



HORSE & PONY

Welcome

Welcome to the 4-H Horse and Pony Project! Please read through this guide carefully, as it contains information and suggestions that are important for your project. **4-H leaders can obtain a Leader Project Guide and other resources from the PEI 4-H Office.** Hopefully you, as a member, will “Learn to do by Doing” through hands-on activities that will encourage learning and enjoyment. If you have any questions, contact your District 4-H Officer or your 4-H project leader.

You must complete all of the listed aspects in order to show at Fairs and Exhibitions.



4-H YEAR COMPLETION

You complete a project by:

- completing the project Achievement Day requirements
- completing a communication project
- completing a community project
- completing an agriculture awareness project
- taking part in Achievement Day

ACHIEVEMENT DAY REQUIREMENTS

Riding Option

Showmanship	40
Equitation	30
Special Project	<u>30</u>
	100 Marks

Member Without a Horse Option or At Halter

Showmanship	40
Special Project 1	30
Special Project 2	<u>30</u>
	100 Marks

Harness Option

Showmanship	40
Driving	30
Visual Presentation or horse related item	<u>30</u>
	100 Marks

EXHIBITION REQUIREMENT

Members show their horse or a borrowed horse.

Ages for 4-H members as of January 1st of the 4-H year:

- Junior: 9-11 years
- Intermediate: 12-14 years
- Senior: 15-21 years

Check out the PEI 4-H Web Site
www.pei4h.pe.ca

HELPFUL RESOURCES!

www.horsekeeping.com
www.acreageequines.com
www.infohorse.com
www.horses.about.com
www.newrider.com
www.petcaretips.net
grooming_horse
www.equinelove.com



Book and Videos are available at the PEI 4-H Office which can be borrowed for a two week loan period. To book these, call 368-4833 or drop by the PEI 4-H Office at 40 Enman Crescent, Charlottetown.

Members must show all of their project animals at their Achievement Day in order to show in 4-H Classes at the Island Fairs and Exhibitions.

If an animal is not shown at Achievement Day it cannot show in 4-H Classes at the Fairs and Exhibitions.

You cannot interchange your horse throughout the show season.

SPECIAL PROJECT OPTIONS...

Achievement Day is a time to showcase your 4-H work. The following is a list of ideas that you and your club may want to do for your special project. However, you or your leader may have some other ideas for a special project so be creative and use your imagination.

1. The PEI 4-H Standardbred Yearling Project may be the perfect fit for you or your club and can count as your special project in your Horse and Pony Project. For more information on this opportunity contact the PEI 4-H Office.
2. Do a demonstration/visual presentation showing:
 - parts of a horse,
 - parts of a bridle or saddle,
 - parts of the hoof and/or how to clean it,
 - how to saddle a pony/horse,
 - how to groom a pony/horse,
 - how to clean a saddle.
3. Make an item. Several suggestions include...
 - Saddle stand
 - Saddle pads
 - Leg wraps
 - Tail guard
 - Halter



BE A GOOD SPORT!

In the spirit of "learn to do by doing", all those involved in 4-H are encouraged to practice good sportsmanship, use common sense at all 4-H activities, and the work in any 4-H project should be the member's own work.

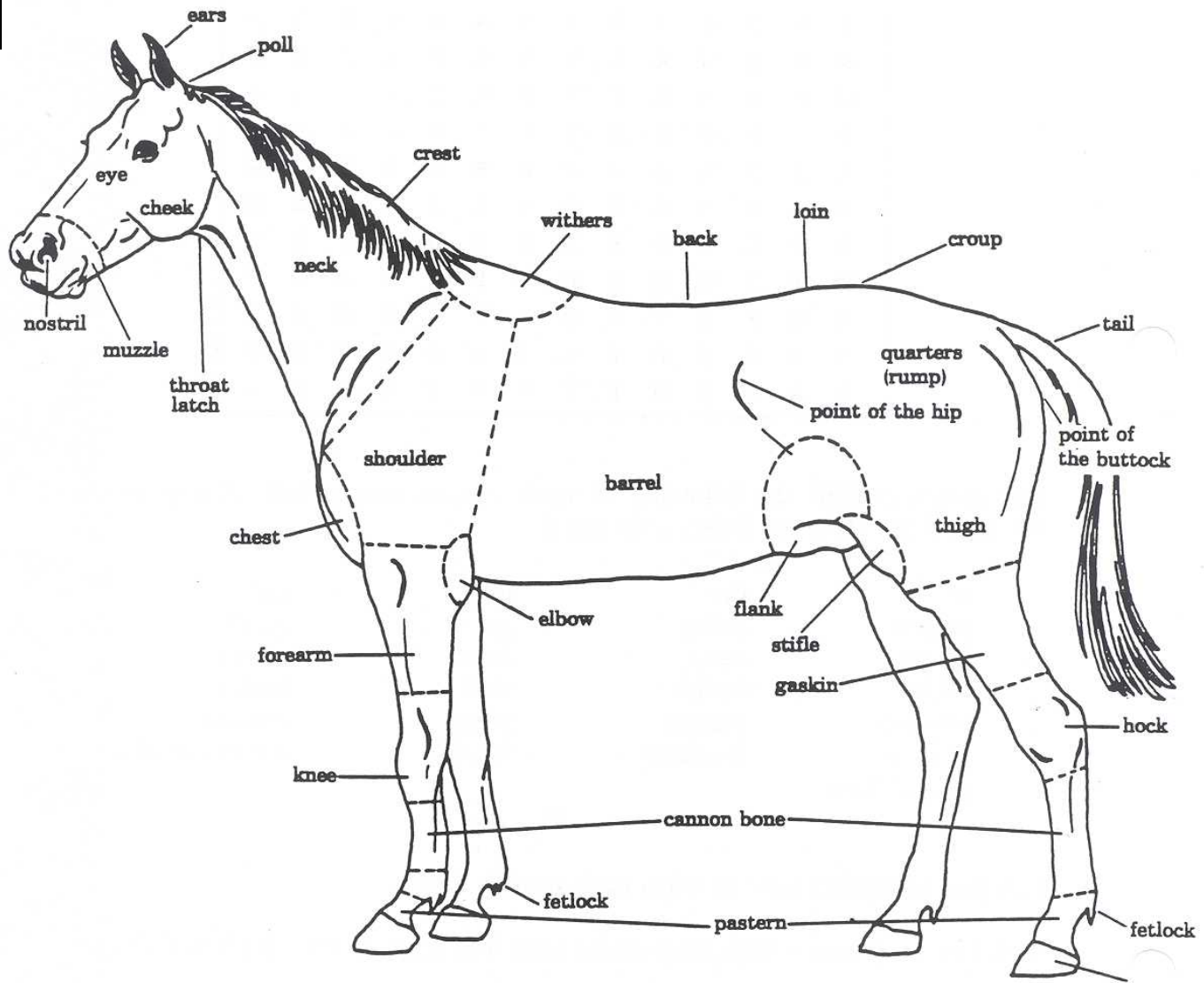
HORSE SAFETY

- Always speak to your horse before approaching or touching him.
- Do not run around horses.
- When working under the horse, do not sit or kneel. If the horse moves, you will not be able to get out of the way. A hand placed on the ground as you work can easily be stepped on.
- When riding, wear boots with proper heels to prevent your feet from slipping through the stirrups.
- Never wrap the lead strap, halter shank, or reins around your hand, wrist, or body.
- When saddling your horse, keep your feet well back and in the clear. Reach forward to saddle your horse.
- When you tie your horse, tie it to a solid object that will not break or move if the horse pulls back.
- Slow down when riding on rough ground or in deep sand, mud, ice or snow or on pavement. Always be careful where there is any danger of falling or slipping.
- Be sure to store your shovels, forks, etc. in a safe place.
- Feed should always be stored where your horse can never get into it.



PARTS OF A HORSE

As you begin your horse project, one of your first activities will be to look at the parts of a horse. It is important to be able to name them so you can accurately describe your horse. The picture below will show the main parts to know.



GROOMING AND GROOMING TOOLS

Grooming cleans the animal, conditions the hair and the skin, improves the look of your horse and prevents disease.

Always groom your horse well before you saddle him, paying special attention to the areas that will be covered with tack. Be sure to clean the cinch/girth area well because dirt and bedding left there can be irritating to the horse.

Every horse owner needs a basic grooming kit. The kit should include...

Hoof Pick	Rubber Curry Comb	Dandy Brush	Body Brush
Grooming Cloth	Sponge	Mane & Tail Comb	Scissors
Shedding Blade	Sweat Scraper	Grooming Mitt	

Showmanship - The Quarter System

This system of showmanship is easy to remember.

- When the judge is viewing the front half of the horse, the exhibitor should be on the opposite side.
- When the judge is viewing the rear half, the exhibitor should be on the same side.
- Divide the horse into four. A, B, C and D

Diagram #1

When the judge is viewing the front of the horse in section A or B, the exhibitor should be on the opposite side. This gives the judge a clear view of the horse:

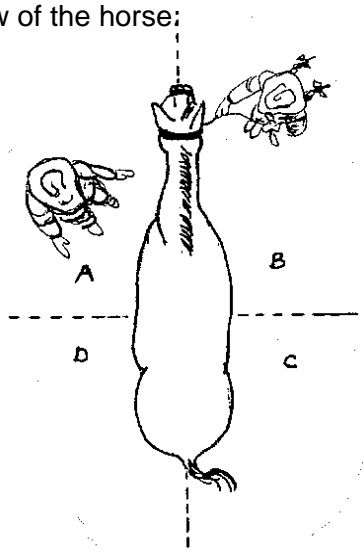


Diagram #2

The judge is now viewing the rear of the horse, section D. The exhibitor moves to the same side as the judge.

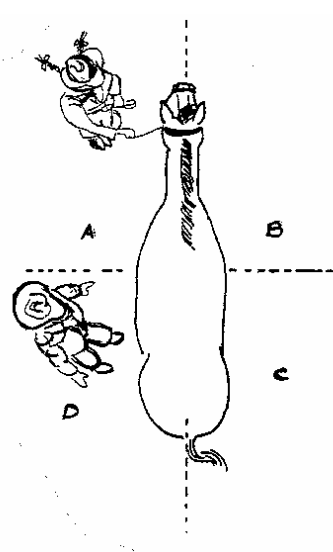


Diagram #3

While the judge is viewing the horse from the direct rear, the exhibitor maintains his position.

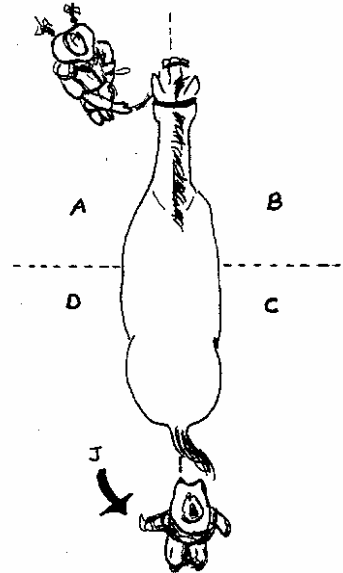


Diagram #4

When the judge moves into section C, crossing over the imaginary line directly behind the horse, the exhibitor moves to the same side of the horse as the judge.

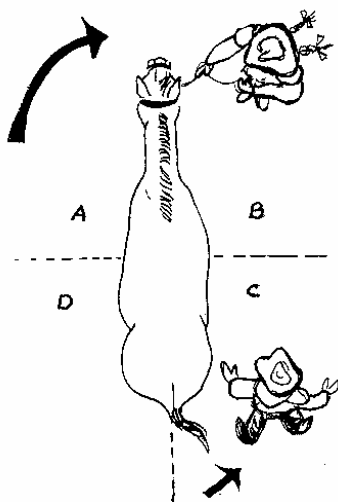


Diagram #5

Until the judge crosses over the imaginary line, the exhibitor remains on the same side of the horse as the judge.

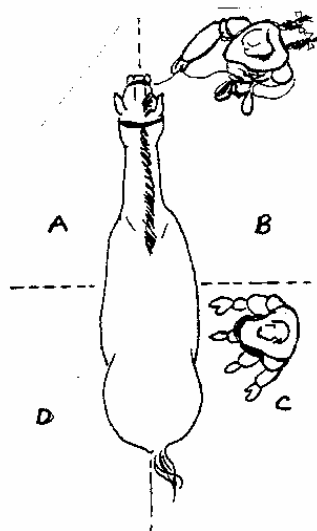
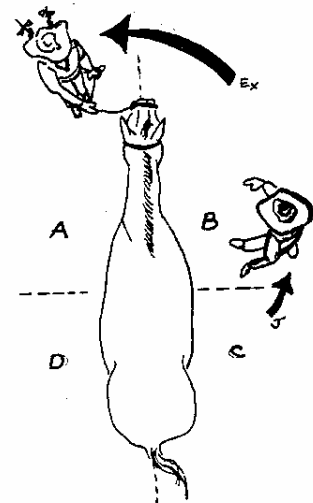


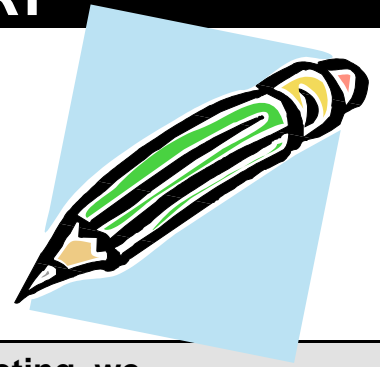
Diagram #6

As the judge move into section B, the exhibitor moves to the opposite side to avoid obstructing the view of the judge.



PROJECT MEETINGS DIARY

Most projects will require at least six to eight project meetings to complete the project.



Meeting Date	Location	Time	At this meeting, we...

A large empty rectangular box at the bottom of the page, intended for additional notes or a summary of the project meetings.

Community and Agriculture Awareness Projects

COMMUNITY PROJECT

Each year you are encouraged to provide a service to your community as a 4-H member. This introduces you to the responsibilities of citizenship. You must participate in your club's plan for a community project and you should have a role to play. Describe your involvement with your club's community project this year.



Our Community Project was _____

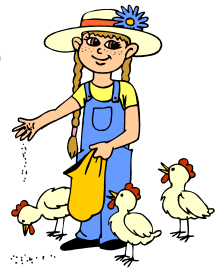
I helped by _____

It was beneficial because _____

I learned _____

AGRICULTURE AWARENESS PROJECT

Agriculture is one of PEI's main industries. You are expected to participate with your club to complete a project (or provide a service) which helps your club or others become aware of the importance of agriculture in our lives. As in the community project, you should actively participate.



Our Agricultural Awareness Project was _____

I helped by _____

It was beneficial because _____

I learned _____