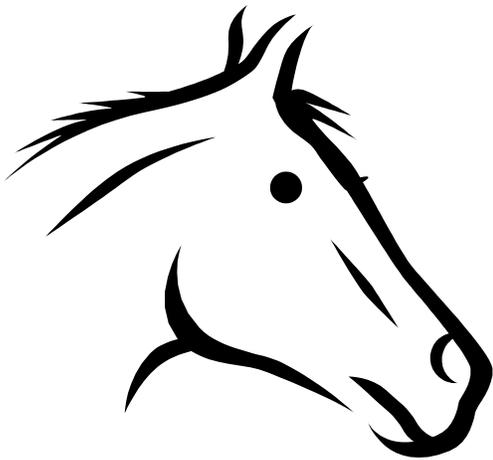


# Steuben County 4-H Horseless Horse



## **4-H HORSELESS HORSE**

This program provides interested youth without a horse or pony an opportunity to join 4-H. They can receive knowledge of horses without owning one. It will present a challenge for the member to prepare his/her own 4-H project.

For completion each member must:

1. Follow the requirements listed below.
2. Give a demonstration to the Horseless Horse club and/or one of the Horse & Pony Clubs.
3. Prepare a poster and exhibit it at the 4-H Fair.

The purpose of the 4-H Horsemanship program is to help 4-H'ers develop a greater love for animals and a humane attitude toward them, as well as a basic knowledge of horses and horsemanship.

This program will be incorporating two publications, Horse Science and Horses and Horsemanship, in many meetings and activities throughout the year. You are not required to purchase them, but they may be very helpful for you in working with your projects. The cost is nominal and they can both be ordered from your 4-H leader.

### **REQUIREMENTS FOR THE PROJECT**

1. Choose an activity from the given list for your particular grade division.
2. If there is an activity that appears in an advanced division category that you feel you would like to do and can handle, please consult your superintendent for his/her approval. No member will be able to drop his/her division to a lower one, but may be permitted to advance to a higher division level.
3. All members must keep records, notes, photographs, etc. of their particular activity to be used for their fair exhibit.
4. Members must schedule a date with the Horseless Horse Superintendent for presenting their demonstration.
5. All members are encouraged to attend meetings or activities before the 4-H Fair.
6. This work must be the member's own work.

## THE CLUB DEMONSTRATION

As you have already read in the requirements, you will be asked to sign up for a date that you would like to present your demonstration to the club. The date will be determined by the individual club leader.

Below you will find an outline of the points you should cover in the demonstration. If you have any questions before you present your demonstration, feel free to call your leader. Length of demonstrations should be: Beginner - 3 to 5 minutes, Intermediate - 5 to 7 minutes, and Advanced - 5 to 10 minutes.

### Outline

- I. Your name
- II. Name of project
- III. How long you have worked on your project
- IV. Where you have received your information
- V. Summary of what you have found or learned from this project
- VI. Questions from club members

### PROJECT DIVISIONS

You will find a list for each division of grade groups. This will make the activities easier for the new and younger members while more difficult for the older members. You must choose an activity from your particular grade division. If you can think of another activity that does not appear on your division list, then check with your leader for permission to use it for your project.

Following are the three grade divisions:

Beginner . . . . . GRADES 3, 4, & 5  
Intermediate . . . . . GRADES 6, 7, & 8  
Advanced . . . . . GRADES 9, 10, 11, & 12

Find your particular grade division, look over the topics that you have to choose from and decide on a topic.

On the following pages are some topics from which to select your demonstration and your poster. If you enroll in this division for a second or third year, you must select a different topic each year.

## **BEGINNER ACTIVITIES – Grades 3-5**

1. Feet – pictures & drawings
2. Teeth
3. Different types of flat and/or western saddles
4. Breeds of horses
5. Uses of the different types of horses
6. Tack – saddles and bridles
7. Origin of horses
8. How to properly groom horses
9. How to care for leather
10. A horse scrapbook
11. Color characteristics of horses
12. Explain and demonstrate the three natural gaits of horses – including leads
13. Describe a proper feeding program for a horse – vitamins (minimum requirements)
14. Describe a proper feeding program for a foal and/or yearling
15. Explain the preparation for a horse show – horse and/or rider
16. Explain the proper ways to perform in the show ring.
17. Describe and show the various types of bedding – what types are best
18. Explain and describe various stable vices – use pictures and drawings
19. Make a display of the various types of feed for horses – which are best
20. Explain or show how to clip a horse for a show – drawings or pictures
21. The horse's eye
22. First aid for the horse
23. Clothing for the rider – English and Western
24. List and describe some of the various riding sports.

## **INTERMEDIATE ACTIVITIES – Grade 6-8**

1. Feet – pictures and drawings of hoof and its care
2. Teeth
3. Different types of flat saddles
4. Breeds of horses
5. Uses of the different horses
6. Diseases of horses
7. Tack – saddles & bridles
8. Origin of horses
9. Digestive system of horses
10. Skeletal system of horses
11. Requirements for showing in equitation
12. How to properly groom a horse-exhibit the equipment
13. How to care for leather equipment
14. A display or chart of a jump course for a show
15. Horse psychology
16. Training the rider
17. Color characteristics of horses
18. Describe and explain the various internal parasites
19. Describe and point out the poor horses conformation
20. Describe and point out the ideal horses conformation
21. Explain and demonstrate the three natural gaits of horses

22. Describe and show how to determine the age of a horse
23. Describe a proper feeding program for a horse
24. Describe a proper feeding program for a foal and/or yearling
25. Explain the preparation for a horse show
26. Explain the proper way to perform in the ring
27. Make a model with plans for a stable
28. Describe and show the various types of bedding
29. Explain and describe the various stable vices
30. Explain and show how to clip a horse for a show-use pictures or drawings
31. Put together a see-through model of a horse – this would make a good project for a number of members from the same family – each taking a separate part of a horse to study and know
32. Lameness in horses – including food and leg lameness and how to cure it
33. Describe a good medical care program for your horse
34. Digestive ailments
35. Respiratory ailments
36. The horse's eye
37. First aid for the horse
38. Clothing for the rider
39. Various methods for training an English or Western horse
40. List and describe some of the various riding sports
41. Western horsemanship
42. Judging horses – what to look for and/or how to judge
43. Showing a horse at halter – English & Western

#### **ADVANCED ACTIVITIES – Grade 9-12**

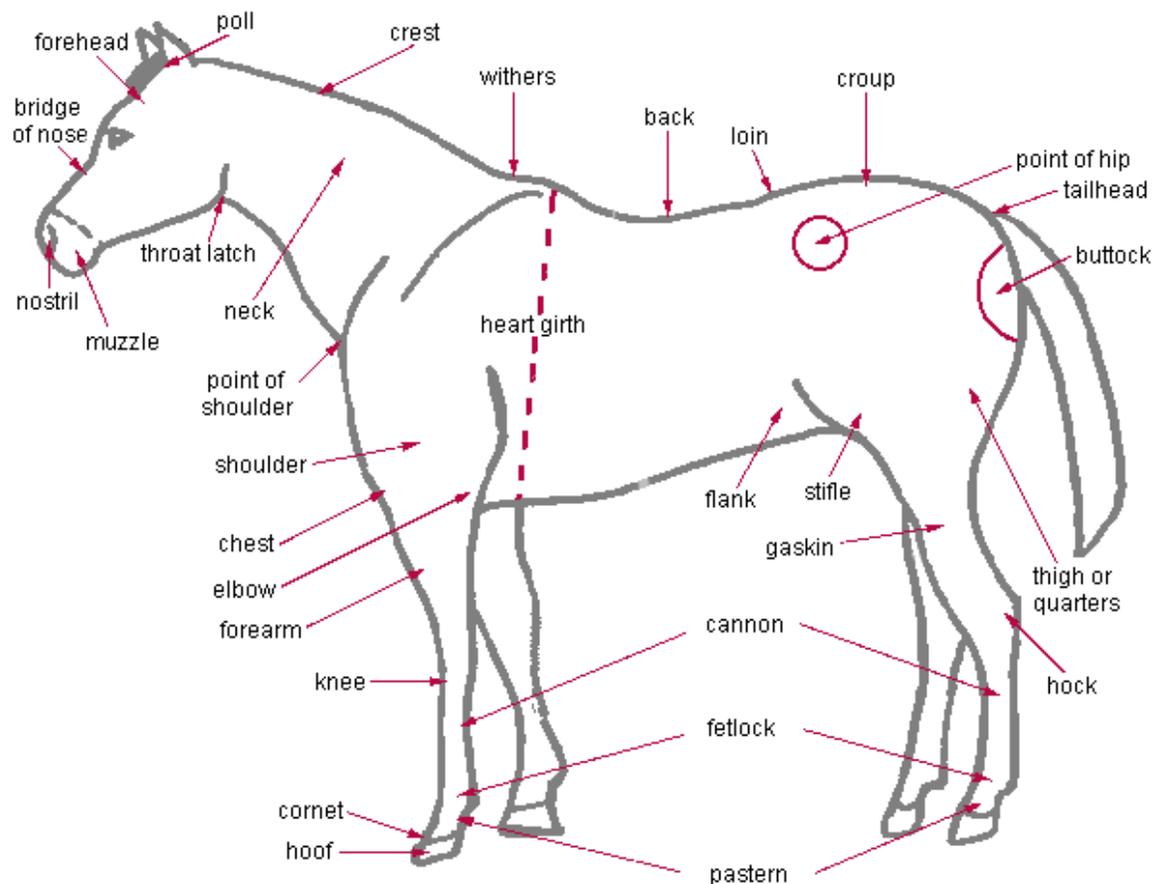
1. Uses of the different types of horses
2. Diseases of horses
3. Digestive system of horses
4. Skeletal system of horses
5. Training jumpers for show
6. Requirement for showing in equitation – English or Western
7. A display or chart of a jump course for show
8. Horse psychology
9. Training the rider
10. Describe and explain the various internal parasites
11. Describe and point out the ideal horse conformation
12. Describe and point out the poor horse conformation
13. Explain and demonstrate three natural gaits of horses
14. Describe and show how to determine the age of a horse
15. Make a model with plans for a stable
16. Lameness in horses
17. Describe a good medical care program for your horse
18. Digestive ailments
19. Respiratory ailments
20. The horse's eye
21. Various methods of training an English or Western horse
22. Judging Horses – what to look for and how to judge
23. Western Horsemanship
24. How to train Western horses for reining, cutting, pleasure, or roping

## MEET THE HORSE

The horse is a large, athletic animal. Today, man keeps the horse primarily for sport and pleasure. The horse is not a pet, but is a useful animal with a combination of speed and endurance that makes him one of the best and noblest of animals. The horse has a long history of partnership with man. It has been used for:

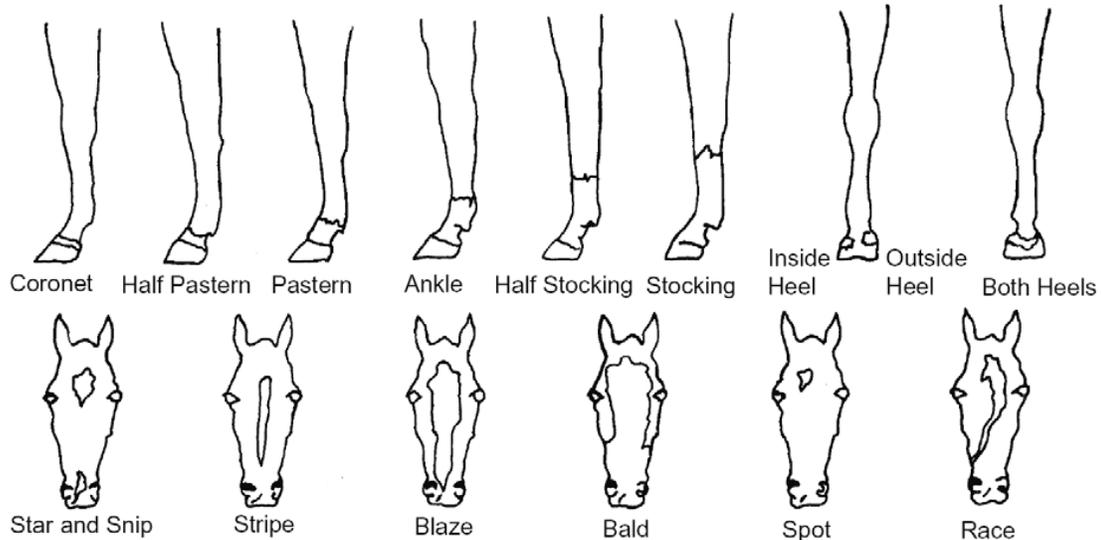
- \* Food - Milk, Meat (our society today do not generally accept this use)
- \* Work - Plowing, Hauling, Cattle Handling
- \* Transportation - Riding, Pulling
- \* War - Carrying Soldiers, Arms
- \* Sport - Racing, Hunting
- \* Pleasure - Riding, Showing
- \* Business - Major Agricultural Industry

## THE ANATOMY OF THE HORSE



## MARKINGS OF THE HORSE

When discussing a specific horse, it may be necessary to distinguish it from others by something less general than its overall coat color. Usually, any distinctive coloration appears on the face and/or the legs. Instead of saying simply "the bay," it may be necessary to say "the bay with the star" or "the bay with the stocking forefoot."



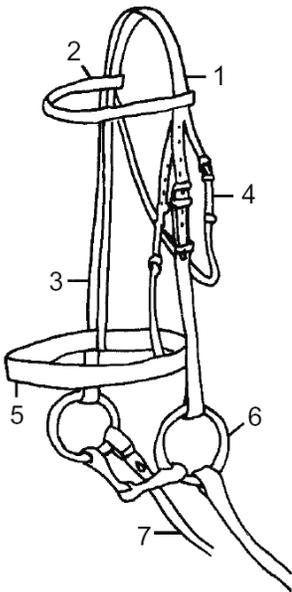
## AGE DETERMINATION OF THE HORSE

By the time a young horse is 16 to 18 months old, it has developed a full set of temporary or milk teeth which are smallish and white, with distinct necks. Generally, by the time the horse is 2 1/2 years old, it begins to lose these teeth and grow permanent ones which are much larger, stronger, and darker in color. The process is slow, usually spanning the period during which the horse grows from 2 1/2 to 5 years old. It is during this period that age determination of a horse can be most accurate.

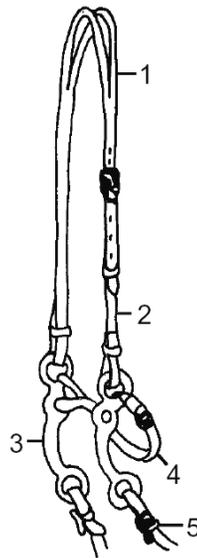
## EQUIPMENT

### Bridles and Bits

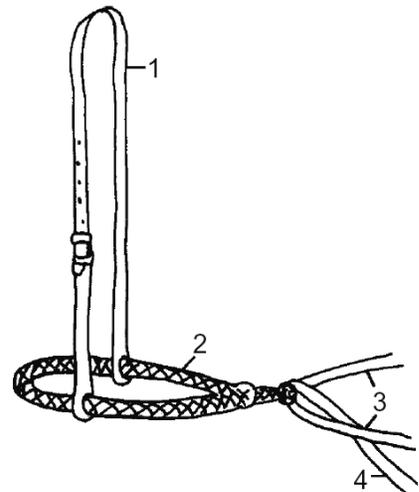
Bridles can in many styles. Each style calls for a special complement of bits. The reins, bits, and headstall compose the bridle, and different types of riding require the use of different ones. The snaffle-bit, single-reined bridle is commonly used for hunting, jumping, or trail riding. The curb-bit, split-eared bridle is generally used for Western riding. The hackamore has a set of reins and lacks a bit. It is used to control and train a young horse without injuring its mouth.



- Single-Reined Bridle**
1. Crownpiece or Headstall
  2. Browband
  3. Cheekpiece
  4. Throatlatch
  5. Noseband
  6. Snaffle Bit
  7. Reins

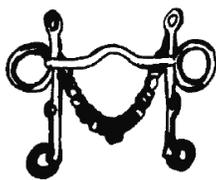


- Split-Eared Bridle**
1. Crownpiece or Headstall
  2. Cheekpiece
  3. Curb Bit
  4. Curb Strap
  5. Reins

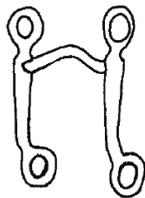


- Bosal Hackamore**
1. Headstall
  2. Bosal
  3. Reins
  4. Tie or Lead Rope

### **Kinds of Bits**



Pelham



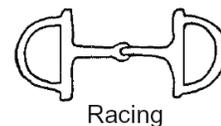
Curb



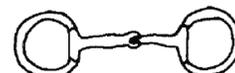
Weymouth



Spade



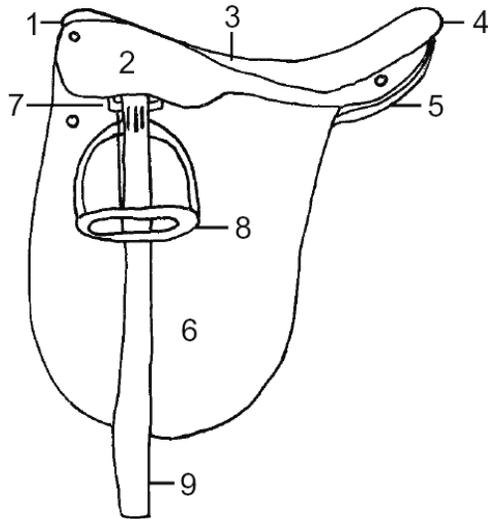
Racing



Snaffle

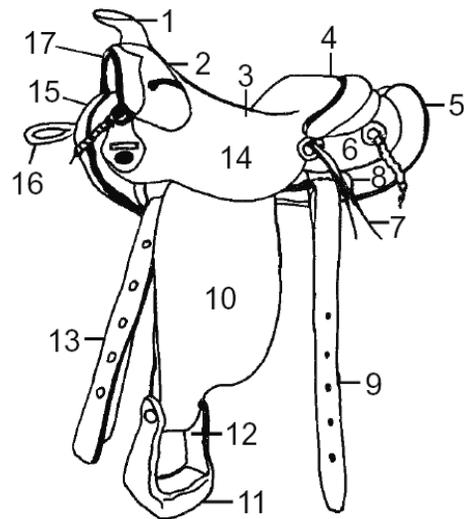
## SADDLES

Saddles also come in many styles. The saddle is more an indication of the type of riding an individual does than it is the type of animal he is riding. It is true, however, that certain horses look better tacked one way than they do another. The two main types of saddles are the English and the Western. It is equally as necessary that the saddle fit the horse properly as it is that the rider fit the saddle.



English Saddle

1. Pommel
2. Skirt
3. Seat
4. Cantle
5. Panel
6. Flap
7. Stirrup Bar
8. Tread of Stirrup Iron
9. Stirrup Leather



Western Stock Saddle

1. Horn
2. Fork
3. Seat
4. Cantle
5. Panel
6. Back Housing or Back Jockey
7. Lace Strings
8. Dee Rings
9. Leather Flank Girth
10. Fender
11. Stirrup
12. Stirrup Leather
13. Front Tie Strap or Cinch Strap
14. Front Jockey and Seat Jockey, one piece
15. Wool Lining
16. Rope Strap
17. Pommel

## Equipment Care

A rider should always:

- \* Put gear away carefully. Inspect it for worn or broken places.
- \* Hang the blanket to dry and store the saddle so that the leather is not folded or presses out of shape.
- \* Hang the bridle so it does not tangle after washing the bit so that it will be clean and palatable next time.
- \* Clean the leather regularly and keep all gear out of rain. It will look better and last longer.
- \* Store grooming aids and stable gear together in a convenient place.

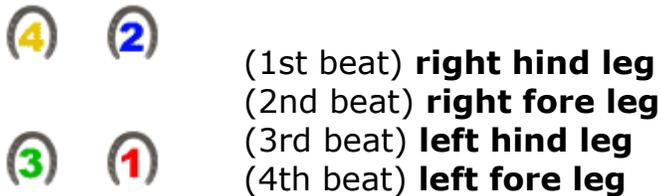
## Gaits of the Horse

A gait is a manner of walking, running, or moving. The three natural gaits of any horse except the Tennessee walking horse are the walk, trot, and canter. The natural gaits of the Tennessee walker are the walk, the running walk, and the canter. Two other gaits - the slow gait and the rack - are artificial and must be learned by the horse.

### Walk:

The walk is a natural **4-beat** movement. The horse always has two or three hooves on the ground. The walk is the slowest natural gait, it is the steadiest and most comfortable.

The horse lifts his hooves as follows:



### Trot:

The trot is a steady **2-beat** movement. This gait has a period of suspension. The horse springs from one diagonal to the other. In between these springs, all four legs are off the ground. Since the trot has two beats each stride and a moment in mid-air, it is more comfortable for the rider (and the horse) to rise up and down every-other beat (this is called "posting").

The horse lifts his hooves as follows:



## Canter:

The canter is a **3-beat** movement. This gait has a period of suspension after each stride. This gait starts with the hind leg then leads to the front in a rocking motion. When you canter, you keep your seat in the saddle (unlike the trot). Before learning to canter, make sure your balance and rhythm stays consistent with the horse during the trot.

The horse lifts his hooves as follows:

② ③

The Right-Lead Canter:

① ②

(1st beat) **left hind leg**  
(2nd beat) **right hind / left fore**  
(3rd beat) **right fore leg**

③ ②

The Left-Lead Canter:

② ①

(1st beat) **right hind leg**  
(2nd beat) **left hind / right fore**  
(3rd beat) **left fore leg**

## Gallop:

The gallop is a **4-beat** movement. This gait is similar to the canter, but the horse's legs move one at a time. The gallop feels just like a fast canter. When riding the gallop, raise your seat slightly out of the saddle, putting your weight in your heels. Before attempting to gallop, you must be able to control the horse 100% and be able to ride all other gaits in balance.

The horse lifts his hooves as follows:

③ ④

The Right-Lead Gallop:

① ②

(1st beat) **left hind leg**  
(2nd beat) **right hind leg**  
(3rd beat) **left fore leg**  
(4th beat) **right fore leg**

## The Left-Lead Gallop:

④ ③

(1st beat) **right hind leg**

(2nd beat) **left hind leg**

② ①

(3rd beat) **right fore leg**

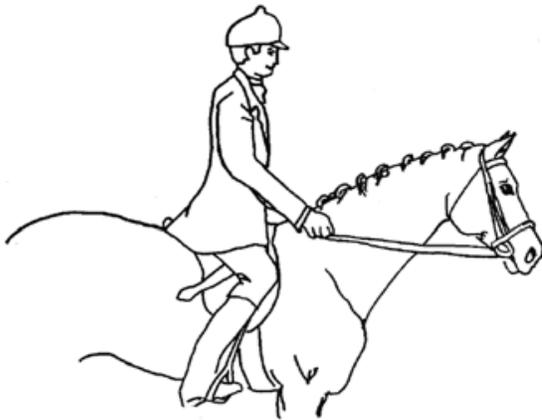
(4th beat) **left fore leg**

## Styles of Riding

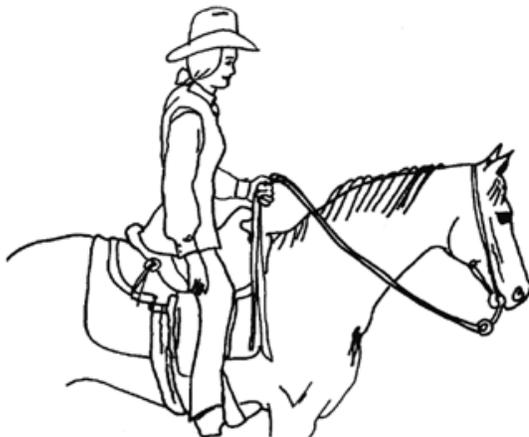
Each of the three styles of riding requires that the horse be controlled by the use of the rider's seat, legs, hands, and voice. Describe the differences and similarities of the three styles listed below.



**Saddle Seat**



**Hunt Seat**



**Stock Seat**

