of January after the year they were born.

Body condition - The degree of fat covering the horse's ribs and total skeleton.

Colon - The ascending and descending portions of the large intestine where water is absorbed from the digestive tract to form feces balls.

Cool-out - The process of moving about calmly to allow the horse's temperature, pulse, and respiration to return to resting levels after heavy exercise and before giving them water.

Conditioning - The process of building up the horse's cardiovascular system, tendons and ligaments.

Disposition - The natural manner of the horse; the horse's temperament.

Dominant - 1) The horse whose behavior causes him to be the boss in a group, at the top of the social hierarchy of the herd. 2) A genetic characteristic that overshadows the recessive trait.

Ergot - The horny growth at the back of the fetlock joint.

Esophagus - The stiff tube-like structure that connects the mouth to the stomach.

Flexion - The act of bending.

Forage - Vegetable plant material that is either fresh (pasture) or harvested (hay, haylage, cubes).

Furlong - A racing distance of 1/8th of a mile, 220 yards.

Heritable - A trait that is passed genetically from one generation to the next.

Inbreeding - The act of mating two horses that are closely related.

Instinct - The natural tendencies of the horse that have evolved for survival of the species.

Inverted - When the horse's respiration rate is faster than the heart rate (panting or hyperventilating).

Lock-jaw - The common name for tetanus. A bacterial anaerobic disease in puncture wounds that causes contraction of muscles.

Mycotoxin - Chemical poisons that are produced by fungus or molds which are usually ingested with feed and adversely affect the horse.

Osselet - A bony growth on the side of the horse's knee or on the lateral side of the fetlock.

Patella - A triangular shaped knee-cap found in the stifle joint area.

Positive reinforcement - Method of modifying behavior by rewarding desired actions rather than punishing undesirable behavior.

Recessive - A genotype that does not exert a ruling or controlling influence, usually indicated by lower case letters.

Showmanship - An event in which the youth are evaluated on their ability to groom, present, control and show a horse at halter.

Small intestine - The segment of the digestive tract that connects the stomach to the cecum and where absorption of glucose, amino acids and fat soluble vitamins take place.

Soundness - The state of a horse free from injury or flaws.

Stomach - The highly acidic compartment of the end of the esophagus in which digestion begins to be chemically broken down.

Tetanus - A muscle spasm disease caused by the anaerobic bacteria *clostridium tetani*.

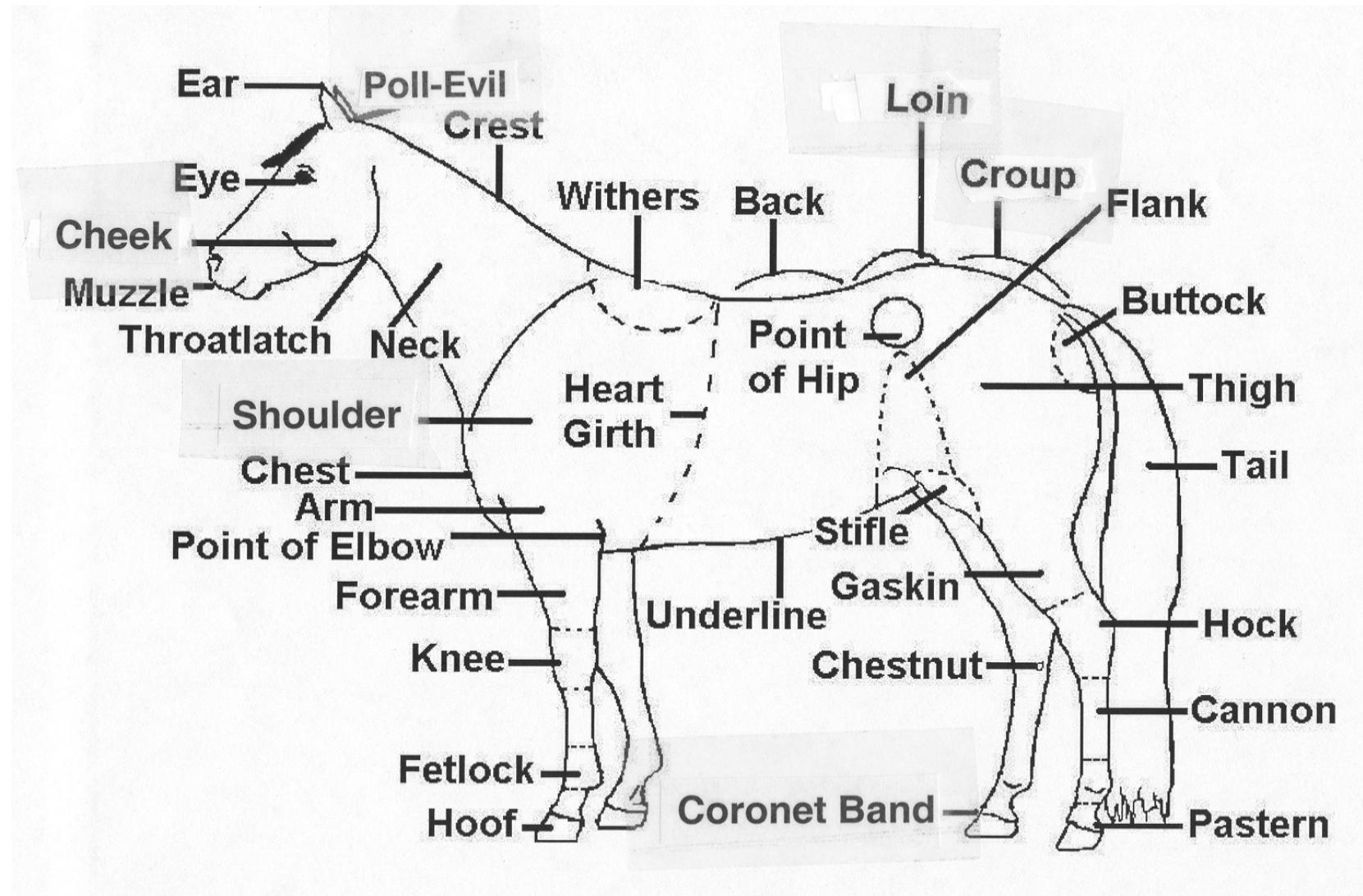
Twitch - A restraining device put around a horse's upper lip to make it stand still.

Wall - A layer enclosing a space i.e. the thoracic cavity, abdomen or the hoof wall.

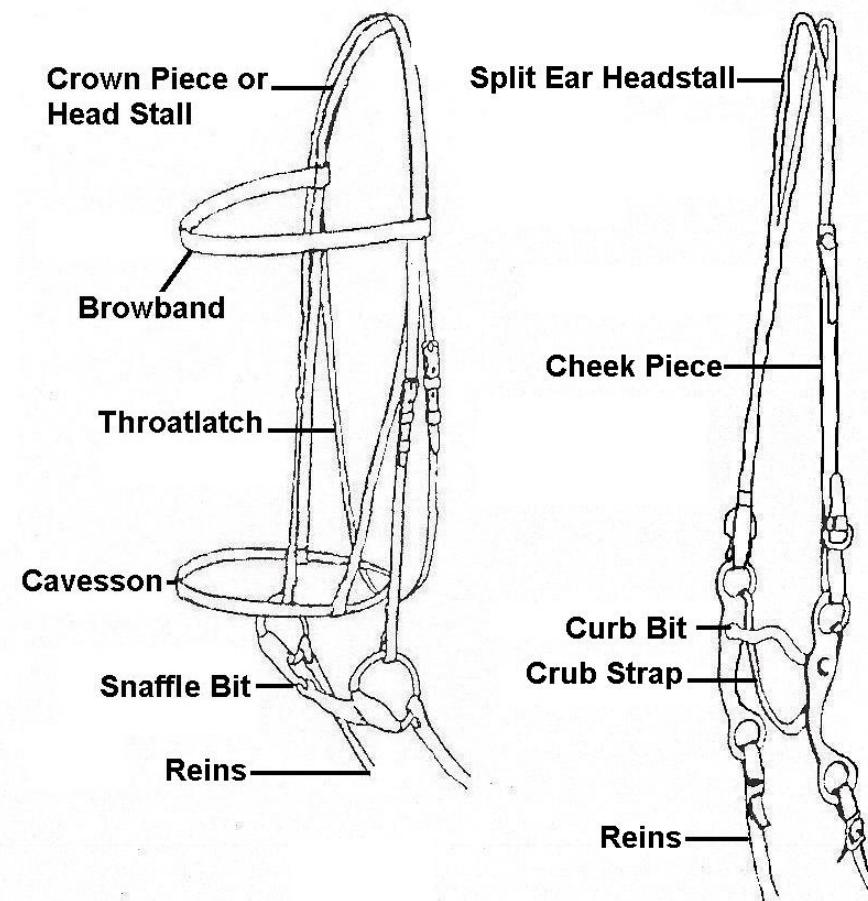
Weaving - A nervous habit affecting horses suffering from boredom in which the horse continually shifts its weight from one leg to the other.

Wobbles - A disease affecting the cervical spinal cord of young horses and causes in-coordination and rear leg instability.

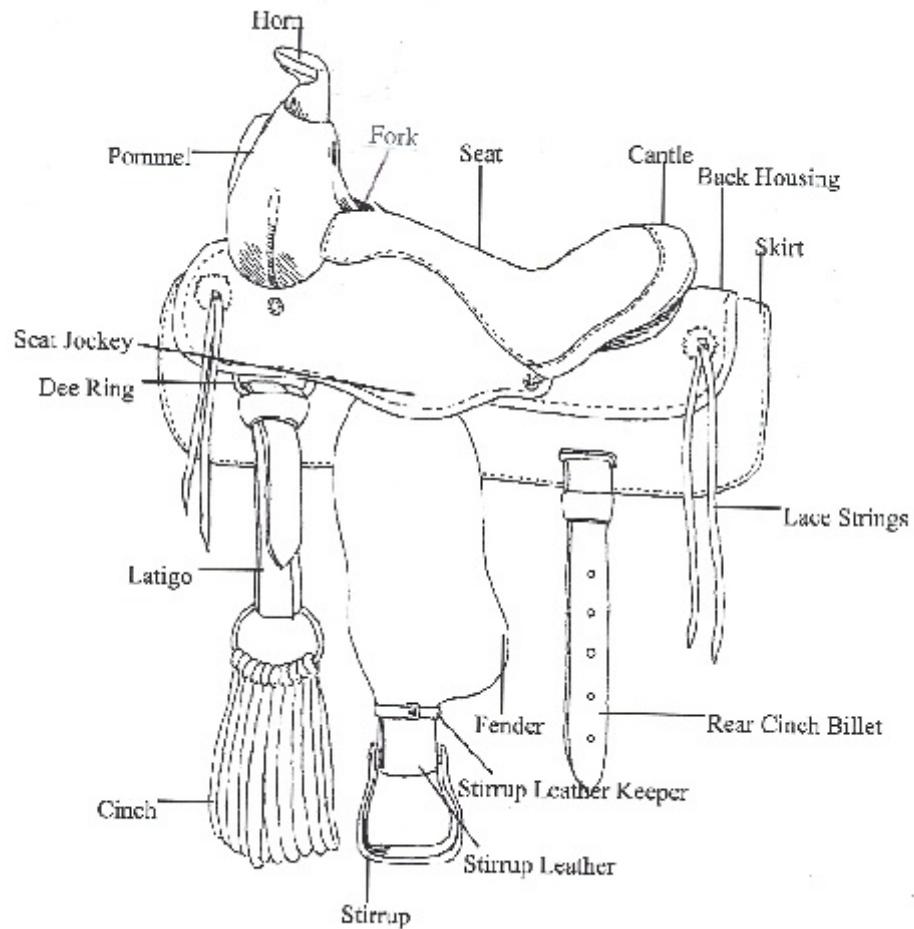
Horse Parts



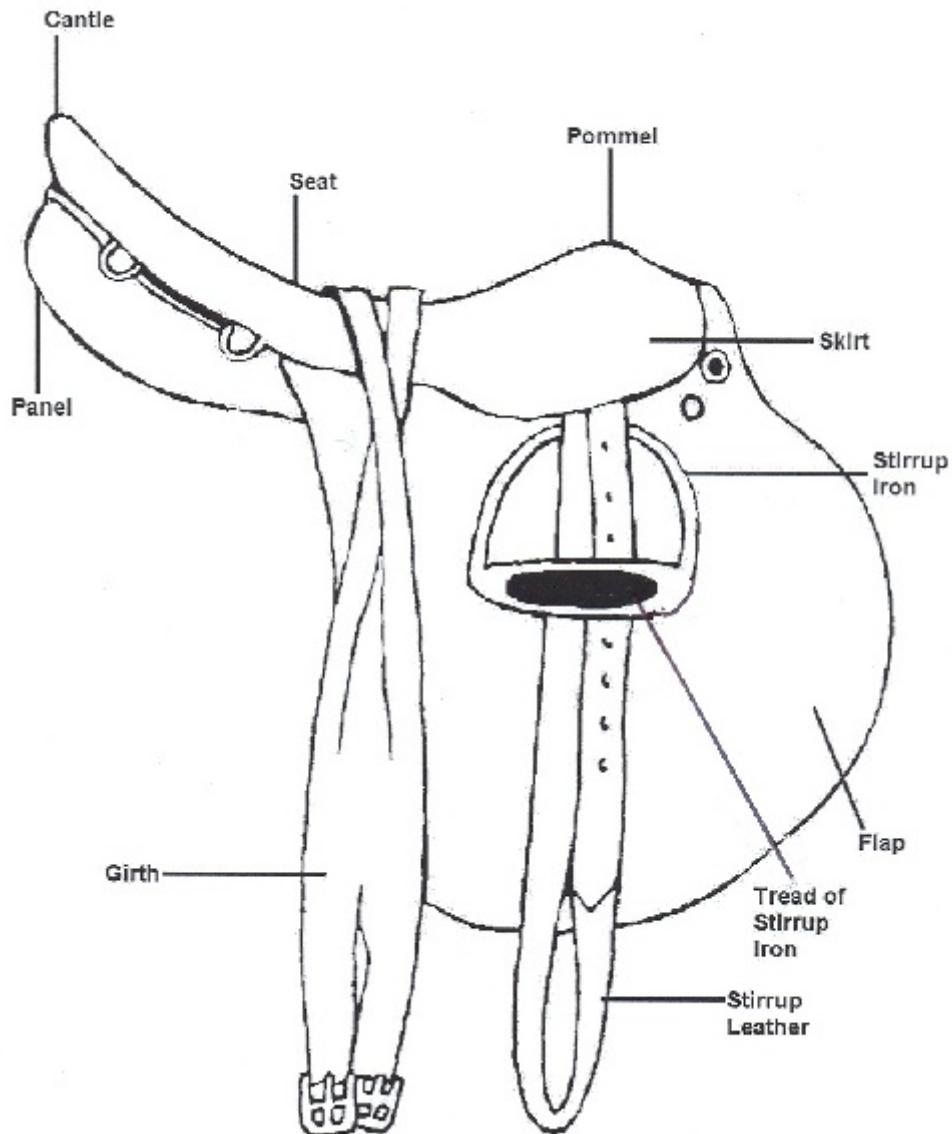
Western & English Bridle



Western Saddle Parts



English Saddle



Tack ID List Level I

Bareback Pad
Bosal / Hackamore
Braiding Bands
Dandy Brush
Cotton Cinch
English Headstall
Body Brush
Fly Mask
Fly Repellent
Hay Net
Hoof Pick
Horse Shoe
Latago Strap
Lead Rope
Mane and Tail Comb
Metal Curry
Nylon Halter
Rubber Curry
Saddle Blanket
Saddle Pad
Saddle Soap
Show Halter
Spray Bottle
Tail Bag
Tie Down
Trailer Tie
Western Breast Collar
Western Bridle

Tack ID List Level II (Plus Level I Tack)

Braided Reins with Romal
Brow Band Headstall
Chain Nose Twitch
Colt Size Halter
Electric Clipper
English Pad
Fiberglass Stock Whip
Fiberglass Lunge Whip
Hay Bag
Horse Hobble
Horse Shoe Nail
Humane Twitch
Lunge Line
Riding Bat
Saddle Rack
Shaped Ear Headstall
Sliding Ear Headstall
Split Ear Headstall
Split Leather Reins

4-H LIVESTOCK EXPO
HORSE

Score

NAME _____

CLUB _____

LEVEL I, II, III or IV

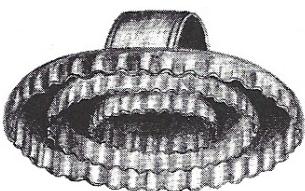
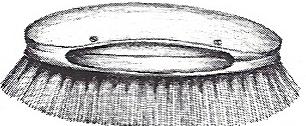
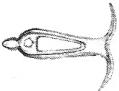
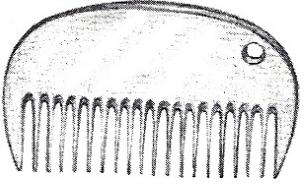
Place the correct number with the right piece of equipment.

Bareback Pad	Hackamore	Saddle Blanket	
Bell Boots	Hay Bag	Saddle Pad	
Body Brush	Hay Net	Saddle Rack	
Braided Reins w/Romal	Hoof Knife	Saddle Soap	
Braiding Bands	Hoof Nipper	Shaped Ear Headstall	
Brow Band Headstall	Hoof Pick	Shipping Boots	
Cavasson	Horse Blanket	Shoeing Open-Wedge Pad	
Chain Nose Twitch	Horse Hobble	Shoeing Sole Protector	
Clipper Blade Set	Horse Shoe	Shoeing Wedge Pad	
Colt Size Halter	Horse Shoe Nail	Show Halter	
Cotton cinch	Humane Twitch	Sliding Ear Headstall	
Cribbing Strap	Latigo Strap	Splint boots	
Dandy Brush	Lead Rope	Split Ear Headstall	
Eggbutt shoe	Lunge Line	Split Leather Reins	
Electric Clipper	Mane and Tail Comb	Spray Bottle	
English Breast plate	Metal Curry	Stable Sheet	
English Headstall	Nailing Hammer	Tail Bag	
English Pad	Nylon Halter	Tanged Horse Rasp	
Fiberglass Stock Whip	Revolving Leather Punch	Tie down	
Fiberglass Lunge Whip	Riding Bat	Trailer Tie	
Fly Mask	Rope Halter	Western Breast Collar	
Fly Repellent	Rubber Curry	Western Bridle	

Bits

Bosal	Half Breed Curb	Low Port Curb	
D-Ring Snaffle	High Port Curb	Mechanical Hackamore	
Egg Butt Snaffle	Jointed Snaffle	Tom Thumb	
Grazing Curb	Kimberwicke	Twisted Snaffle	

Grooming Equipment

	Curry Comb -
	Dandy Brush -
	Grooming Cloth -
	Hoof Pick -
	Mane & Tail Comb -
	Sweat Scraper -

Extra Study Equipment

Feed ID Kits – available in 4-H office for check out by leader.

Horse Equipment/Tack ID - available in 4-H office for check out by leader (updated 4-02).

4-H Livestock Expo

Horse Standards

****IF A MEMBER DOES NOT HAVE THE PHYSICAL ABILITY TO PERFORM A SKILL, AN ASSISTANT MAY ACTUALLY PERFORM THE SKILL FOLLOWING THE VERBAL INSTRUCTION OF THE MEMBER.****

Level I

Halter – with the lead rope untied, put the lead rope over the horses neck to control horse and then apply halter.

Tying – Colorado 4-H Horse Manual pg 107

Cleaning and handling feet – Colorado 4-H Horse Manual pg 62

Grooming – Colorado 4-H Horse Manual pg 61

Showmanship – Colorado 4-H Horse Manual 71

Saddling – Colorado 4-H Horse Manual 84 & 107

Bridling – Colorado 4-H Horse Manual 85

Judging – Color ID – Colorado 4-H Horse Manual pg 10-11

Bay	Black
Brown	Buckskin
Chestnut / Sorrel	Dun
Gray	Grulla
Palomino	Roan

Breed ID – Colorado 4-H Horse Manual pg 6-7

Appaloosa	Arabian
Morgan	Paint
Quarter Horse	Thoroughbred

Level II

Worming – Horses need to be wormed every 2-3 months. Buy a paste wormed, make sure your horse is untied and you are in a safe place. Check expiration date and dial the correct weight of your horse, remove cap and place tip of wormer inside the side of the horses mouth as far back as you can and squeeze the plunger until it stops against the dialed weight indicator.

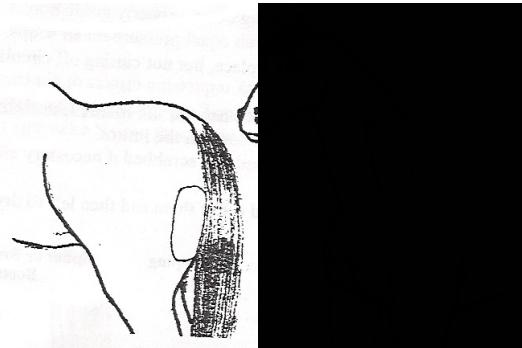
INJECTION SITES –

Preparing for injections

1. Use a new, sterile needle each time. Handle the needle by the hub only and don't touch the needle shaft. Keep it capped until ready to inject. Wipe off the rubber top of the medication bottle with an alcohol swab. Check for expiration date. **DO NOT GIVE MEDICATION THAT IS OUT DATED!**
2. Attach the covered needle to the syringe, remove the needle cap and fill the syringe with 5-10 cc's of air. Then insert the needle into the bottle. While tilting the bottle upside down, inject air into it to produce back pressure, then slowly withdraw the solution into the syringe. Fill the syringe with as few more cc's than required. Then inject that small extra amount back into the bottle with any obvious air. This is all accomplished with the initial single needle stick into the inverted bottle. Then withdraw the needle from the bottle.
3. Hold the syringe with the needle pointed upward, tapping your finger along the barrel of the syringe. This moves any bubbles to the neck of the syringe so you can push the plunger up a bit to force out any remaining air out of the needle. Now you have only the prescribed amount of injectable medication in the syringe. Recap the needle.

Giving the Injection-

1. Have the horse stand in a location where it would not hurt itself or damage equipment if a problem should arise. Have another person hold the horse with a sturdy halter and rope. The horse should be held and observed for 2 minutes after the injection for any signs of an unfavorable reaction.
2. Select an injection site. If giving only a single injection and not several injections daily for several days give it in the pectorals of the breast or neck. When giving a series of injections over several days of weeks, alternate among the 6 locations for any signs of an unfavorable reaction.
3. Brush off any dirt and debris from the injection site and swab the skin with an alcohol-soaked cotton ball. Detach the needle from the syringe by the hub only and remove the needle cover. Just before you insert the needle, it is good practice to firmly tap the area near the injection site so as to reduce the chance that the horse will react to needle insertion. Gripping the needle hub (don't touch the shaft), quickly plunge the needle into the muscle up to the hub. Practice on an orange first if necessary. Remember, rapid needle insertion is less painful than slow insertion. If blood appears at the needle hub, withdraw and reinsert it in a different location.
4. Attach the syringe to the needle and gently withdraw the plunger a short distance. If any blood is withdrawn into the syringe, partially withdraw the needle and angle it slightly before reinserting it. You need not remove the needle completely from the skin when redirecting it. Again gently withdraw the syringe barrel to check for blood.
5. Inject the medication very slow. When injecting large volumes, inject 20% of the total volume (no more than 5 cc) during 30 seconds. Rather than removing the needle completely from the skin, partially withdraw and redirect the needle and give the next 20% of the injection over the next 30 seconds. Repeat this until all the medication has been given.
6. Avoid injection air into the horse. If for any reason you inject a small amount of air, it will probably not be of serious consequence to your horse. The larger the animal, the less of a problem this will be. 5 cc of injected air is more critical to a rabbit than a horse.
7. Quickly withdraw the needle and again swab the inject site. Recap the used needle and properly dispose of it.



FLY SPRAY-

Fly spray should be applied carefully to avoid scarring the horse and getting in the horses face. Apply fly spray on a rag and rub onto the horses face avoiding the eyes or purchase a roll on fly spray. On video at the 4-H office.

TACK CLEANING -

On video at the 4-H office.

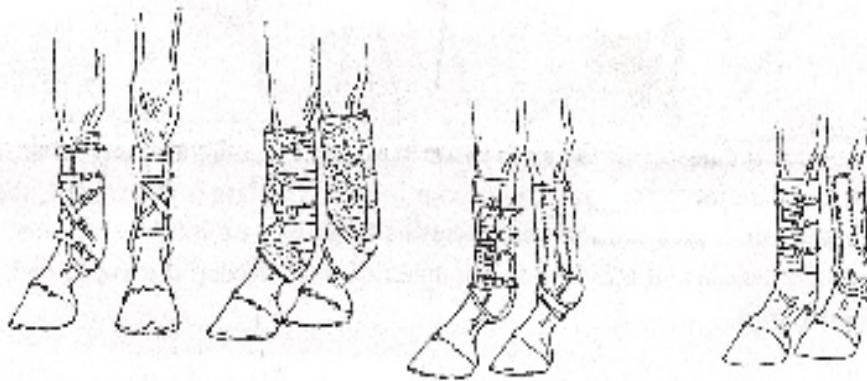
BRIDLE ASSEMBLY -

Varies according to variety.

SPLINT BOOTS -

Objective: Be able to put splint boots on horse's front legs, safely and correctly.

Tools: One pair of front legs workout boots that go on the cannon bone. Can be of any material with buckle or Velcro closures. (IE. Splint boots, sports medicine boots, galloping boots, or open fronted jumping boots).



Purpose:

Splint boots are designed to protect the leg from accidental blows, especially on the inside of the splint and cannon bones. The fetlock sling on sports medicine boots helps prevent over extension of the fetlock joint and they reduce the effects of concussion.

Method:

1. Make sure legs are brushed clean.
2. Inspect boots to make sure they are clean and in good repair.
3. Determine left from right (easier by marking inside or so they buckle on the outside of leg from front to back.)
4. Carefully so you don't scare the horse, apply boot to leg a little higher than needed and slip down into position. (This make sure hair is laying down properly inside boot.)
5. Buckle or fasten boot into place starting in middle, with equal pressure on all straps.
6. Make sure they are secured tightly enough to stay in place, but not cutting off circulation.

Care:

Depending on the material, boots need to be kept clean, on the inside especially. Old sweat and dirt left will cause rubbing and possible sores in the future.

Neoprene, rubber, or plastic boots should be hosed and scrubbed if necessary after each use, then left to air dry. Leather or suede should have the sweat sponged off of them and then left to dry. Once dry the dirt brushes off readily.

Velcro closures get quite dirty and do not work as effectively. A toothpick or large darning needle can be used to pick hair and debris out of loops.

BLANKETING –

Objective: Be able to safely and correctly put on a blanket.

Tools: One blanket of any weight or rigging that completely covers horse's body.

Purpose: Mainly to provide warmth. Lighter weights are used to keep clean, prevent sun bleaching, or as protection from flies.

Method:

1. Make sure horse has been properly groomed before applying blankets.
2. Approach horse's head with the blanket so the horse knows what you are doing.
3. Depending on how the blanket is rigged, you might need to place over horses head if it has a closed front; your if open fronted the blanket should be folded in half with inside facing out, then place on the horses back and the other half laid carefully over avoiding straps and buckles hitting horses legs, etc.
4. Fasten the front strap across the breast, below the base of the neck.
5. Slide the rest of the blanket down the horse's back to the tail, (you are at the side not directly behind the horse.)
6. Fasten the belly straps so there is about a fist of room between the belly and trap.
7. If the blanket has thigh straps fasten them next. Carefully touch and talk to the horse while wrapping the strap around the near leg. Then walk all the way around the horse to do the far leg.
8. Leg straps should be adjusted to hold the blanket in place, but not loose enough to get the leg through it.

UNBLANKETING: –

1. Unfasten straps from the back forward.
2. Unbuckle the front of the blanket last.
3. Step to rear of horse standing to the side of hindquarters, pull blanket off the length of the horse (same direction as the hair grows.)
4. Fold blanket along length and then in half to carry. **Do not drag blankets!**

JUDGING –

Healthy Tack – Inspect tack for cracked leather; chewed by a horse, dog, etc.; stitching that has frayed on saddle, bridle, halter, lead rope that is not in good repair. This will be judged on a keep - cull system.

Gait ID – Colorado 4-H Horse Manual pg 90-91

RIDING –

Proper Mount & Dismount – Colorado Horse Manual pg 99-100, 102

4H LIVESTOCK EXPO
Judges Score Sheet
Horse: Level I
Horse and Non-Horse

Contestant's Name _____ **Club** _____

<u>Skills Demonstration</u>	<u>Possible Points</u>	<u>Score</u>	<u>Comments</u>
Halter	10	_____	_____
Proper Tie (Any quick Release Knot)	5	_____	_____
Saddle Horse	10	_____	_____
_____ Bridle Horse	10	_____	_____
Grooming	20	_____	_____
Curry, Brush		_____	_____
Finish, Mane and Tail		_____	_____
Handle Feet, Cleaning Hooves	5	_____	_____
Total	60	Total _____	

Showmanship Skills

Lead at Halter:

Walk to and from	5	_____	_____
Trot to and from	5	_____	_____
Turning	5	_____	_____
Stop	3	_____	_____
Setting & Hand positions	7	_____	_____
Total	25	Total _____	

Judging Skills

Color ID	10	_____	_____
Breed ID	10	_____	_____

Total

20

Total

4H LIVESTOCK EXPO

Judges Score Sheet

Horse: Level II

Horse and Non-Horse

Contestant's Name _____ **Club** _____

<u>Skills Demonstration</u>	<u>Possible Points</u>	<u>Score</u>	<u>Comments</u>
Vet Skills			
Show 2 injection sites	5	_____	_____
Identify needle sizes 18 g & 20 g	5	_____	_____
Draw up 10 cc	5	_____	_____
Demonstrate worming	5	_____	_____
Fly Spray	5	_____	_____
Tack Cleaning	10	_____	_____
Bridle Assembly	10	_____	_____
Splint Boots	5	_____	_____
Tail Bag	5	_____	_____
Shipping Boots	5	_____	_____
Total	60	Total	_____

Showmanship Skills

Lead at Halter:

Walk to and from	5	_____	_____
Trot to and from	5	_____	_____
Turning	5	_____	_____
Stop	3	_____	_____
Setting & hand positions	7	_____	_____
Move by quarters	5	_____	_____

Total

30

Total

Judging Skills

Healthy Tack	10	_____	_____
Gait ID	10	_____	_____

Total 20 **Total** _____

4H LIVESTOCK EXPO
Judges Score Sheet
Horse: Level II
Horse and Non-Horse

Riding Skills	Possible Points	Score	Comments
Proper Mount and Dismount	10	_____	_____
Walk-alert, ground covering straight.	5	_____	_____
Jog -1 circle as in western western riding.	10	_____	_____
Trot - 1 circle as in English riding	10	_____	_____
Back 5 steps, stop, move forward 5 steps, stop.	5	_____	_____
Total score	40	Total _____	