

# STANISLAUS COUNTY 4-H HORSE PROJECT STUDY GUIDE

## LEVEL 2

*March 2010*

Use this study guide with the  
**CERTIFIED HORSEMANSHIP ASSOCIATION  
Composite Horsemanship Manual**

## STANISLAUS COUNTY HORSE PROJECT STUDY GUIDE LEVEL 2

### GENERAL INFORMATION:

Horses are not pets, but they can be fun, safe and enjoyable companions if they are handled correctly. Horses are big, powerful and \_\_\_\_\_. They can be scared by many things and will try to \_\_\_\_\_ from things that \_\_\_\_\_ them. Things that may frighten a horse are \_\_\_\_\_ noises, \_\_\_\_\_ movements and things that come towards them suddenly, like a piece of paper or plastic being blown by the wind.

If a horse is frightened or nervous, he will often \_\_\_\_\_ down if he is kept under \_\_\_\_\_ and given confidence. Be kind but \_\_\_\_\_ and talk to him with \_\_\_\_\_ words to show him you are a \_\_\_\_\_ leader.

If you are acting frightened or \_\_\_\_\_, your horse may become more frightened.

Horses learn to obey humans through \_\_\_\_\_ and \_\_\_\_\_. Handle your horse properly and use the same \_\_\_\_\_ and \_\_\_\_\_ they are used to. Poor handling by \_\_\_\_\_, cruelty or \_\_\_\_\_ can ruin their behavior.

Horses are trained by positive and negative reinforcement, also known as \_\_\_\_\_ and \_\_\_\_\_. They learn to do things by associating them with good, pleasant feelings (rewards) or 'not so good', unpleasant feelings (punishments). A reward or punishment can be just as simple as a release of pressure or an increase in pressure. Horses only understand a \_\_\_\_\_ or \_\_\_\_\_ for about \_\_\_\_\_ seconds so it is very important that the good or 'not so good' feelings come \_\_\_\_\_ when the horse has done something right or wrong.

Rewards can be: releasing the pressure of the \_\_\_\_\_ or the pressure of your \_\_\_\_\_, getting a break from \_\_\_\_\_, praise (kind \_\_\_\_\_), petting or even a treat such as feed, carrots, apples or something else he likes to eat.

Punishments can be: more pressure with the \_\_\_\_\_ or your \_\_\_\_\_, working \_\_\_\_\_, a sharp \_\_\_\_\_, not being allowed to do what he wants, or perhaps a tap with a crop or a nudge with your spurs. A horse that is punished too \_\_\_\_\_ or too \_\_\_\_\_ will most likely look for a way to get away from the rider who is hurting him or \_\_\_\_\_ him.

Be careful not to allow your horse to get a \_\_\_\_\_ for doing something he should not. For example, if he learns to jerk the reins out of your \_\_\_\_\_ to lean down for a bite of grass, he will do it over and over. Allowing him to graze while you are on his back and relaxing could teach him this kind of behavior!

You should also be careful NOT to use your reins to hold yourself in the saddle. Pulling back like this will make your horse think he is being \_\_\_\_\_ even though you don't mean to \_\_\_\_\_ him.

### HORSEMAN'S TALK:

The following are some common terms used when talking about horses:

A male horse that has been castrated or altered (can not be used for breeding) is a \_\_\_\_\_.

A mature male horse that can be used for breeding is a \_\_\_\_\_. (May also be called a sire or father.)

A mature female horse that is over 4 years old is a \_\_\_\_\_. (May also be called a dam or mother.)

A young horse, male or female, that is still with it's mother (dam) is called a \_\_\_\_\_.

A young horse, male or female, that has just been taken away from it's mother (dam) is called a \_\_\_\_\_.

A horse that is officially one year old is called a \_\_\_\_\_.

A young female horse that is under 4 years old is called a \_\_\_\_\_.

A young male horse that is under 4 years old is called a \_\_\_\_\_.

The way a horse is measured is called a \_\_\_\_\_. One \_\_\_\_\_ is equal to \_\_\_\_\_ inches. (Measure from the ground to the withers.)

A mature horse, male or female, that will never be taller than 14.2 \_\_\_\_\_ is a \_\_\_\_\_.

A horse that is inexperienced or untrained is called \_\_\_\_\_.

The animal that is a cross between a female horse and a male donkey is called a \_\_\_\_\_.

The equipment you use on your horse such as a saddle, bridle and other gear is called \_\_\_\_\_.

The right side of a horse can be referred to as the \_\_\_\_\_.

The left side of a horse can be referred to as the \_\_\_\_\_.

## **BASIC GAITS OF THE HORSE:**

Not fence gates, but the different speeds that a horse moves!

**THE WALK:** This is a slow gait with \_\_\_\_\_ beats and NO suspension. It is a steady and even 1, 2, 3, 4 count. It can be used to \_\_\_\_\_ up a horse's \_\_\_\_\_ before doing harder \_\_\_\_\_, to relax and \_\_\_\_\_ him and to \_\_\_\_\_ him after working.

**THE TROT AND JOG:** The trot is a \_\_\_\_\_ beat gait. The opposite \_\_\_\_\_ and \_\_\_\_\_ legs move together and hit the ground as a \_\_\_\_\_. This gait has suspension which means that at some time all four \_\_\_\_\_ are off the \_\_\_\_\_. It should have a steady 1-2, 1-2 beat. The jog is a \_\_\_\_\_ trot with less speed and less \_\_\_\_\_ than a regular trot. The trot and jog can be ridden sitting, \_\_\_\_\_ or balancing in a \_\_\_\_\_ - \_\_\_\_\_ position. The trot is often used for \_\_\_\_\_ distance riding because it is the least tiring for the \_\_\_\_\_ while covering the most \_\_\_\_\_.

**THE CANTER AND LOPE:** The lope or canter is a \_\_\_\_\_ beat gait that has \_\_\_\_\_. The lead determines which foot pushes off first. In a left lead, the right hind leg hits the ground \_\_\_\_\_. The next beat is the \_\_\_\_\_ hind and the \_\_\_\_\_ front hitting the ground at the same time. Next, the \_\_\_\_\_ front (the \_\_\_\_\_ foreleg) hits the ground on the \_\_\_\_\_ beat. Before the right hind hits the ground again, you have suspension which means all four \_\_\_\_\_ are off the \_\_\_\_\_. For a right lead, the left hind leg hits the ground \_\_\_\_\_, the \_\_\_\_\_ hind and the \_\_\_\_\_ front hit at the same time and the \_\_\_\_\_ front would hit the ground last.

The \_\_\_\_\_ is a medium gait. The \_\_\_\_\_ is a slower, more relaxed \_\_\_\_\_. The lead that is to the \_\_\_\_\_ of the turn or circle is the correct lead.

**THE GALLOP:** The gallop is a \_\_\_\_\_ beat gait and has longer \_\_\_\_\_ than the canter. The horse reaches farther with his \_\_\_\_\_ and stays up in the \_\_\_\_\_ longer. Looking at the picture in the manual, you can see that in a gallop, the horse's \_\_\_\_\_ leg hits first, followed by the opposite \_\_\_\_\_ leg, then the opposite \_\_\_\_\_ leg and finally the last \_\_\_\_\_ leg, before all

four legs are in the \_\_\_\_\_, or what is called \_\_\_\_\_. Galloping should only be practiced by \_\_\_\_\_ riders.

**As part of your Level 2 assessment, you will be asked to describe the four gaits of a horse. You may wish to demonstrate the difference in the gaits using clapping sounds to help you. The above section on Basic Gaits will help you prepare.**

## **HORSE COLORS AND MARKINGS:**

### **COLORS:**

Horses with a reddish to reddish brown color are called \_\_\_\_\_. or \_\_\_\_\_. According to the CHA manual, \_\_\_\_\_ is usually an English term while \_\_\_\_\_ is typically a Western term. The legs are the same \_\_\_\_\_ as the rest of the body. They can also have white \_\_\_\_\_ markings. The mane and tail can be the \_\_\_\_\_ color or \_\_\_\_\_ (lighter blonde color).

A horse with \_\_\_\_\_ legs, mane and \_\_\_\_\_ that is \_\_\_\_\_ in color is called a \_\_\_\_\_. The legs can also have \_\_\_\_\_ markings.

A \_\_\_\_\_ horse is very dark \_\_\_\_\_, almost black, with lighter \_\_\_\_\_ highlights on the muzzle, flanks, and inside the legs. The \_\_\_\_\_ and \_\_\_\_\_ are the same color as the body.

A horse that has dark skin and is born dark in color is a \_\_\_\_\_. A \_\_\_\_\_ horse becomes \_\_\_\_\_ with age.

A horse with no \_\_\_\_\_ highlights and a \_\_\_\_\_ muzzle is called \_\_\_\_\_.

A \_\_\_\_\_, reddish or brown horse with darker \_\_\_\_\_, mane and tail, with a dark stripe down its \_\_\_\_\_ is usually referred to as a \_\_\_\_\_.

A light to dark \_\_\_\_\_ horse with a \_\_\_\_\_ mane and tail and no dorsal \_\_\_\_\_ is referred to as a \_\_\_\_\_.

A \_\_\_\_\_ color horse with a white or very light \_\_\_\_\_ and \_\_\_\_\_ is called a \_\_\_\_\_.

A horse with a mixture of one other color hairs and \_\_\_\_\_ hairs is called a \_\_\_\_\_. The head is always \_\_\_\_\_ than the body. A chestnut (sorrel) or bay color roan is called a \_\_\_\_\_ or \_\_\_\_\_ roan depending on the number of white hairs. A black roan is called a \_\_\_\_\_ roan.

A horse that is white with large patches of any \_\_\_\_\_, or dark with patches of \_\_\_\_\_, is called a \_\_\_\_\_. As you will see later in the breeds section, \_\_\_\_\_ refers to the color.

### **MARKINGS:**

Markings are a good way to help identify a horse. Some markings occur naturally while some can be man-made or caused by an injury.

A \_\_\_\_\_ is a man-made \_\_\_\_\_ with a special \_\_\_\_\_. If it is made with a \_\_\_\_\_ iron, it is usually \_\_\_\_\_. A different type of \_\_\_\_\_, called a \_\_\_\_\_ is made with a \_\_\_\_\_ instrument. This type of \_\_\_\_\_ normally makes the hair grow back \_\_\_\_\_, but it can be \_\_\_\_\_. A \_\_\_\_\_ from an injury can have \_\_\_\_\_ hair or it can be \_\_\_\_\_.

**The natural face markings are:**

A spot of white on the forehead called a \_\_\_\_\_.

A NARROW strip of white down the face called a \_\_\_\_\_.

A WIDE stripe of white down the face called a \_\_\_\_\_.

A spot of white on the muzzle called a \_\_\_\_\_.

A horse can have more than one of these, or none at all.

If the horse has a \_\_\_\_\_ white face mark that goes across the forehead, includes at least \_\_\_\_\_ eye and extends onto the sides of the face, it would be called a \_\_\_\_\_ face.

**The natural leg markings are:**

White that extends to the knee or the hock called a \_\_\_\_\_.

White that extends part of the way up the cannon bone called a \_\_\_\_\_.

A white mark that includes the fetlock called a \_\_\_\_\_ or \_\_\_\_\_.

A white mark that goes just to the bottom of the fetlock called a \_\_\_\_\_.

A white ring just above the hoof called a \_\_\_\_\_.

A white spot on the heel called a \_\_\_\_\_.

If the leg is white, but has black or colored spots in it, they are called \_\_\_\_\_ spots.

**For a better understanding of the markings, refer to the pictures in the CHA Manual for Level 2.**

**Identifying markings will be included on the written portion of your assessment for Level 2.**

**In Level 1 you learned the basic parts of the horse. In Level 2, there are more parts you should be able to identify. You should also know parts of the hoof. Use the CHA manual to fill in the parts on the pictures included in your study guide.**

**HORSE CARE AND HANDLING:**

**In Level 1 you also learned how to catch, halter and release your horse properly. Review the section in Level 2 on “Catching Horses” and “Turning Out Horses” to remind yourself of the basic safety rules! Your written assessment may include questions from this section.**

**COOLING OUT A HOT HORSE:**

A horse that is hot and sweaty should be \_\_\_\_\_ gradually. If you do not do this properly, you could make your horse \_\_\_\_\_.

You should \_\_\_\_\_ your horse for the last \_\_\_\_\_ minutes of your ride or until he is \_\_\_\_\_ normally. This means his \_\_\_\_\_ are not flaring.

If he is very hot and tired, you should \_\_\_\_\_. It also will help to \_\_\_\_\_ the girth.

If you can, it is also a good idea to take off the \_\_\_\_\_ and put the \_\_\_\_\_ on.

Leave the \_\_\_\_\_ in place. After his breathing returns to normal you can \_\_\_\_\_ the \_\_\_\_\_.

If the weather is hot, you can \_\_\_\_\_ your horse with \_\_\_\_\_ to remove the sweat and salt. The \_\_\_\_\_ should be \_\_\_\_\_, NOT HOT or COLD.

Use a \_\_\_\_\_ scraper to squeeze out the \_\_\_\_\_ until he is almost \_\_\_\_\_.

If it is \_\_\_\_\_, cover him with a \_\_\_\_\_ cover and \_\_\_\_\_ him around until he feels \_\_\_\_\_ and \_\_\_\_\_ between the \_\_\_\_\_ legs.

Horses that are hot, \_\_\_\_\_, and sweaty should \_\_\_\_\_ be allowed to \_\_\_\_\_ large amounts of \_\_\_\_\_, especially cold \_\_\_\_\_. This can make them very \_\_\_\_\_.

### **STABLE CHORES:**

If you keep your horse in a \_\_\_\_\_, it should be cleaned at least \_\_\_\_\_ per day. Wet and dirty \_\_\_\_\_ can cause \_\_\_\_\_. It also provides a place for \_\_\_\_\_ to breed.

To clean your stall, pick up the piles of \_\_\_\_\_ and the \_\_\_\_\_ spots and throw them in the proper spot. If you use bedding, replace the bedding to absorb the urine and make a comfortable place for the horse to lie down on. The most common types of bedding might include straw, \_\_\_\_\_, sawdust, peanut hulls and recycled \_\_\_\_\_. Be sure to \_\_\_\_\_ the bedding around.

Check the stall for hazards that could \_\_\_\_\_ the horse. It is a good idea to \_\_\_\_\_ the cobwebs off the walls and look for \_\_\_\_\_ and \_\_\_\_\_. Be sure to look for \_\_\_\_\_ edges on metal things or holes in any glass or plastic the he could poke his \_\_\_\_\_ through. You should also check for places that your horse might be \_\_\_\_\_ wood.

Horses need plenty of \_\_\_\_\_ water, except when they are \_\_\_\_\_ and \_\_\_\_\_. The \_\_\_\_\_ or trough should be emptied out and \_\_\_\_\_ with a brush as often as needed. If you use a bucket, it should be disinfected \_\_\_\_\_. You should be careful not to spread disease from buckets or troughs.

Be sure that your horse has plenty of water! If you use a bucket, let him have \_\_\_\_\_ he wants and then leave a \_\_\_\_\_ bucket. If you have an automatic waterer, check each day to make sure it is functioning properly and \_\_\_\_\_ it regularly.

In the barn area, \_\_\_\_\_ up after your horse. \_\_\_\_\_ up hay and trash. Put \_\_\_\_\_ and \_\_\_\_\_ back where they belong. Pick up papers and \_\_\_\_\_. Bottles can be broken and cause \_\_\_\_\_. Loose wire or baling \_\_\_\_\_ can trip a horse or a person. \_\_\_\_\_ can get stuck in a horse's foot! Keeping the barn area clean can help avoid problems!

### **HORSES AND PONIES FOUND IN AMERICA:**

There are many types of horses! Some terms you should know are:

**BREED:** Horses that have been \_\_\_\_\_ to a particular standard with the same ancestors.

**TYPE:** A horse that is built well for a certain \_\_\_\_\_ or has the talent to do a certain \_\_\_\_\_, regardless of their breed.

**PUREBRED:** A horse with both \_\_\_\_\_ that are the same \_\_\_\_\_.

**GRADE:** A horse from mixed \_\_\_\_\_ or one that is mainly one \_\_\_\_\_, but not registered.

There are many different breeds of horses. Some of the best known breeds in North America include:

The \_\_\_\_\_, a small to medium sized horse that is usually between 14 and 15.2 hands tall and weighs around 900 to \_\_\_\_\_ pounds. They do many jobs well. One of their main uses is \_\_\_\_\_ riding. They can also be very good at endurance riding, \_\_\_\_\_, cutting and \_\_\_\_\_.

The \_\_\_\_\_ was developed for racing. Besides racing, they also excel at polo, jumping, \_\_\_\_\_ and three-day eventing. They are tall horses, about 15.2 hands to over \_\_\_\_\_ hands, but light, weighing about \_\_\_\_\_ to 1100 pounds.

The \_\_\_\_\_ horse usually weighs between 900 and 1250 pounds and is 14.2 hands and taller. They are athletic and used in \_\_\_\_\_ work, cattle work, and rodeo events. They also can be good \_\_\_\_\_ horses, English \_\_\_\_\_ horses, and hunters and jumpers. They are the \_\_\_\_\_ horse for \_\_\_\_\_ sprints and top the \_\_\_\_\_ at distances under a half mile.

The \_\_\_\_\_ is usually 14.2 to \_\_\_\_\_ hands tall. They are used for pleasure riding, \_\_\_\_\_, trail riding, \_\_\_\_\_, parades and \_\_\_\_\_.

Besides these breeds, you may also encounter the American Saddlebred, Warmbloods, and Draft Horses such as the Percheron, Belgian and the famous Clydesdale.

Some breeds of horses are known as \_\_\_\_\_ breeds, such as the Appaloosa, the \_\_\_\_\_ and the \_\_\_\_\_.

\_\_\_\_\_ breeds are naturally small and never grow larger than \_\_\_\_\_ hands. Some of the best known \_\_\_\_\_ breeds are the \_\_\_\_\_, \_\_\_\_\_ of the Americas and the Welsh.

#### **HORSEMANSHIP:**

The first section of Horsemanship in the CHA Manual covers adjusting your stirrups, balancing and learning to post on the correct diagonal. As part of your Level 2 assessment, you will be asked to ride a basic pattern in the arena. These sections in the CHA manual will help you understand the instructions for the pattern and how it will be scored by the judge.

Other areas in this section explain cantering, jumping, some of the Western Gymkhana patterns and trail obstacles. You should have a parent or leader review this section with you. It will help you become a better rider and prepare you for more horse events. You may also find some questions about these sections on the written portion of your Level 2 assessment.

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In Level 1, you learned to groom your horse properly. In order to help you prepare for showmanship, your Level 2 assessment includes a demonstration on show grooming and a basic showmanship pattern. A copy of the judge's checklist is included to help you.

Also in Level 1, you learned the "Quick Release Knot" or slip knot. In Level 2, you should learn to tie a clove hitch and a bowline as well. You will be asked to demonstrate all three of the knots and talk a little about how and when to use them. Study the pictures included in this guide to help you prepare.

**LEVEL 2 DEMONSTRATION**  
**SHOWMANSHIP**  
(English in bridle and Western in halter)

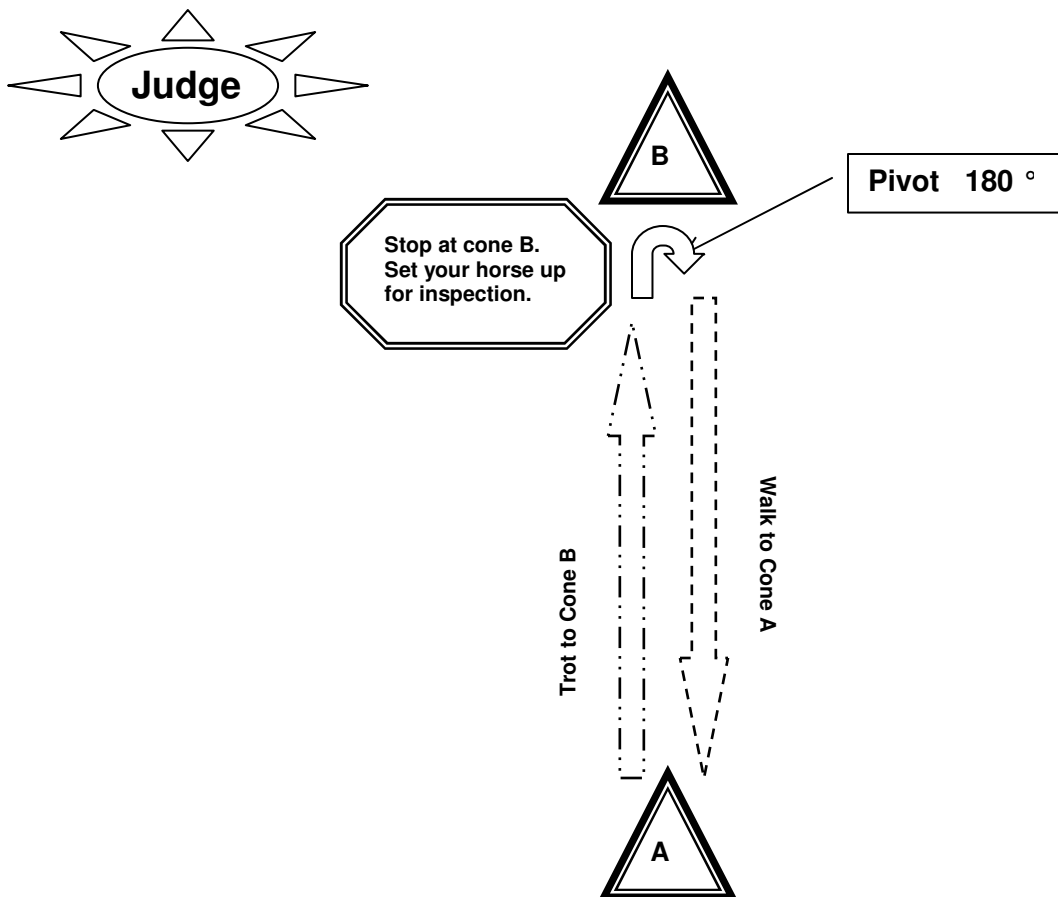
## Performing a Pattern

### Key Elements:

1. Position of presenter with horse.
2. Lead not coiled.
3. Handler alert and paying attention. Aware of judge's position at all times.
4. Always in control of horse.
5. Reverse by pushing (turning horse away to the right), not pulling, toward handler.
6. Move in straight lines to and from the judge.
7. Look over inside shoulder at least once to acknowledge the judge when going back to cone A.

### Instructions:

- ✓ Enter arena with a positive attitude and go to cone A.
- ✓ Position yourself in relation to the judge with your horse standing with hooves squared.
- ✓ Wait for judge to tell you to start.
- ✓ Trot your horse in a straight line to judge from cone A to cone B.
- ✓ STOP at cone B and set your horse up for inspection.
- ✓ Change sides properly during inspection as judge moves from each quadrant of the horse.
- ✓ After judge has finished inspection, Pivot 180 ° and walk to cone A.
- ✓ STOP at cone A. Reverse and wait for judge to acknowledge/excuse you.





## LEVEL 2 DEMONSTRATION

### **SHOWMANSHIP**

(English in bridle and Western in halter)

#### **SHOW GROOMING:**

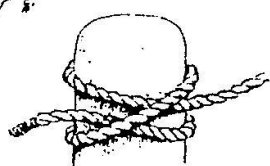
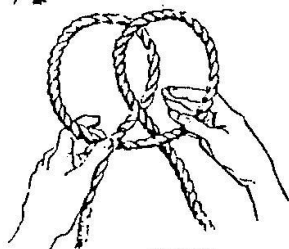
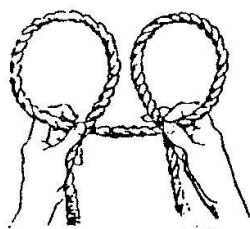
- \_\_\_\_\_ 1. Horse tied safely.
- \_\_\_\_\_ 2. 4-Her used safety practices while handling the horse (did not go between the tied animal and the hitching post, etc.).
- \_\_\_\_\_ 3. Untied horse before changing to the show halter.
- \_\_\_\_\_ 4. Used hoof black or polish properly.
- \_\_\_\_\_ 5. Used a grooming cloth over the horse's body as a finishing touch.

#### **APPEARANCE OF ANIMAL:**

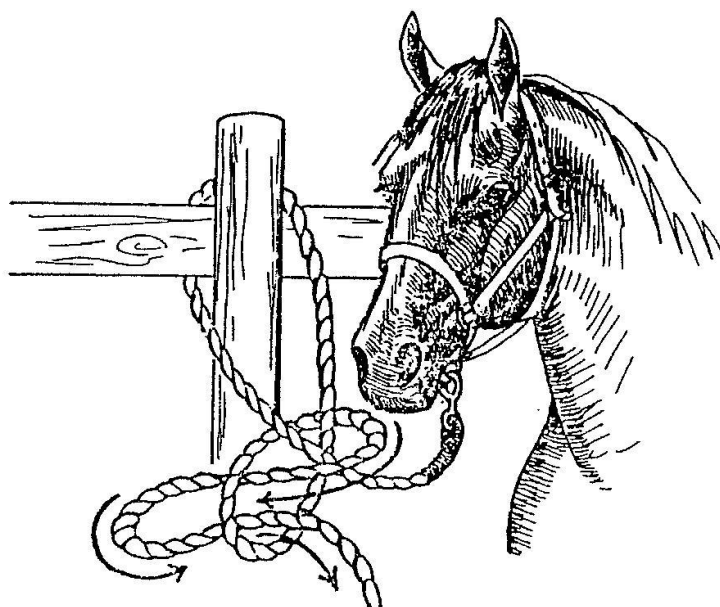
- \_\_\_\_\_ 6. Horse was clean and properly groomed.
- \_\_\_\_\_ 7. Hooves were trimmed or properly shod.
- \_\_\_\_\_ 8. Bridle or halter fitted to the animal and in safe condition.

#### **APPEARANCE OF EXHIBITOR:**

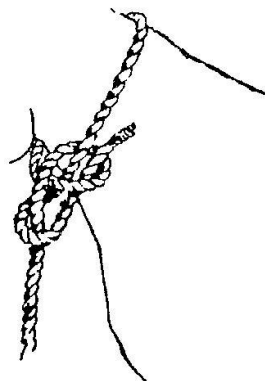
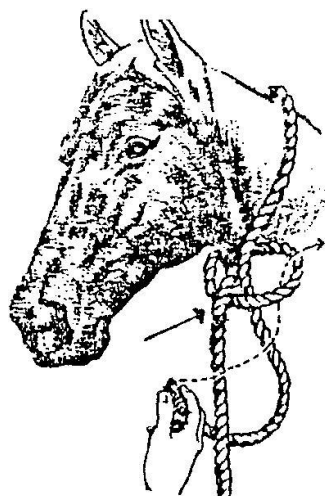
- \_\_\_\_\_ 9. Boots were worn.
- \_\_\_\_\_ 10. Clothing was neat and appropriate for working with horses.
- \_\_\_\_\_ 11. 4-H-er showed complete control of the horse.
- \_\_\_\_\_ 12. 4-H-er walked slightly behind the head on the left side.
- \_\_\_\_\_ 13. Lead was held in the right hand about 12-24" from the chin, or halter, with strap neatly gathered in the left hand, NOT COILED ABOUT THE HAND.
- \_\_\_\_\_ 14. Horse led readily and responded quickly.
- \_\_\_\_\_ 15. Turned horse to the right, away from the exhibitor.
- \_\_\_\_\_ 16. Posed horse with feet square.
- \_\_\_\_\_ 17. Moved in straight lines to and from the judge.
- \_\_\_\_\_ 18. 4-H-er was aware of the position of the judge at all times.
- \_\_\_\_\_ 19. 4-H-er looked over inside shoulder to acknowledge the judge while moving back to Cone A.
- \_\_\_\_\_ 20. 4-H-er presented him/herself and the horse in a positive show attitude.
- \_\_\_\_\_ Total number of items checked



Clove Hitch

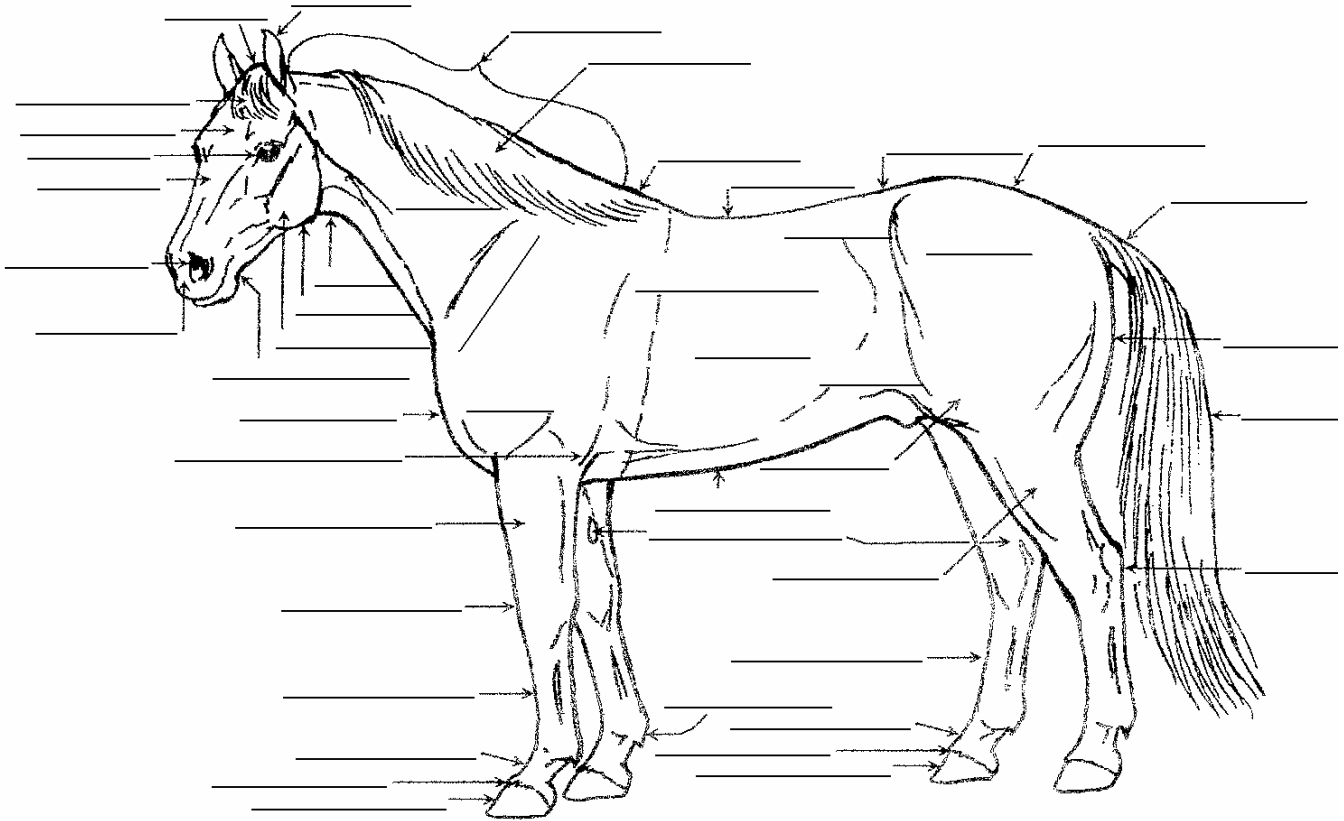


Slip Knot  
(Quick Release Knot)

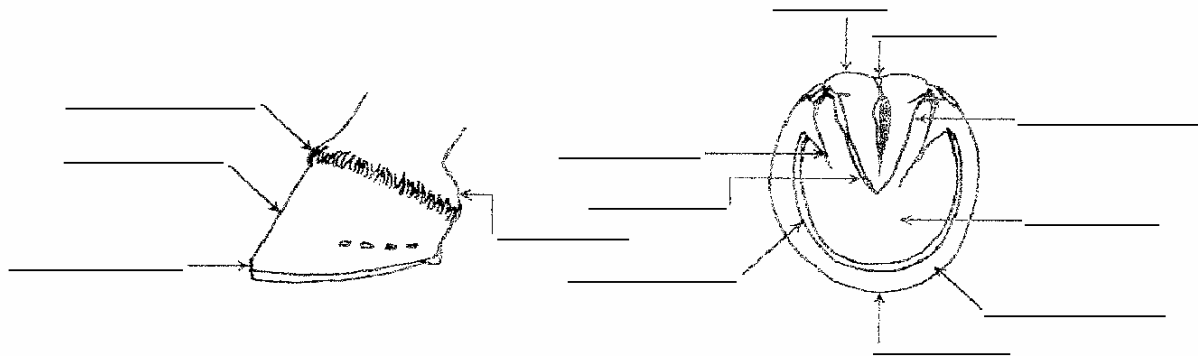


Bowline

## Parts of the Horse



## Parts of the Hoof



## LEVEL 2 PATTERN INSTRUCTIONS

Letter	Directions	You are scored on
1. O  A  B	Check tack and mount Tighten girth if needed Adjust stirrups or check length Enter arena at a walk Turn to the right along rail to B Jog or trot, sitting, continue to E	Tack safety check Mounting correctly, not disturbing horse Correct stirrup length Seat, position, control at the walk and sitting trot Staying on rail, not breaking gait Not cutting corners
2. E  A	Begin posting trot on correct diagonal (Western may continue at jog) Circle left, width of arena, posting on correct diagonal	Posting well, correct diagonal  Control during circle, not breaking gait, posting correctly
3. A  B M  M-M	Jog/trot in half-seat/two-point contact/standing (See Level 1 Horsemanship) Continue along rail to B Sit down and walk Prepare to canter or lope (from jog if necessary) Lope or canter (continue once around arena back to M)	Balance, position and control at the half-seat  Aids, seat and control at canter or lope, not breaking gait Correct lead preferred, but not required
4. M C H	Jog or trot Walk (prepare for halt) Halt, pause 5 seconds then continue at jog or trot	Control slowing from lope or canter to jog and walk No unnecessary roughness
5. K	Sitting trot or jog Reverse at sitting trot or jog	Control, not breaking gait during reverse
6. E  C	Begin posting trot on correct diagonal Circle right the width of the arena	Posting on correct diagonal  Control during circle, not breaking gait
7. C	Jog or trot balancing in half-seat Continue to B	Control, balance and position
8. B F  F-F	Sit down and walk Prepare to canter or lope (from jog if necessary) Lope or canter (continue once around arena back to F)	Aids, seat and control  Not breaking gait. Correct lead preferred, but not required
9. F A K	Trot or jog Walk (prepare for the halt) Halt, pause 5 seconds, walk	Control without unnecessary roughness
10. H A	Reverse at walk Exit arena at walk	Aids, smoothness and control during reverse

## LEVEL 2 – RIDING PATTERN

