

LEVEL III STUDY GUIDE

HORSE COAT COLORS

FIVE BASIC: BAY, BLACK, BROWN, CHESTNUT/SORREL, WHITE

FIVE MAJOR VARIATIONS: DUN/BUCKSKIN, GRAY, PALOMINO, PINTO/PAINT, ROAN

○ **Sorrel or Chestnut** • a reddish brown horse with reddish, brown or tan mane and tail. Legs are the same color as the body. Their legs may also have white markings. Chestnut runs from very light reddish brown to red or very dark liver color.

○ **Bay** • a brown horse with black legs, mane and tail. Body color runs from light brown, reddish brown to very dark brown, but legs, mane and tail are always black (*they may also have white markings*).

○ **Brown** • a very dark brown, almost black coat with lighter brown highlights on the muzzle, the flanks and inside the legs. Mane and tail are always black. They are hard to tell from dark bay.

○ **White** • white horses are born white. They have pink skin and usually blue or pink eyes.

○ **Pinto** • white plus large patches of black, brown, chestnut or any other color.

○ **Gray** • born dark with dark skin. Hair becomes whiter with age until pure white. A gray may range from **iron gray** (*nearly black*) to **dapple gray, white gray or flea-bitten gray** (*with tiny flecks of black or brown*).

○ **Black** • coal black without brown highlights.

○ **Dun** • sandy yellow, reddish or brown, usually with darker legs, a dark stripe down the back, and a dark mane and tail.

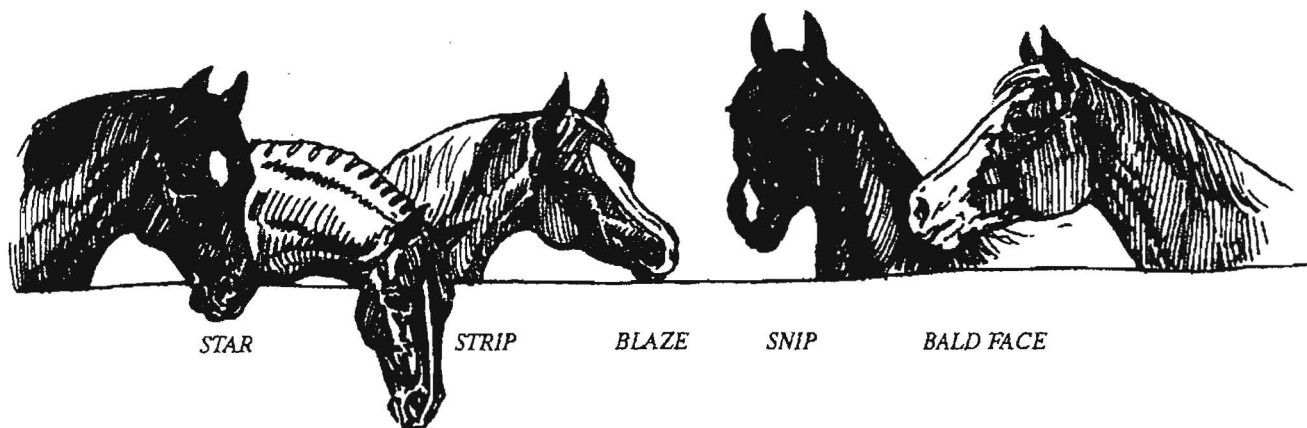
○ **Buckskin** • A light to dark yellow dun with black mane and tail.

○ **Palomino** • golden body color with white mane and tail. Can be a light to very dark gold color.

○ **Roan** • mixture of white hairs and one other color (*chestnut, bay or black*).

A chestnut roan is called a **strawberry roan** or **red roan**. A black roan is called a **blue roan**.

COMMON FACE MARKINGS



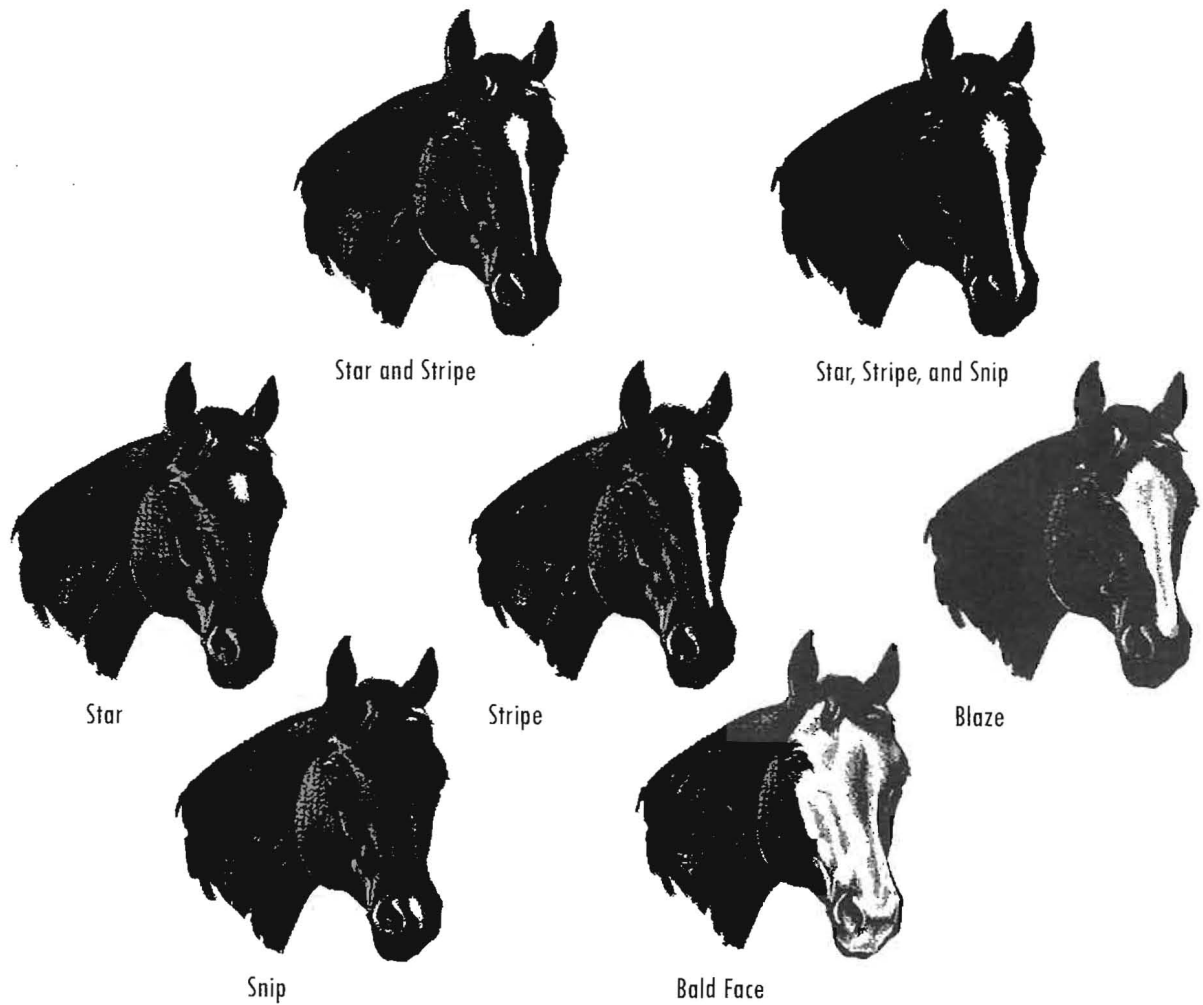
Star • is a spot of white in the forehead

Strip • is a narrow strip of white down the face

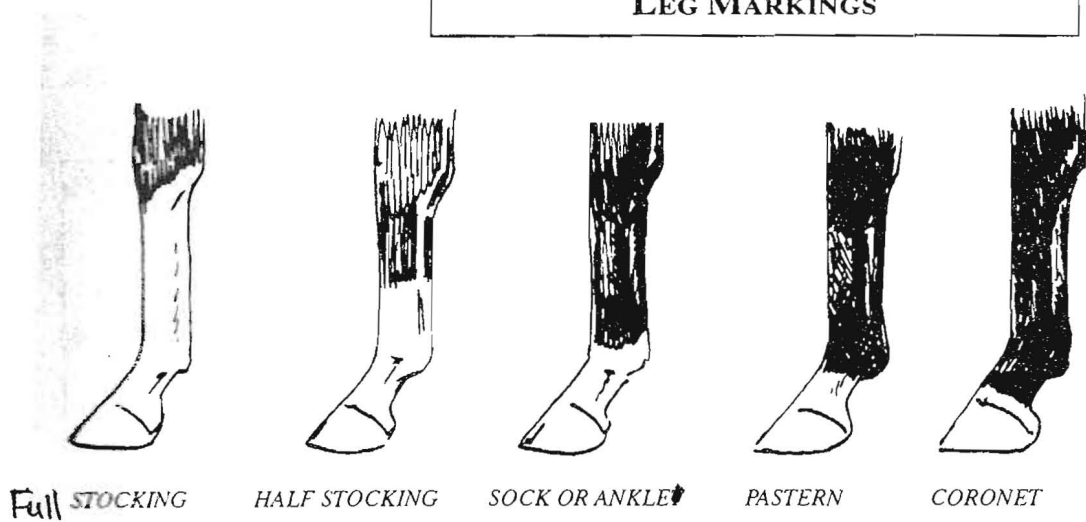
Blaze • is a wide stripe of white down the face

Snip • is a spot of white on the muzzle

Bald face • is a white face extending across or including at least one eye and down on sides of face



LEG MARKINGS



- Full Stocking • white extending to knee or hock
- Half stocking • white part way up cannon bone
- Sock or ankle • white includes fetlock
- Pastern • white to bottom of fetlock
- Coronet • white ring around coronet of hoof

FIVE BASIC HORSE COAT COLORS

Bay - A bay colored horse may be hard to describe, but easy to distinguish. It is a mixture of red and yellow. A light bay shows more yellow, a dark bay more red. The darkest is the mahogany bay, which is almost the color of blood, but without the red overtone. Bays always have black points (black mane, tail, and lower portion of the legs, except for any white markings on the legs).

Black - A black horse almost invariably has black eyes, hooves and skin. The points are also black. Tan or brown hairs on the muzzle or flank indicates that the horse is not a true black but a seal brown.

Brown - A brown horse is one with brown coloration. Many brown horses are mistakenly called black, because they are so dark. A close examination of the hair on the muzzle and around the lips will quickly tell whether the horse is brown or black. The mane and tail are always dark.

Chestnut - (Sorrel) A chestnut horse is basically red. The mane and tail are normally the same shade as the body. If the mane and tail are lighter in color than the body, the horse is termed a flax or flaxen chestnut. The mane and tail of a chestnut horse are never black. Chestnut varies from a bright yellowish red to a rich mahogany red.

White - A white horse has snow-white hair, pink skin and brown eyes. The true white horse is born pure white and dies the same color. Very little, if any, seasonal change takes place in the coat color. Age does not affect it.

FIVE MAJOR VARIATIONS TO COAT COLORS

Dun - (Buckskin) The dun horse is one with dominant hair in some shade of yellow. A dun horse may vary from a pale yellow to a dirty canvas color with mane, tail, skin, and hooves grading from white to black. Duns may have a dorsal stripe down their backs and barring on the knees and hocks. There are special colors of dun ranging from cream (the lightest) through palomino color to duns with black points. A zebra dun is one with black points and a zebra stripe or stripes on legs and withers. A red dun has a reddish orange cast, often with a red strip down the back and a red mane and tail. Grullo (grew yo). This dun horse has yellow hairs mixed with brown or black. They always have black points. This coloration is permanent (not affected by age). Most have a mouse-gray appearance, but some seem purple or smoke colored. Most have a dorsal stripe and have zebra strips on legs and withers.

Gray - A gray foal may be born a solid dark color, or it may have a few white hairs mixed with hairs of a basic color. As the horse gets older, more white hairs appear in the coat. As gray horses age, they can become almost solid white. Black horses with the gray gene possessing a higher proportion of black hairs than white

hairs, are referred to as steel gray. Red gray are modifications of the bay color and chestnut grays are modifications of the chestnut (sorrel) color. When small dark colored specks are present, it is called flea-bitten. Grays can also have a dappled color pattern which looks like small white rosettes or bursts of white against a darker charcoal background.

Palomino - The palomino is a golden color, varying from bright copper color to light yellow, with white mane and tail. True Palominos have no dark hair. The breed description lists the ideal color to be that of a "newly minted gold coin."

Pinto or Paint - A Paint or Pinto horse has a combination of white and any one color (bay, black, brown, chestnut, dun, gray, palomino, grullo, sorrel, buckskin, or roan). The markings can come in any shape or size, and be located anywhere on the horse's body. These horses come in a variety of colors with varying markings, but two specific coat patterns: overo or tobiano.

Roan - The coat of a roan horse carries white hairs intermingled with one or more base colors. They are born

and die the same color. Whether a horse is light roan or dark roan depends on the proportions of white hairs in comparison to the colored. Most roans are combinations of bay, chestnut, or black with white hairs intermingled. They are known, in order, as red, strawberry, or blue roan. The roan coloration is generally not uniform and some patches on the body may be darker than others.

LEVEL III

- Trim every 6 to 8 weeks
- Clean Daily before and after riding

IMPORTANCE OF FOOT CARE

The value of a horse depends on its ability to perform work. To this end, four sound feet are indispensable. Oddly enough, foot troubles and the necessity for shoeing are largely man-made.

Level II

The wild horse seems to have been practically free from serious foot trouble. The important points in the care of a horse's feet are to keep them clean, prevent them from drying out, and trim them so they retain proper shape and length. You should learn the names for the parts of a horse's foot.

Each day, clean the feet of horses' that are shod, stabled, or used. Use the hoof pick for cleaning. Work from the heel toward the toe. Be sure to clean out the depressions between the frog and the bars. While you are cleaning the feet, inspect for loose shoes and thrush. • Thrush is a disease of the foot characterized by a pungent odor. It causes a softening of tissues in the cleft of the frog and bars. This disease produces lameness and, if not treated, can be serious.

Farrier. A horse shoer.
Hoof. The foot as a whole on horses. The curved covering of horn over the foot.
Laminae. The horny-grooved inside of the hoof, and on the outside front of the coffin bone.

→ CAUSED BY TOO MUCH MOISTURE

↓ MOISTURE
 * Hooves occasionally become dry and brittle. Dry, brittle hooves may split and cause lameness. The frog loses its elasticity and no longer is effective as a shock absorber. If the dryness is prolonged, the frog shrinks in size and the heel contracts. If the hooves of a shod horse become too dry, either pack them in wet clay once or twice a week after the horse has been used, or attach burlap sacks around them. Keep the sacks moistened. After the hoof has absorbed enough moisture, brush on a hoof dressing such as neat's-foot oil. Before each soaking with burlap, remove the oil.

* Trim the feet **6 TO 8 WEEKS** so that the horse stands square and plumb. This will alleviate strain on the tendons and help prevent deformity, improper action and unsoundness.

The healthy hoof grows 3/8 to 1/2 inch per month. If the hoof is not trimmed, the wall will break off and will not wear evenly. To prevent this, trim the hooves regularly, about once a month, whether the horse is shod or not. Use nippers (scissors like tool used to trim the hoof) to trim off the horn; level the wall with a rasp (a course file). Hooves grown too long either in the toe or heel cause incorrect foot posture. The slope is considered normal when the toe of the hoof and the pastern have the same angle. This angle should be kept always in mind and changed only as a corrective measure. If it should become necessary to correct uneven wear of the hoof, correct gradually over a period of several trimmings.



Trim the hoof near the level of the sole—otherwise it will split off if the horse remains unshod. Trim the frog carefully. Remove only ragged edges that allow filth to accumulate in the crevices. Trim the sole sparingly, if at all.

Never rasp the outside wall of the hoof. This removes the periople, or thin varnish like outer layer provided by nature as a protective coating that prevents evaporation.

Level 3 Body Colors



Palomino



White



Grey



Buckskin



Pinto



Roan



Chestnut



Black



Brown



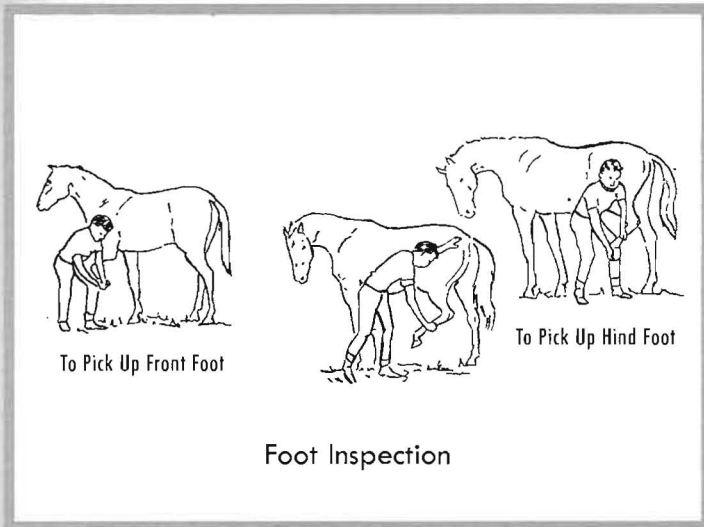
Bay

An unshapely hoof causing uneven wear may make foals become unsound of limb. Faulty limbs may be helped or even corrected by regular and persistent trimming. This

practice tends to educate the foal, making it easier to shoe at maturity. If the foal is run on pasture, trimming the feet may be necessary long before weaning time. Check the feet ever four to six weeks. Trim a small amount each time rather than an excessive amount at longer intervals.

Before trimming the feet, inspect the foal while it is standing squarely on a hard surface. Then watch it walk and trot.

Careless trimming may strain the foal's tendons.



FUNCTIONS OF THE HOOF

The three main functions of the hoof are: shock absorption, locomotion and circulation. The heel

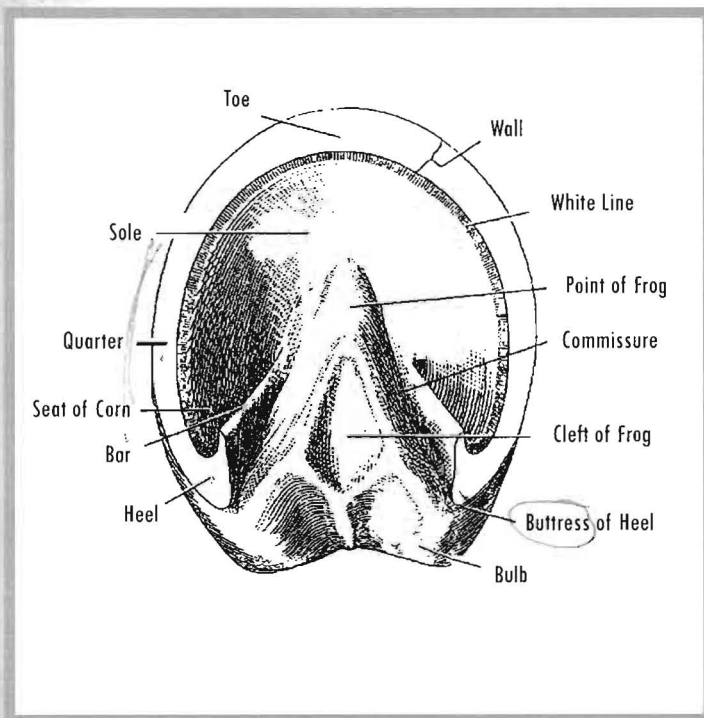
and frog strike the ground slightly before the toe. There is a slight expansion of the softer tissue (plantar cushion and sensitive frog), which aids in shock absorption.

The deep flexor tendon, attached to the coffin bone and hoof, flexes the hoof for each step of locomotion. The extensor tendon is attached to the coffin bone and causes the extension of the hoof at each step.

The plantar cushion acts as a sponge where blood pools when the pressure on the hoof decreases. As the foot strikes the ground, pressure causes the plantar cushion to compress, forcing blood into the veins and up the leg.

REASONS FOR SHOETING *

The foot and leg are engineered to minimize shock and road concussion, shoes are needed to protect the hoof when wear may exceed the growth. Allowing a horse to wear the same shoes too long may invite trouble. Since the hoof wall grows out perpendicularly to the coronary band, the horse's base of support actually grows out from under the horse if shoes are left on too long. This transfers excessive strain to flexor tendons. Shoes worn too long become thin and loose, bend dangerously and may shift, causing shoe-nail punctures or "corns."



Shoes protect the hoof against excessive wear when unusual work is required. They provide better traction under unfavorable conditions of terrain, such as ice and mud. They help correct defects of stance or gait, often making it possible for an unsound horse to render satisfactory service. Shoes may be used to help cure disease or defective hooves (contracted heels, thrush, tendons). They

also may be used to provide relief from the pain of injured parts (hoof-wall cracks, bruised soles, tendonitis).

Shoe horses to be used on hard surfaces to prevent the wall from wearing down to the sensitive tissues beneath. A correctly shod horse is a more efficient performer. Shoes may be used to change gaits and action, to correct faulty hoof structure or growth, and to protect the hoof itself from such conditions as corns, contraction, or cracks.

Racing "plates" are used on running horses to aid in gripping the track.

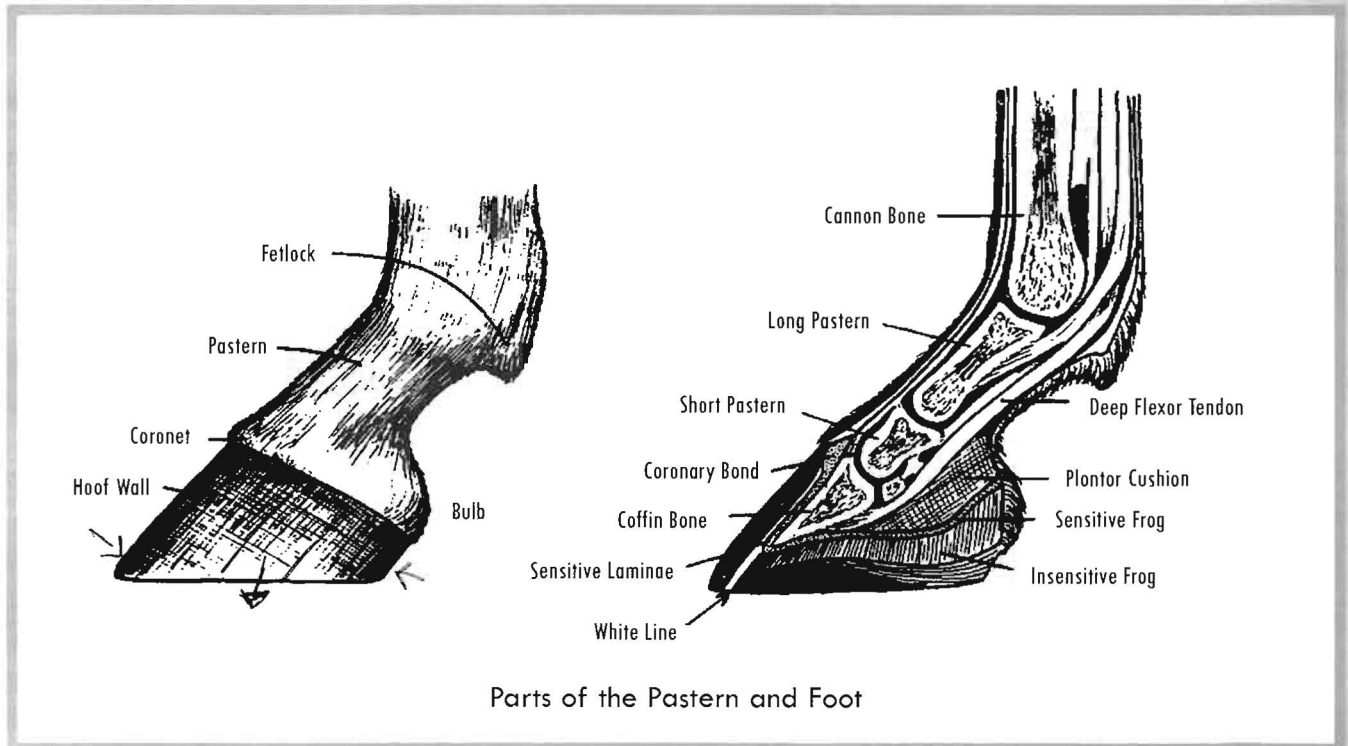
Shoeing always should be done by a farrier who is thoroughly experienced in the art. Shoes should be made to fit the foot, not the foot to fit the shoe. Reshoe or reset at four to six week intervals. If you leave shoes on too long, the hooves grow out of proportion. This may throw the horse off balance.

COMMON FAULTS CORRECTED BY TRIMMING

Splayfoot (front toes turned out, heels turned in) can be helped or corrected by trimming the outer half of the foot.

Pigeon Toe (front toes turned in, heels turned out-opposite of splayfoot) can be helped or corrected by trimming the inner half of the foot more than the outer half.

Quarter Crack (a vertical crack on the side of the hoof) usually can be corrected if the hoof is kept moist and the toes shortened.



Cocked Ankles (standing bent forward on the fetlocks - usually hind fetlocks) can be helped or corrected by lowering the heels. Cocked ankles will not occur if foals are allowed to get ample exercise and are not overfed, and the foal's heels are kept trimmed so that there is plenty of frog pressure.

Contracted Heels (close at heels) can be spread apart if the heels are lowered and the frog allowed to carry more of the animal's weight.

HOOF CARE HINTS

Illustration A

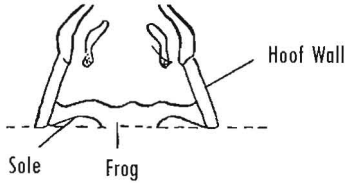


Illustration B

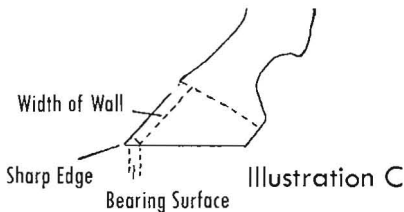
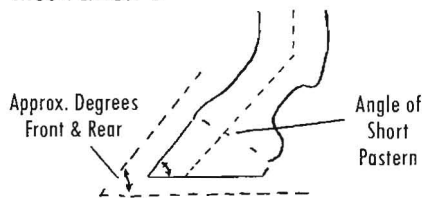
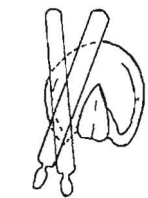
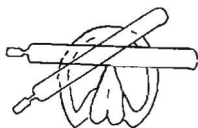


Illustration D



Not Like This



Like This

Begin when the foal is only a few months old.

Keep feet well rounded.

Exercise foals on dry ground to allow natural wear.

If kept in a stall, rasp down every two to three weeks.

Clean soles and clefts of frog frequently.

Do not pare out sole, just clean.

Do not trim away healthy frog unless there is clearly an excess. (See illustration A.)

Keep foot straight with angle of short pastern.

Front hoof-to-ground angle should be approximately 45 degrees. (See illustration B.)

Rear hoof-to-ground angle should be approximately 50 degrees. (See illustration B.)

Rasp sharp edge of hoof wall to make bearing surface approximately true thickness of wall. (See illustration C.)

Do not rasp outside wall.

Always rasp in such a manner that the heel is included in each stroke. (See illustration D.)

HOOF PROBLEMS *

Lameness results when a horse travels in a manner inconsistent with its natural way of going.

* **Founder** (or laminitis) is a serious ailment of the sensitive laminae possibly caused by overeating grain or lush pasture, too much water when the horse is hot, overwork or inflammation of the uterus following foaling. Occurs more often in the fore feet, but can affect all feet. Prompt treatment by a veterinarian may prevent permanent injury.

Ringbone is new bone growth on the long pastern bone, short pastern bone or coffin bone, occurring generally in the fore feet.

Corns are a bruise of the sole at the angle of the wall and the bar of the hoof. The bruising is more common in the front feet.

Cracks in the wall of the hoof start at the bottom of the hoof and extend varying lengths up the hoof wall. They may originate at the coronary band and extend down the hoof wall. Often called sand cracks. Cracks are identified by their location; toe, quarter or heel crack, and may be found in either the fore or hind feet.

Gravel is an actual infection of the sensitive portions of the hoof that gains access through cracks in the white line on the sole. The infection may break through at the coronary band and begin draining.

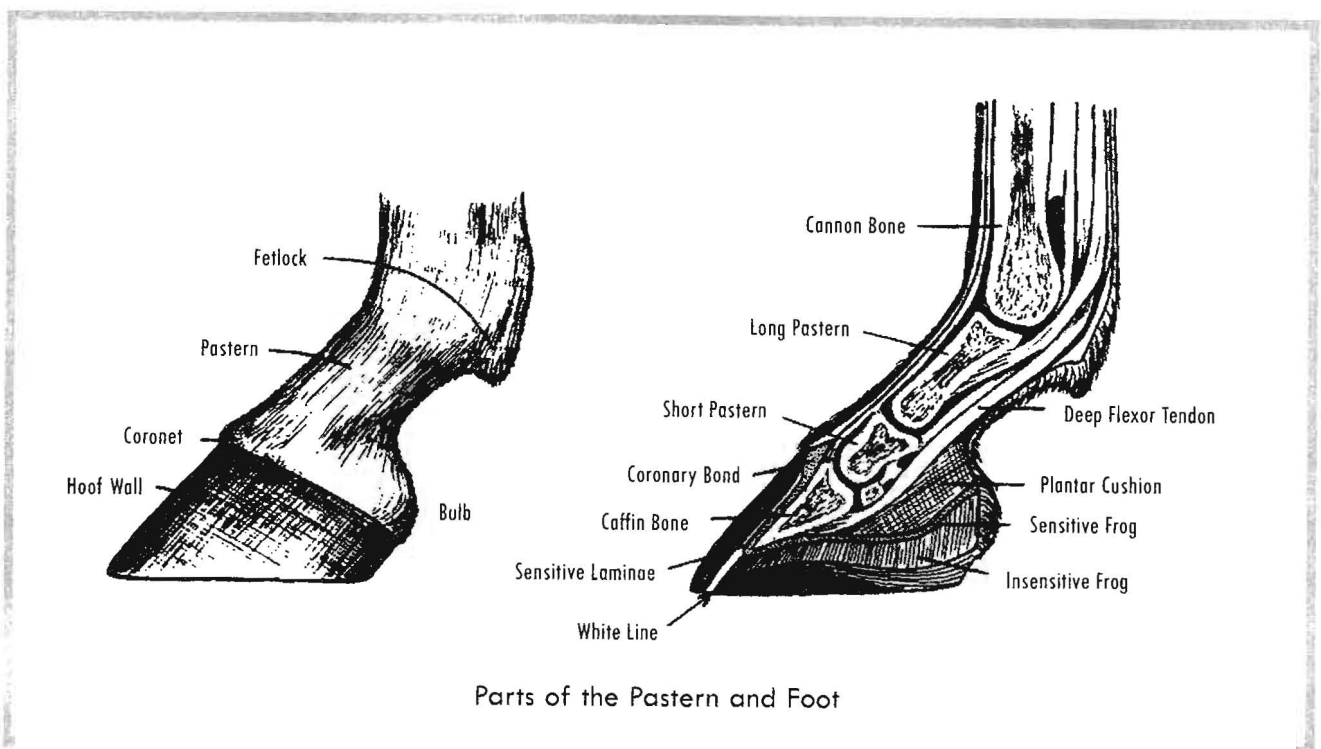
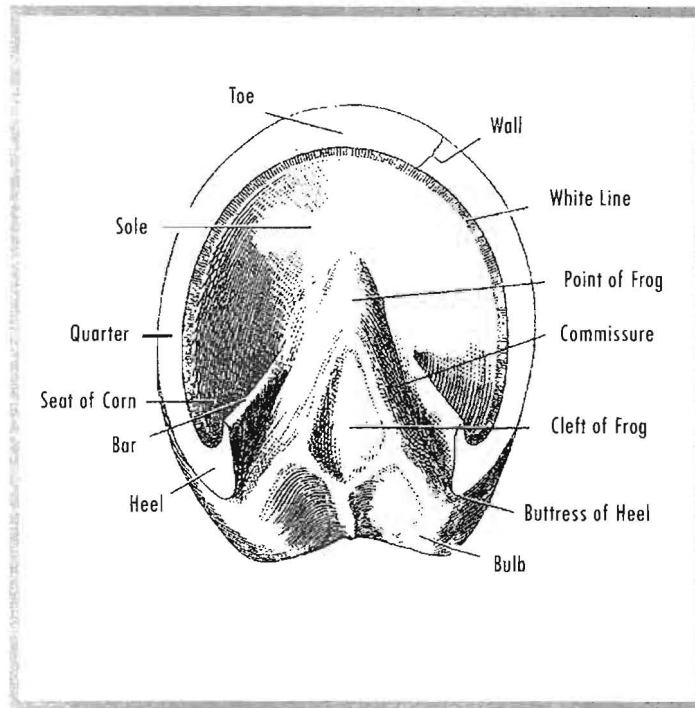
Navicular Disease is an inflammation of the navicular bone of the fore foot. The cause may be disease or injury to the navicular bone, resulting in possible lameness.

* **Thrush** is a disease of the frog of the horse's foot, caused by unsanitary conditions and bacteria. The infection is usually black and strong smelling. It is located in the frog in the commissure or sulcus.

* Stone bruises - from stones in hoof

Level III - Parts of the Hoof

Horses and Horsemanship Pages 48 & 49



LIVINGSTON COUNTY 4-H HORSE PERFORMANCE LEVEL III

To test any Level, 4-Hers are required to wear long pants and boots, leather shoes or tennis shoes. No sandals, thongs or bare feet.

LEVEL III

Member needs to notify the Levels Coordinator of intention to take Level III at least two weeks prior to the testing date to schedule a riding time. Those testing for Level III should wear a shirt or that that will not catch or hang up on the saddle horn when riding. Riding boots or leather shoes with heels suitable for riding must be worn. Member is required to provide a horse or pony for their testing and will need to provide Levels Coordinator with a copy of a negative Coggins in the current year of the test date.

1. Member must have passed and met the requirements of LEVEL II.
2. Demonstrate horsemanship ability-correctly tack and untack, mount and dismount, safely ride at three gaits and back the horse.
3. Know how to keep a horse healthy and be able to explain.
4. Know the body colors, leg markings and face markings of the horse.
5. Know the parts of the hoof and proper care.
6. Demonstrate knowledge of fitting and showmanship.
7. Have knowledge of horse grooming needed for showmanship of the breed in which you are interested.
8. Give an informational talk or demonstration at your local 4-H club and have your 4-H leader verify this was done.
9. Give an informational talk or demonstration at a 4-H Horse Leaders Association meeting (February, April, May or June) or in July at fair before September 1st. (The talk may be done before taking the actual Level III test.) If you choose fair you should enter Public Speaking on your fair entry and notify the Levels Coordinator. If this talk is not completed you will not pass and will have to take Level III again.

SUGGESTED REFERENCES FOR LIVINGSTON COUNTY 4-H HORSE PERFORMANCE LEVELS (OTHERS MAY BE USED)

ALL BOOKS AND REFERENCES ARE AVAILABLE AT THE MSU EXTENSION OFFICE 517-546-3950

*IN ANY AREA THAT THE REFERENCE SOURCES DO NOT COVER ALL THE INFORMATION OR YOU ARE UNCLEAR OF WHAT IS BEING ASKED PLEASE CONTACT YOUR 4H HORSE LEADER OR THE LEVELS COORDINATOR FOR A DETAILED EXPLANATION. ** 4-H BULLETIN 4H1228 AND 4H1229 ARE AVAILABLE AT THE MSU EXTENSION LIVINGSTON COUNTY

*** The current edition of 4H Horse & Pony Rules and Regulations 4H1145 is available online at http://4h.msue.msu.edu/4h/resources/mi_4h_horse_show_rules .

LEVEL III

1. Check with the Levels Coordinator
2. Horses and Horsemanship pages 20-26
3. Horse Science pages 32-46
4. Horses and Horsemanship pages 4-7
5. Horses and Horsemanship pages 47-50
6. Horses and Horsemanship pages 35-39
7. Horses and Horsemanship pages 44-46 AND
4H Horse & Pony Show Rules and Regulations***
8. Check with your 4H Leader
9. Check with your Levels Coordinator and schedule your talk at a Horse Leaders Meeting with the MSU Extension office at least 2 weeks in advance.

HEALTH & SANITATION PRINCIPLES

* Keeping a Horse Healthy

There are good reasons why you should be concerned with maintaining the proper health of your horses or ponies. First, you have a responsibility to all animals entrusted to your care to protect them from injury, sickness, and pain. Second, any time your horse is ill it will prevent you from using it. Third, if your horse needs treatment, it will usually cost you time and money.

If we take the horse industry as a whole, we find that thousands of dollars are lost each year because horse owners did not follow the prescribed practices of good breeding, feeding, management, and disease prevention. This is sad, indeed, since the knowledge and materials necessary to prevent most of these losses are readily available.

Animal scientists have discovered many practices which horse owners find beneficial in the maintenance of healthy horses. There are many fine drugs, vaccines, disinfectants, and other products manufactured today that can be used successfully to help keep horses healthy. Fortunately, the people in veterinary medicine are ready and willing to help in the wise use of these materials and in helping you to set up a sound health program for your horses.

There are many preventative measures which are good common sense ideas with scientific principles behind them. Some of the more important ones are listed below:

* 1) Feed your horses a nutritionally balanced ration, in sufficient quantities in the correct manner.

A horse's well-being depends largely on its nutrition. If the level of nutrition is high, the body defenses against diseases will be stronger. This also applies to the problems of internal parasites. Unsoundnesses of the feet and legs are sometimes traced to deficient rations. The same is true of other abnormalities such as infertility and abortion. It is possible to overfeed horses and by so doing create serious problems. A horse may founder, become temporarily infertile or aggravate respiratory problems from being over-fed. Some of these troubles are caused from feeding moldy or dusty feed or from feeding or allowing access to cold water too soon after heavy work.

* 2) Provide clean, healthful quarters for your horses.

Disease organisms often grow and thrive in organic waste. Flies and insects as well as vermin, which also harbor disease, thrive under filthy conditions. Removing the source (reservoir) of the disease organism lessens the chance of disease.

If your horse is kept in a clean environment, its body will not be constantly fighting to ward off disease. Therefore, the horse will make better use of feed, will feel better, and perform better because of less stress from disease.

Horses do best when allowed plenty of freedom to exercise and plenty of clear fresh air, provided there are no drafts. Most respiratory troubles develop from keeping horses in tight barns which are too warm and humid.

Astringent. Drugs that cause contraction of infected areas, such as tannic acid, alum and zinc oxide or sulphate.

Pathological. A diseased condition.

Veterinarian. One who is trained and skilled in the treating of diseases and injuries of animals.

Deworm 4-6 times
a year



3) Carry out a planned immunization and parasite control program.

Contagious diseases are caused by microorganisms (primarily bacteria and viruses). However, your horses can develop defenses against many microorganisms. These defenses are the antibodies in the blood. By vaccinating your horses against specific diseases, they will build up their antibody defenses against possible invasion by microorganisms.

The secret of successful immunization is to have a methodical plan, developed in consultation with your veterinarian and then to carry it out before disease strikes. Vaccination after your horses have been exposed to disease will seldom give them enough time to build up their defenses to a large enough degree. You might sustain serious losses in such a case. Horse should be vaccinated against tetanus since this organism is always present in horse stables.

Internal parasites can cause stunting, illness, and even death if not controlled. They are particularly harmful to foals and young horses up to two years of age. Periodic examination of fecal samples from your young horses by a veterinarian will give you information on the extent of the problem.

The most scientific way to prevent disease and parasitism in your horses is to plan a total immunization and parasite control program with your veterinarian. You must have your horses vaccinated at the right time, with the right vaccine, and by the best method to be sure they will build up an immunity. You must also treat for parasites at the proper time and with the proper material in the prescribed way to successfully protect your horses.



4) Get an accurate diagnosis of the disease problem from a veterinarian.

Correct diagnosis of illness or abnormal conditions in your horses is necessary before they can be treated intelligently. Improper treatment based merely on supposition can result in loss of time and money or even the animal involved.

A diagnosis requires much specialized knowledge and many procedures. Veterinarians have this knowledge and also the equipment necessary to provide a diagnosis safely. If they lack either facilities or knowledge in a special situation, they can call on the state diagnostic laboratories and scientists for assistance.



5) Keep your horses well exercised, groomed, and feeling fit.

If your horses are confined and cannot exercise by themselves they will lose muscle tone, may become stiff or lame, and their digestive systems will not function as effectively. Horses in their natural state had the opportunity for unlimited exercise in a clean, outdoor environment. This enabled them to keep fit which meant they were better equipped to ward off disease and unsoundnesses.



6) Consult your veterinarian. Plan a disease prevention and parasite control program together based on your horses' needs.

Preventing disease is more effective than treating your horses after they become ill. Your local veterinarian is best qualified to help outline a disease control program. The vet is well acquainted with the major disease problems in your particular area.

It is important to maintain contact with your veterinarian throughout the year. A veterinarian will be in a better position to make an accurate and rapid diagnosis if he or she knows the history of your animals. Disease prevention will be most effective when you and your veterinarian work together in all phases of the disease prevention program.

Shots!

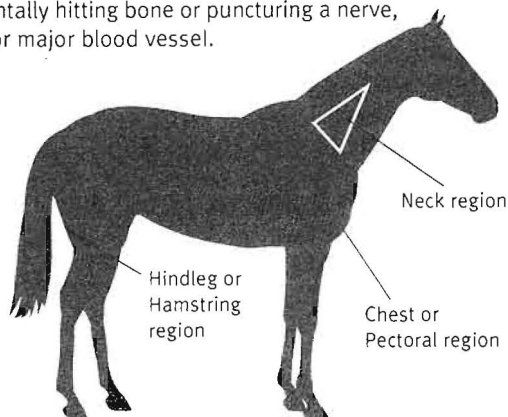
EEE
WEE
WNV

} sleeping sickness

- Flu
- Rhino
- Rabies
- Strangles
- PHF
- Tetanus

How and Where to Inject

Injection sites include three specific areas wherein there is sufficient muscle mass to receive the needle and little chance of accidentally hitting bone or puncturing a nerve, tendon, or major blood vessel.



Neck Region

Most frequently used. Extreme care necessary to hit safe "triangle" of muscle – neither too high in the neck into the large ligament (ligamentum nuchae), nor too low in the neck close to the cervical vertebrae (neck bones). Avoid the jugular area.

Hindleg or Hamstring Region

Easy to reach and large muscle area. Be aware horse may kick.

Chest or Pectoral Region

Easy to reach. Be aware horse may strike. Possibility of swelling at injection site.

PLEASE NOTE:

- Make sure horse is healthy and has a normal temperature before injecting
- All vaccines must be handled properly
- Keep vaccines at appropriate temperatures
- Use vaccines before expiration

STEP-BY-STEP INJECTION GUIDE

1. Use 20-22 gauge, 1.5-inch needle.
2. Use new, sterile needle for each dose of vaccine and for each horse.
3. Keep needle sheathed until immediately before use.
4. Disinfect skin with alcohol. Tap skin a few times and thrust needle in quickly, deep into muscle, straight all the way to the hub.
5. Carefully attach syringe to inserted needle. Pull back plunger slightly to insure you are not in blood vessel. Blood will appear if you are. If so, withdraw and try again.
6. After withdrawing needle, massage site for 30 seconds after injection to distribute vaccine and help avoid soreness.
7. Allow horse to rest and get free exercise for 2 to 3 days following vaccination, during which time horse may experience slight soreness and lethargy.

Diseases of Concern

The diseases to which horses are vulnerable vary widely. Some are blatant; others pose hidden threats. Some target younger horses while others affect all ages. The key to good health for your horse is in knowing when, how and where these enemies might strike – and how to best defeat them. To follow are brief descriptions of the more common equine diseases. Consult your veterinarian for more extensive information.

Sleeping Sickness

Equine Encephalomyelitis, sleeping sickness, is a virus transmitted by mosquitoes which may result in permanent brain damage or even death. Eastern and Western (EEE and WEE) types are most common. Affected horses stop eating, run a fever, and may go blind and begin head pressing. Prognosis for full recovery is poor. Vaccination is strongly recommended.

Flu

Equine Influenza, the flu, has symptoms which include fever, dry cough, runny nose, dehydration, poor appetite, lethargy, and sometimes secondary pneumonia. Death is rare and most horses recover, but the flu is highly infectious and results in lost time and money. Vaccination is recommended.

Rhinopneumonitis

Equine Herpesvirus (EHV), sometimes called "rhino", has two main types: EHV-1 and EHV-4. EHV-1 is most virulent and can cause respiratory disease, abortion, foal death and paralysis. EHV-4 is common in young horses and usually only causes respiratory problems. Vaccination for both is recommended. Pregnant mares need specifically labeled EHV-1 vaccinations as an aid in the prevention of EHV-1 induced abortions.

Strangles, Distemper, Barn Fever

Streptococcus equi infection, best known in horses as strangles, is a highly contagious bacterial disease. It causes severe inflammation and pain in the throat and neck, making swallowing difficult. Swollen lymph nodes may abscess. Vaccination recommendations are based upon risk assessment.

Tetanus

Also known as "lockjaw", this disease stems from exposure to *Clostridium tetani* bacteria. Tetanus toxins cause muscles to spasm and go rigid, and respiratory paralysis and dehydration can lead to death. Vaccination is strongly recommended.

West Nile Virus

West Nile Virus is a relatively new disease that affects horses, humans and birds. Spread only by mosquitoes, it is not directly contagious from a sick animal. Symptoms vary widely, and may include ataxia (wobbliness), lethargy and decreased appetite, twitching in the lips, neck and chest, and in some cases fever or unusual lameness. Some horses show no symptoms at all. Mortality may be as high as 30 percent. Vaccination is strongly recommended for all horses regardless of location.

Other Diseases

Other common diseases seen in North America include Potomac Horse Fever, botulism, and rabies. Consult your veterinarian on the risks in your area.

56 Livingston Avenue,
Roseland, New Jersey 07068
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 **Intervet**
Schering-Plough Animal Health

- **Tetanus.** All horses. Foals at 2-4 months. Annually thereafter. Brood mares at 4-6 weeks before foaling.
- **Encephalomyelitis.** All horses. Foals at 2-4 months. Annually in spring thereafter. Brood mares at 4-6 weeks before foaling.
- **Influenza.** Most horses. Foals at 3-6 months, then every 3 months. Traveling horses every 3 months. Brood mares biannually, plus booster 4-6 weeks pre-foaling.
- **Rhinopneumonitis.** Foals at 2-4 months and younger horses in training. Repeat at 2- to 3-month intervals. All brood mares at least during 5th, 7th, and 9th months of gestation.
- **Rabies.** Foals at 2-4 months. Annually thereafter.
- **Strangles.** Foals at 8-12 weeks. Biannually for high-risk horses. Brood mares biannually with one dose 4-6 weeks pre-foaling.
- **Potomac Horse Fever.** Foals at 2-4 months. Biannually for older horses. Brood mares biannually with one dose at 4-6 weeks pre-foaling.

Many combination vaccinations are available. Please check with your local equine practitioner.

Appropriate vaccinations are the best and most cost-effective weapon you have against common infectious diseases of the horse. A program designed with the help and advice of your local veterinarian will keep your horses — and you — happy and healthy for many years to come.

This brochure was developed by the American Association of Equine Practitioners through a grant from Bayer Corporation.



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M94122

IMMUNIZATIONS

Protect Your Horse
Against Contagious
Diseases.



SHOWMANSHIP

Only the exhibitor is to be judged. The equine is a means to demonstrate the ability and preparation done by the exhibitor to show a horse at halter. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the pattern with promptness, smoothness and precision.

The judge should post pattern(s) to be used at least one hour prior to the starting of the class. The pattern(s) should be designed to test the exhibitor's ability to present a horse to the judge.

EQUIPMENT AND ATTIRE

Clothing would be as used for the respective equitation class. SEI approved safety helmets are not required for showmanship. Spurs are prohibited in showmanship classes.

Western Showmanship: The show halter should be clean, properly adjusted, fitted and suitable for breed standards. A fancy halter shall not be given preference over a good working halter.

Hunt Showmanship: The animal is to be shown in a hunter style bridle with a plain leather browband and a regular cavesson noseband. The bit may be a snaffle (no shanks), a Pelham (two sets of reins), or a full bridle (two sets of reins, separate bits and cheek pieces). Curb chains must be at least one-half inch wide and lay flat against the animal's jaw. If using a Pelham or full bridle, the snaffle rein is across the withers and the animal is led with the curb rein.

Saddle Seat Showmanship: The tack used will depend upon what is traditional/customary for the breed of horse being shown. The following are acceptable choices of tack:

- Leather show halter with throat latch and lead.
- Full bridle including a snaffle bit, curb bit, browband, cavesson, throat latch, and two pairs of reins. The snaffle rein should be placed over the horse's withers and the handler should use the curb rein to lead the horse.
- Bridle with curb bit and single rein.
- Tack that is customary or traditional for your breed.

SHOWING DRAFT HORSES AT HALTER

Draft horses are to be clipped and fitted according to breed standards. It is a tradition that draft horses are decorated for the show ring. Mares - tails are to be tied (manes may be rolled). Geldings - tails are to be tied, manes rolled and decorated.

The horse should be shown in a leather show halter, rope show halter or a clean halter and lead. A show stick, approximately $\frac{3}{4}$ to 1" in diameter and 14" long, used for setting up the horse is optional. No whip or whip person is allowed.

FITTING & SHOWING DIVISION

standards. Hair left inside the ears to protect against insects will not be penalized.

Tack (5 points)

- Must be clean, neat, supple and properly fitted.

SHOWMANSHIP (40 points)

- Manners and actions in handling the horse reflect the time and effort spent in training. Actions of the horse indicate a willing response to the exhibitor.
- Exhibitor and horse should demonstrate the ability to work calmly and quietly in the class. Figure 2 (on pg. 5) illustrates patterns that might be used in a fitting and showing class.
- The exhibitor should lead from the left side of the horse, holding the lead shank in the right hand about 8 to 12 inches from the halter. Smaller exhibitors may need a longer hold. Emphasis should be placed on light control of the horse with minimum pressure on the lead shank to allow the horse to hold its head naturally. A loose, flopping lead strap is objectionable. Any excess strap length should be held loosely in the left hand in a figure eight coil or in a loose loop for safety.
- The horse should move readily and freely at a walk and/or trot (or second gait for gaited horses) with very little urging by the exhibitor. Those breeds that do not trot at halter should be shown according to breed standards. The exhibitor should stay in position by the near side of the horse's neck, preferably halfway between the horse's head and shoulder. A well-trained horse will move rapidly at a gait and speed equal to the speed at which the exhibitor is moving.

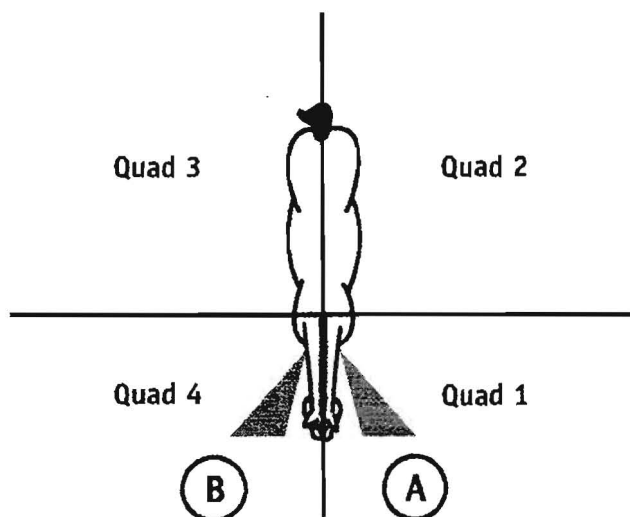


Figure 3. The quarter system of judging fitting and showing.

FITTING & SHOWING DIVISION

- The judge will designate an acceptable pattern for showing the horse's way of going. There are several points to remember when showing and moving a horse.

- The horse should move out quickly and quietly when signaled to do so by the exhibitor.

- When moving toward or away from the judge or ring steward, the horse should be kept in a straight line.

- The exhibitor should move in a brisk, alert manner and allow enough slack in the lead rope for the horse's head to move freely. When walking behind another horse, the exhibitor should keep at least a horse length between himself or herself and the horse ahead.

- When stopping the horse in front of the judge or ring steward, the exhibitor should stop approximately a horse length away.

- The horse should set up quickly and stand squarely (or according to breed standards.)

- The exhibitor should stay to one side and not block the judge's view.

- When lining horses up, if there is not room to enter the existing line safely, exhibitors should start a new line (with help from the ring steward).

• Turns are usually made to the right. Small turns (90 degrees or less) may be made to the left when common sense or safety applies, but collection and control of the horse are important. The horse must be under control and not free to swing its hindquarters. When a turn requires a pivot, the ideal turn should involve the horse pivoting on the right hind leg. The pivot foot should remain steady and the horse should not switch feet while turning. An exhibitor should not be penalized if the horse pivots on the left hind leg; however, more credit should be given to the exhibitor with the more correct pivot.

• **Draft Horses and Mules** (See pg. 41 for information about showing draft horses and mules.)

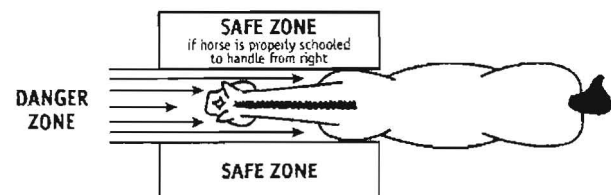
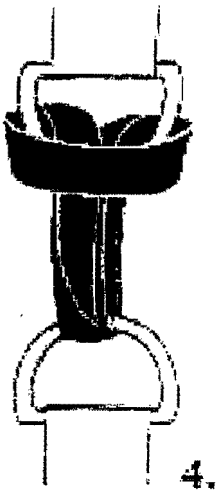
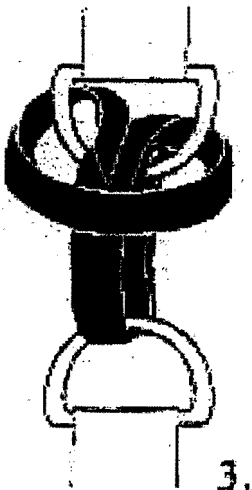
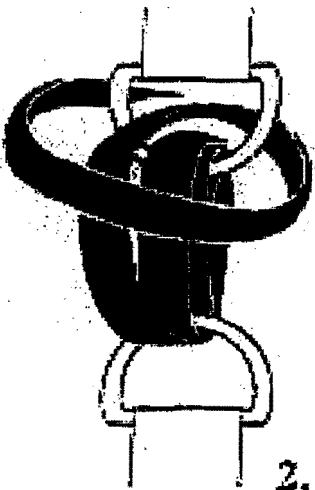
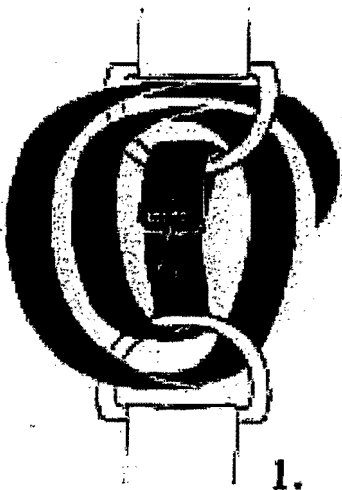


Figure 4. Danger and safety zones for handling horses.

Instructions for Tying the Cinch to the Latigo



■ **Western Boots**—Western boots are more than a handsome trademark of the range. They're practical. The high heel is designed to give the wearer protection against losing the stirrups at critical moments; it prevents the foot from slipping through when pressure is applied for quick stops and turns. The top protects the ankles and calves of the legs against inclement weather, brush, insects, and snakes.

Modern Western boots possess two added fea-

tures: namely, (1) comfort, and (2) adaptation for walking, so that the wearer can walk without it being a painful experience.

BRIDLING THE HORSE

Bridling is made easy by the procedure that follows.

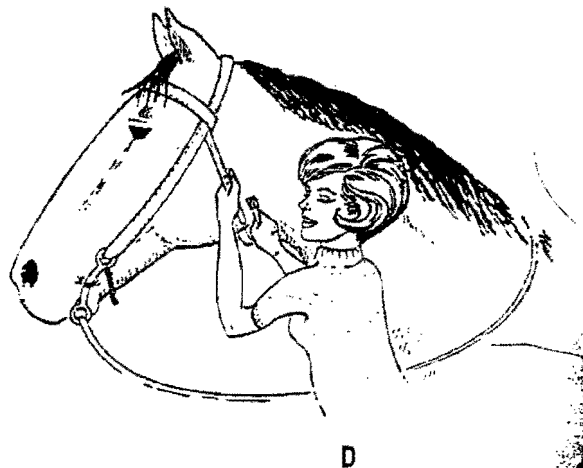
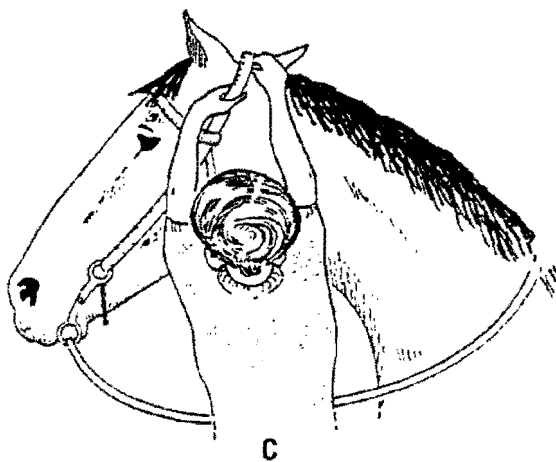
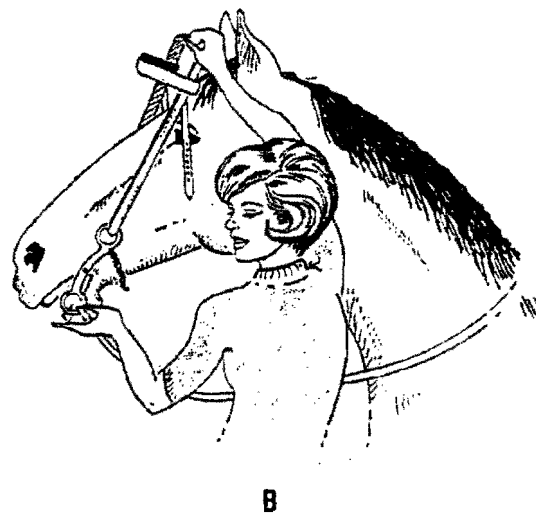
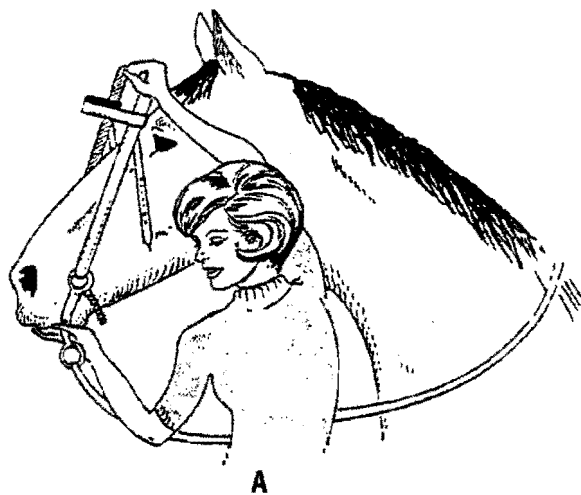


Fig. 17-27. Steps in bridling a horse:

- A. Bridle in position—with the nose between the cheek pieces, the crownpiece in front of the ears, and the bit clamping against the teeth.
- B. Mouth open.
- C. Bridle on, with the bit in mouth and crownpiece over ears.
- D. Throatlatch buckled.

HORSEMANSHIP

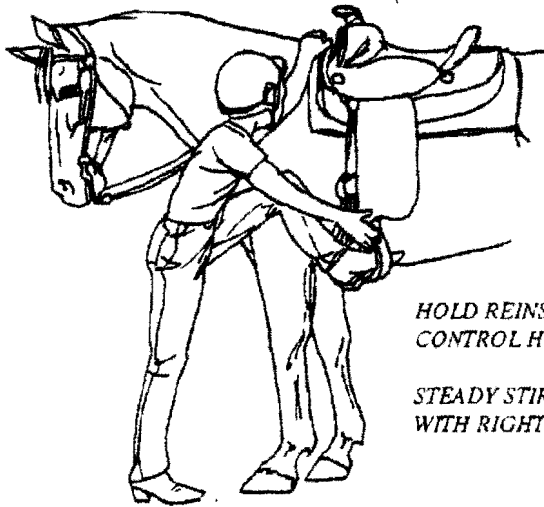
MOUNTING

Always have your instructor check the horse's equipment before mounting.

- Put the reins over the horse's head, one on each side of the neck. Stand on the horse's left side, facing the rear of the horse. Holding the reins in your left hand, place your left hand on the horse's neck in front of the withers with the ends of the reins on the left side.

- Take the left stirrup with your right hand and place your left foot in the stirrup. Grasp the pommel on the right side with your right hand. Bounce and swing lightly into the saddle. Mount quickly, being careful not to drag your right leg over the horse or kick your left toe into his side.

- Place your right foot in the stirrup. Hold the reins in your left hand and stand with weight in the right stirrup to straighten the saddle.



HOLD REINS TO CONTROL HORSE

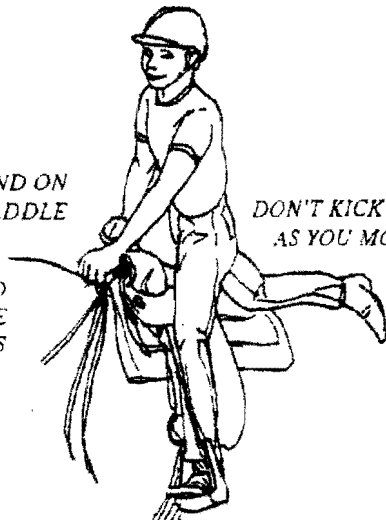
STEADY STIRRUP WITH RIGHT HAND

MOUNTING

RIGHT HAND ON FRONT OF SADDLE

LEFT HAND ON MANE HOLDING REINS

DON'T KICK HORSE AS YOU MOUNT



MOUNTING WRONG

PULLING ON BOTH ENDS OF THE SADDLE CAN MAKE IT SLIP

THIS CAN ALSO HAPPEN IF YOU FORGET TO CHECK YOUR GIRTH

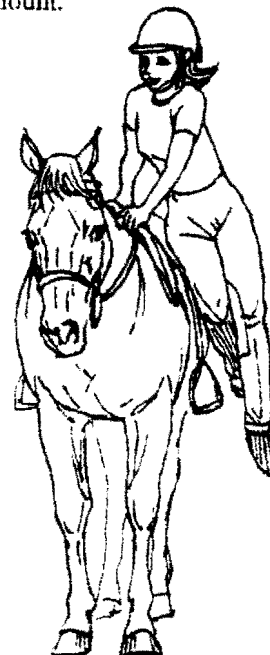
DON'T POKE THE HORSE WITH YOUR TOE

DISMOUNTING

Dismounting is the reverse of mounting.

- You can slide down or (step down) and should land near the horse's shoulder facing the front.
- When sliding down, be sure to kick your left foot out of the stirrup and slide down on your right hip.

Proper dismounting procedure for both english and western riders varies little, with the exception that an english rider may place his right hand on the seat just behind the flap. Always run your english stirrups up after you dismount.



DISMOUNTING

KICK BOTH FEET FREE FROM THE STIRRUPS

SLIDE DOWN ON RIGHT HIP FACING FRONT

1. Always mount from the left or near side of the horse. Stand beside the horse's left front leg and face diagonally toward the croup.³ Then gather the reins in the left hand, adjusting them so that a gentle pressure (restraining, but not backing the animal) is applied equally on each side of the horse's mouth, and place the left hand on or immediately in front of the horse's withers. Without letting go of the reins, open the fingers of your left hand and get a handful of the horse's mane; this will give you more stability and avoid jerking the horse's mouth.

2. Turn the stirrup iron one-quarter turn toward you, steady the stirrup with the right hand and shove the left into it.

3. Hop off the right foot, swing around to face the horse, grasp the cantle (rear) of the saddle (in Western riding, the right hand is usually placed on the horn instead of the cantle) with the right hand, and spring upward until a standing position is reached, with the leg straight and facing the saddle and the left knee against the horse.

4. Lean on the left arm, shift the right hand from the cantle to the pommel (usually right-hand side of the pommel) of saddle. Then, at the same time, swing the fully extended right leg slowly over the horse's back and croup, being careful not to kick him.

5. Ease down into the saddle; avoid punishing or frightening the horse by suddenly dropping the entire weight of the body into the saddle. Then shove the right foot into the right stirrup without looking down. Adjust both stirrups under the balls of the feet, and simultaneously, gather the reins. Hold the reins as indicated in the section entitled "Holding the Reins."

6. Sit easily in the saddle, be alert and keep the head up, and allow the legs to hang comfortably with the heels well down and the toes turned out slightly. This position permits proper leg contact with the horse and a more secure seat.

7. Essentially, correct *dismounting* is just the reverse of mounting. In succession, the rider should carefully gather the reins in the left hand, place the left hand on the horse's withers and the right hand on the pommel of the saddle, stand up in the stirrups, kick the right foot free from the stirrup, transfer the weight to the left foot as the right leg is swung backward across the horse's back and croup, shift the right hand to the cantle of the saddle (or in Western riding, grasp the horn with the right hand), descend to the ground, and remove the left foot from the stirrup.

³Another common method of mounting begins with facing the front of the horse while standing opposite the left stirrup. The method given in Point 1 above is considered safer for the beginner, however; for if the horse should start to move as he is being mounted, the rider is automatically swung into the saddle and is not left behind. Also, the person mounting is out of the way of a horse that "cow kicks."

Another accepted way of dismounting from the English saddle consists in removing the left foot from the stirrup and sliding down with relaxed knees. The rider will never get hung in the stirrups when dismounting in this manner, and small children can get off a horse easily and without assistance.

From the above outline the novice should not gain the impression that in mounting and dismounting each step is so distinct and different as to be marked by intermittent pauses. Rather, when properly executed, mounting or dismounting is a series of rhythmic movements, and the entire operation is done so smoothly and gracefully that it is difficult to discern where one stage ends and the next begins.

MOUNTING AND DISMOUNTING WESTERN

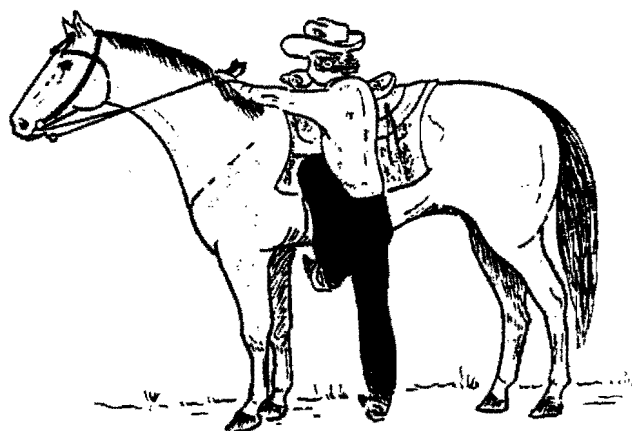


Fig. 17-30. Mounting Western.

The steps in mounting a horse in Western riding are as follows: (1) Take the reins in the left hand and place the left hand on the horse's neck in front of the withers; (2) keep the romal or end of the reins on the near side; (3) grasp the stirrup with the right hand and place the left foot in the stirrup with the ball of the foot resting securely on the tread; (4) brace the left knee against the horse, grasp the saddle horn with the right hand, and spring upward and over; and (5) settle into the saddle and slip the right foot into the off stirrup. Dismounting is the same as described for dismounting English (see Point 7), except that, in Western riding, the horn is grasped with the right hand.

HOLDING THE REINS

In English riding, the rider may hold the reins

BASIC SEAT AND HAND POSITION

When riding, a correct position is used to provide good control of the horse. **Good position in both english and western is basically the same.** The main difference is in the stirrup length. English stirrups are shorter than western. A **steady, secure, relaxed seat, with quiet hands is important in both.**

WESTERN POSITION

Hands & Arms: Elbows relaxed and close to sides. Reining hand held as close to pommel as possible. Right hand held loosely on the right thigh or near belt buckle.

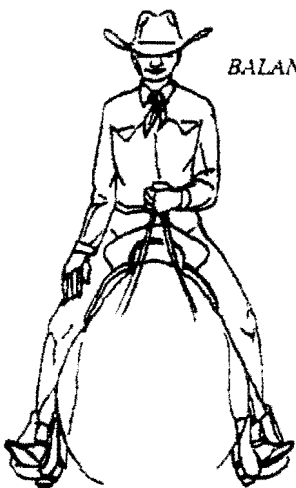
Head: Head is held up, eyes looking ahead of the horse.

Shoulders: Both shoulders are square and even. Be careful that the left shoulder doesn't move higher than the right or twist forward as a result of holding the reins in the left hand.

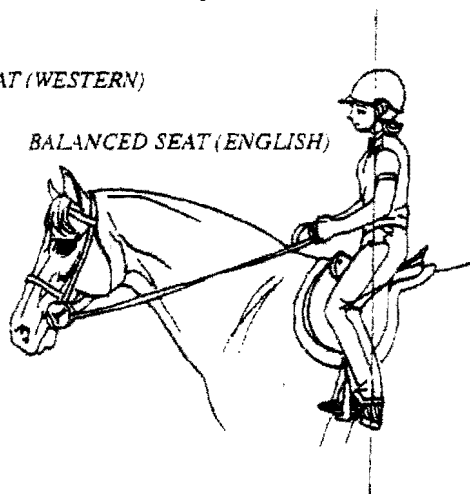
Back: Upper back should be erect, sit *tall* in the saddle. Lower back should relaxed and flexing with the horse's movements.

Lower Body: Sit deep in the seat of the saddle, not back on the cantle. Keep your hip in line with your shoulder and the back of your heel.

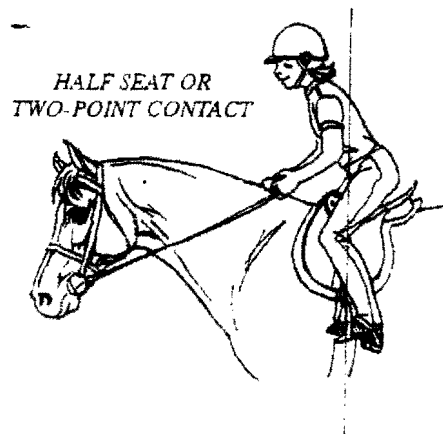
Legs and Feet: Stirrup length is important. When standing up in stirrups with your heels lower than your toes and your knees slightly bent, there should be a space about 2 1/2" to 3" (a hand's width) between the buttocks and the saddle. Knees and thighs rolled in so that the flat part of the knee is held against the saddle. There is light contact with the horse on the inside of the calves of the legs. Ankles are flexed so that the heels are lower than the toes. Only balls of the feet are in the stirrups.



BALANCED SEAT (WESTERN)



BALANCED SEAT (ENGLISH)

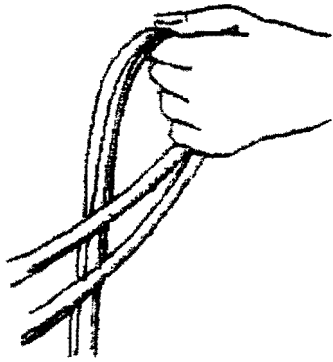


HALF SEAT OR
TWO-POINT CONTACT

Remember to be relaxed in your position so that you will be able to give with the movement of your horse and ride in balanced rhythm with him.

WESTERN REINS

CALIFORNIA STYLE
(CLOSED REINS)



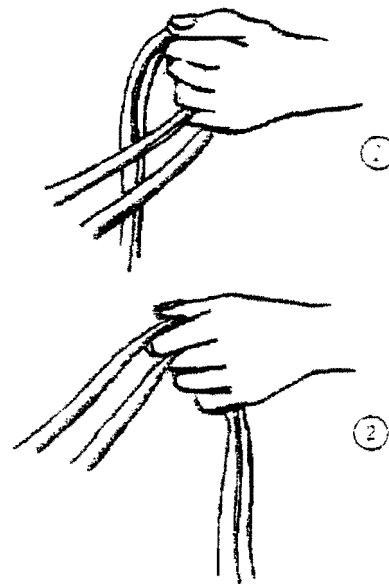
CALIFORNIA REIN HOLD

The reins are held in the left hand, with the end (bight) of the reins coming out of the top of the fist.

The end of the reins or romal is held by the right hand about 18 inches away from the left hand.

No fingers are placed between the reins.

SPLIT REINS

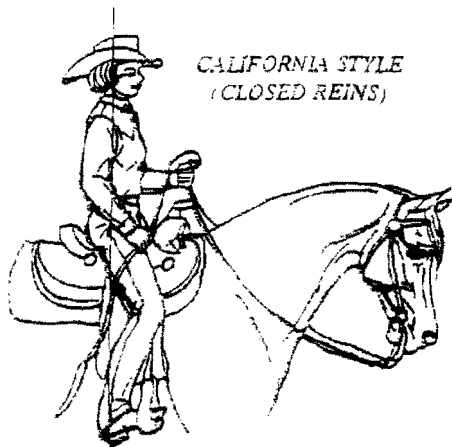


SPLIT REIN HOLDS

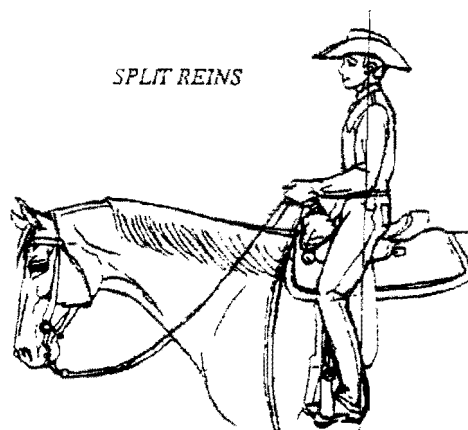
• 1) Hold both reins in one hand (usually the left) with the thumb up. The reins come into the hand under the little finger, up through the hand and out between the thumb and index finger. The excess rein should fall on the same side as the hand holding the reins. (The little finger may be inserted between the reins.)

• 2) Hold both reins in one hand (left) with the thumb up. The reins come into the hand from the top (index finger may be placed between them). They pass through the bottom of the hand with the excess rein falling on the same side as the hand holding the reins.

CALIFORNIA STYLE
(CLOSED REINS)

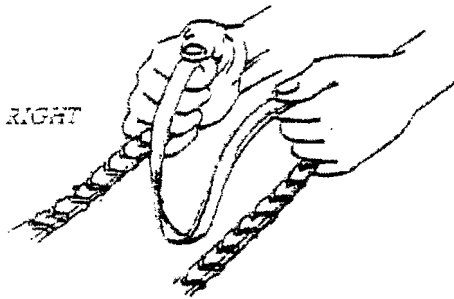


SPLIT REINS

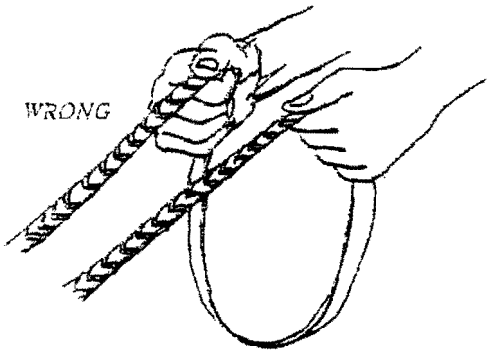


ENGLISH REINS

SINGLE REINS



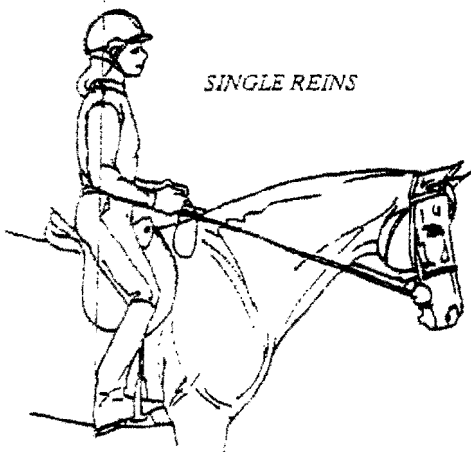
WRONG



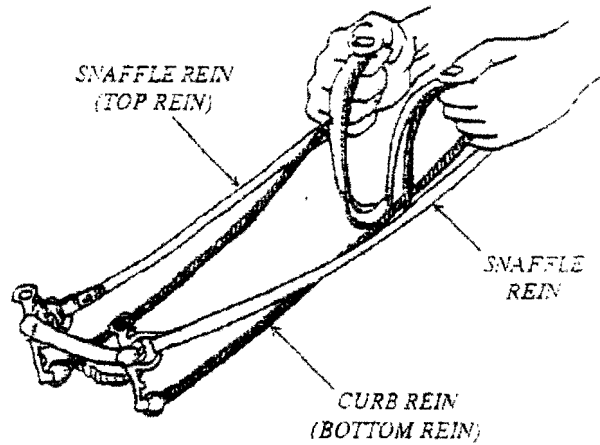
SINGLE REINS

The reins come into each hand between the third and little fingers, go up through the hand and come out between the thumb and index finger.

Hands are held about six inches apart with the thumbs up and the excess rein (*biht*) falling to the right side of the horse's neck.



DOUBLE REINS



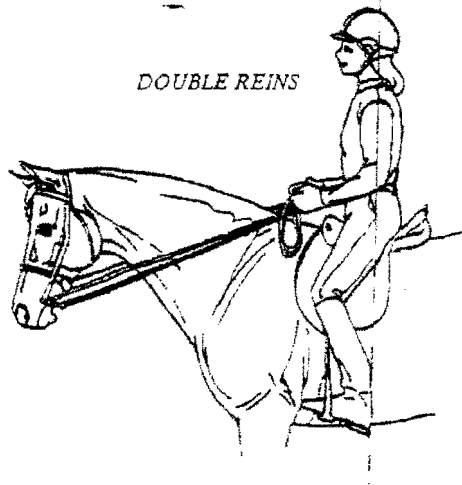
DOUBLE REINS

The reins are held in the same manner as single reins.

The reins come into each hand between the third and little fingers, go up through the hand and come out between the thumb and index finger.

Separate the curb and snaffle rein with the little finger:

- curb rein on the inside
- snaffle on the outside



BASIC AIDS

As a rider, you need to have some way of telling the horse what to do.

Aids are the means to signal the horse. To give aid means to help. The aids help the horse know what is wanted by the rider.

There are **two kinds** of aids: **Natural and artificial aids. A natural aid is part of your body.**

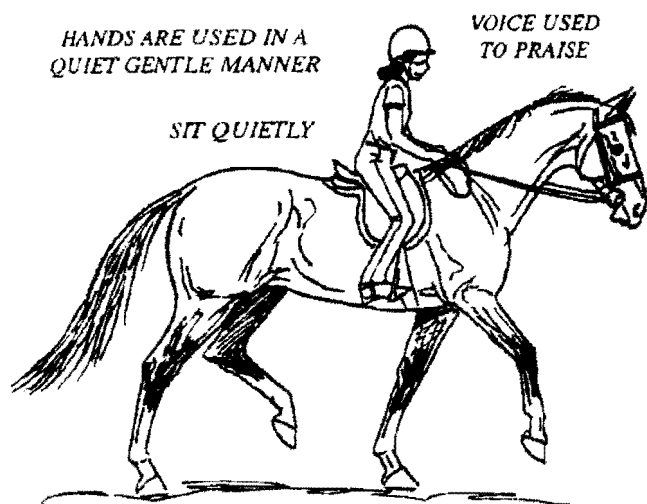
Each natural aid has a certain way of signaling the horse. There are **four natural aids**:

- 1) Hands
- 2) Voice
- 3) Legs
- 4) Weight

An artificial aid reinforces the natural aids.

They include:

- Crops
- Bats
- Spurs
- Whips



*HANDS ARE USED IN A
QUIET GENTLE MANNER*

*VOICE USED
TO PRAISE*

SIT QUIETLY

*YOUR LEGS TELL THE
HORSE TO MOVE*

*SHIFTING YOUR WEIGHT
TELLS THE HORSE THAT
HE IS TO STOP, GO OR TURN*

HANDS

The hands are best when used in a quiet gentle manner.

- Remember the reins are attached to a piece of metal in the horse's mouth or a piece of leather around his nose. The nose and mouth are sensitive areas and can be easily injured.

- Use your hands **actively to stop and turn** the horse. The rest of the time, keep them in a steady position above the horse's withers.

VOICE

The voice can be used to praise or soothe the horse.

- By clucking or making a kissing sound, you can tell the horse to go faster.

Some horses are trained to understand certain voice commands. It is not necessary to yell at the horse because he has very sensitive hearing.

LEGS

The legs tell the horse to move.

- Squeezing with both legs will signal your horse to go forward. **Squeeze with the lower part** of your leg.
- Each horse is different; some will need a light squeeze while others need a stronger one.

When you are not squeezing, keep your legs **quietly by the horse's sides**. This means you can feel his sides with your lower legs without pushing against him.

- **Avoid kicking the horse with your heels or constantly squeezing him.** This can make the horse dull on his sides so that harder and harder kicks are needed to make him understand your signals.

WEIGHT

Weight is a very important aid.

- By **shifting your weight**, the horse will know that he is to **stop, go, or turn**.

- For now it is best to remember to sit quietly and move with the horse.

- Your weight is necessary to keep you and the horse in balance.

HORSE CONTROL

START

To walk, all four natural aids need to work. They each have a job to do.

- First, keep your **weight steady and balanced**.
- Then, **squeeze with the lower legs**.
- While at the same time you may **use your voice**.
Tell the horse to walk or cluck to him.

If the horse does not move, then squeeze a little more the second time.

The hands must be **quiet and move with the horse's head**. Make sure you do not pull back while asking the horse to go forward.

STOP

Once you have learned to ask the horse to go forward, you will need to know how to ask him to stop. Again, all four natural aids are necessary.

- Keep your **weight balanced** and your **seat deep in the saddle**.
- With your **voice**, tell the horse to stop.
- A common word is *whoa*. Some horses are taught other sounds.

As you use your voice, shorten your reins and gently **check back with your hands, then release**.

If the horse does not stop, do it **again**. Continue checking gently and releasing until he stops.

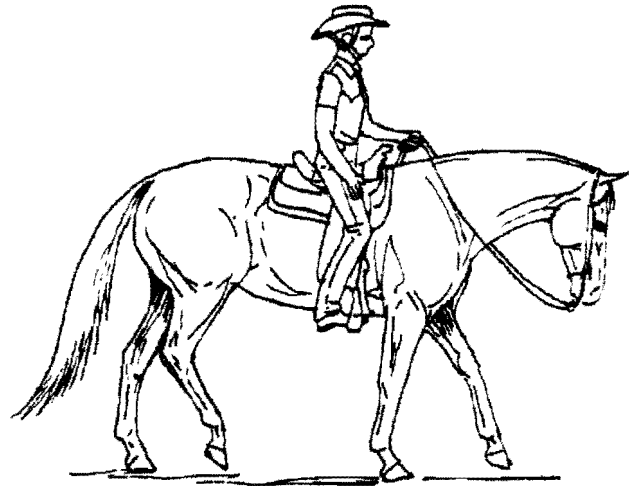
Your legs should be **quiet and not disturbing** the horse. After the horse comes to a complete stop, reward him with a pat on the neck.

CHECK AND RELEASE

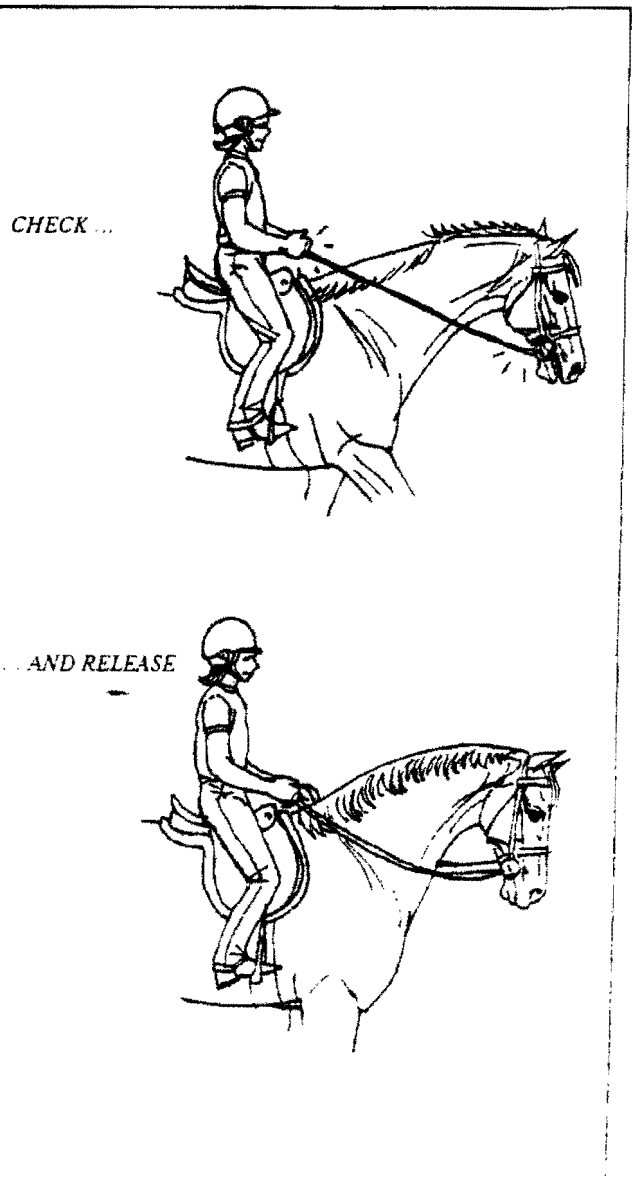
This is a method of using the reins to steady the horse.

The check and release is done by:

- A **mild pulling of the reins**, as if squeezing a sponge.
- Followed by a **release of pressure**.



TO WALK YOU NEED TO USE
ALL FOUR NATURAL AIDS



TURN

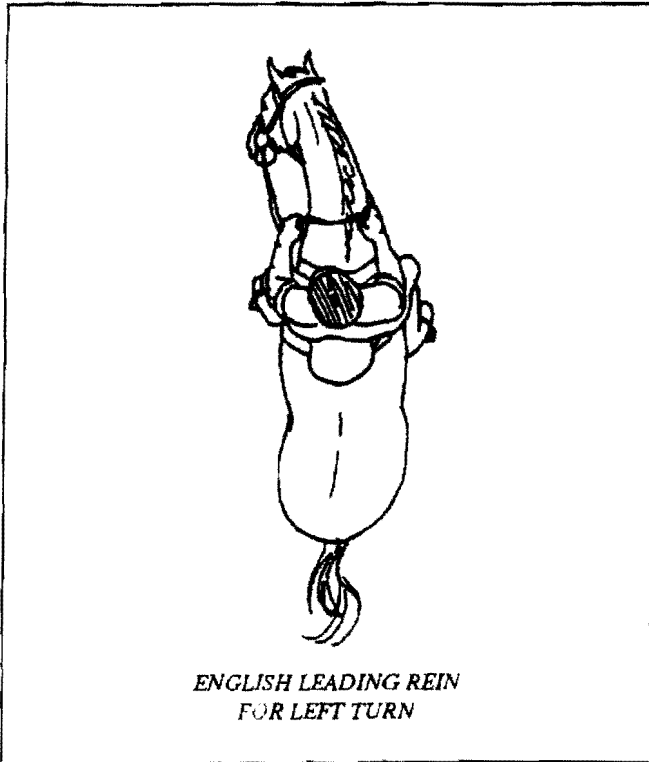
After you have mastered moving forward and stopping, you are ready to learn how to turn. Again, all the aids are necessary.

- A **turn** has **two sides, an inside and an outside**. The inside is in the direction you are turning.

- Keep your legs **quietly on the horse's sides**. If he slows down through the turn, give him a **squeeze with your lower leg**.

- You can also use your voice to encourage him to keep going.

To understand how the hands work, it is best to study English and Western separately.



ENGLISH

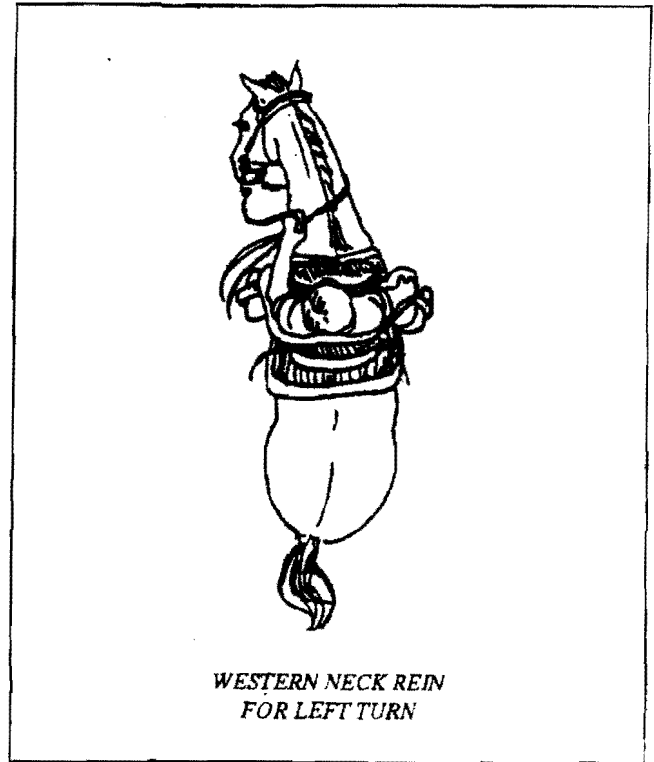
To begin a turn, you use a **leading rein**.

This means that your hand is going to lead with the rein out to the side in which you want to turn. This will pull or put pressure on the horse's mouth, on the side in which you are turning.

To turn:

Use your **inside hand** to pull the rein out away from the horse. The horse's nose will turn to the inside.

- Your **outside hand** should **gently follow** the movement of the horse's head and **not pull back**.



WESTERN

Since both reins are in the left hand, **only the left hand will move**.

- First, take your **hand** and **move** it slightly up the horse's neck.

- Then **pull across his neck in the direction you want to go** (*not back towards you*).

The rein pulling across his neck will signal him which direction to turn.

- Some horses are very sensitive and will turn if the rein is just laid on their neck. Other horses need a stronger signal.

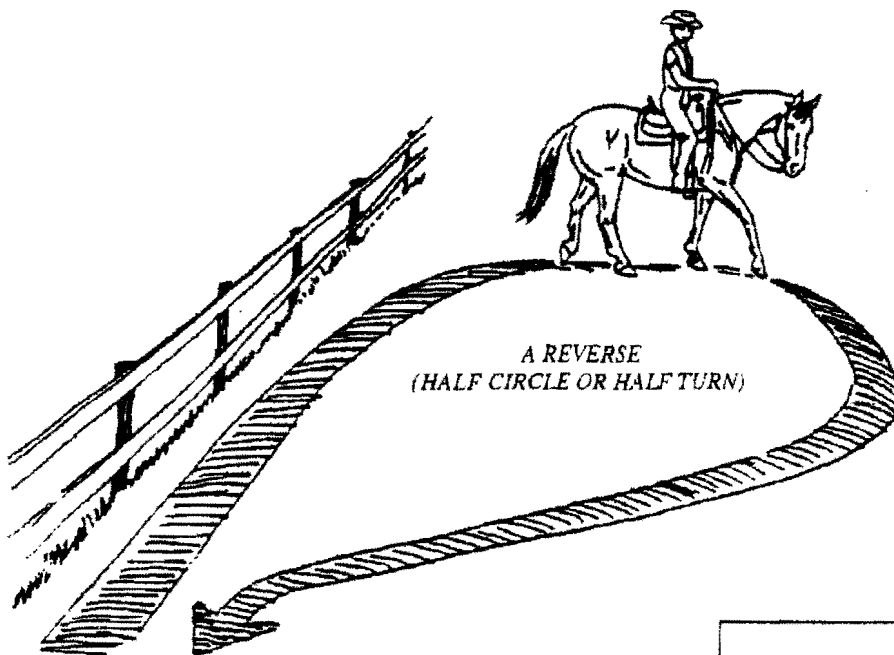
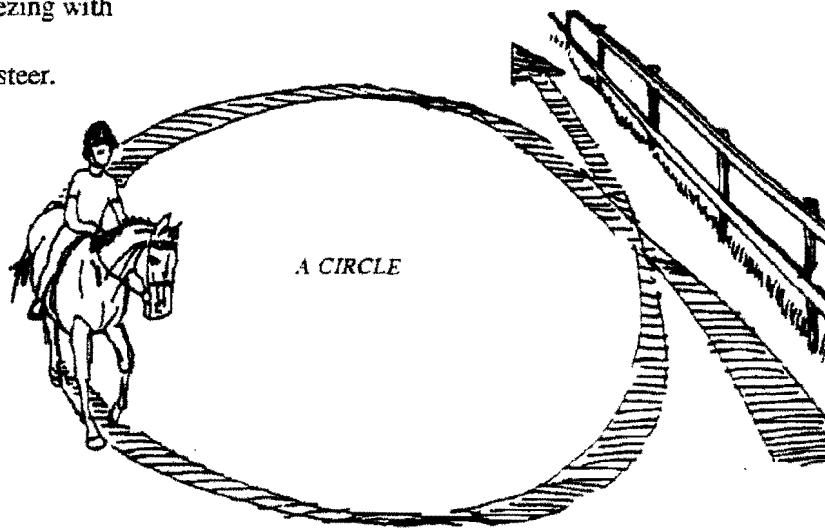
Your instructor may prefer that you use a two handed position with a leading rein.

BASIC FIGURES

CIRCLE

A circle is made by coming off the rail towards the center of the ring and going back to the rail still riding in the same direction.

- It is especially important to sit up straight.
- To keep the horse moving by gently squeezing with your legs.
- Use only light pressure with the reins to steer.



REVERSE

To reverse, the horse is turned off the rail toward the center of the ring and brought back to the rail going the other direction.

This is known as a half circle reverse or a half turn.

THE TROT

Now that you can make your horse walk, turn and stop, you can begin to trot. The trot is a **two beat gait, faster than a walk**. It takes more effort to control and more practice to ride comfortably. Controlling the horse at a trot is a review of your basic aids at a walk.

Three ways of riding the trot are used to improve your balance, rhythm, and comfort. These are **sitting the trot**, a **half seat** or **two point**, and **posting**.

CONTROL AT THE TROT

The verbal command trot may be used. A *kiss* or *cluck sound* is also effective with some horses. If the horse is inclined to be lazy, be more forceful. Always **ask the horse gently first**. If you get no response, then tell him with a sharp squeeze and release, or a firm tap with the legs and encouragement with the voice.

- Encouragement with voice and legs may be needed to keep your horse at a steady trot. If your horse is trotting too fast, use a check and release to slow the horse down.

The same aids are used to **circle and turn at a trot** as when walking. Circles and turns when trotting should be **larger than at a walk** or your horse may lose his balance. Constant encouragement may be needed when circling and turning at a trot because the horse tends to slow down at this time.

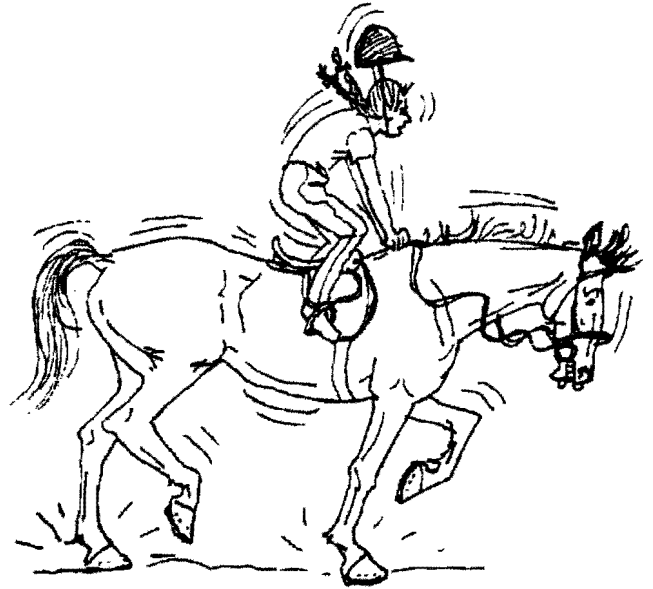
To **slow your horse from a trot to a walk**, prepare him with a **verbal command**. Maintain your proper seat position in the saddle and **pull back firmly, but gently, on the reins**. Be sure to give **release** as your horse responds. Repeat until the horse comes to a walk. Praise your horse.

SITTING THE TROT

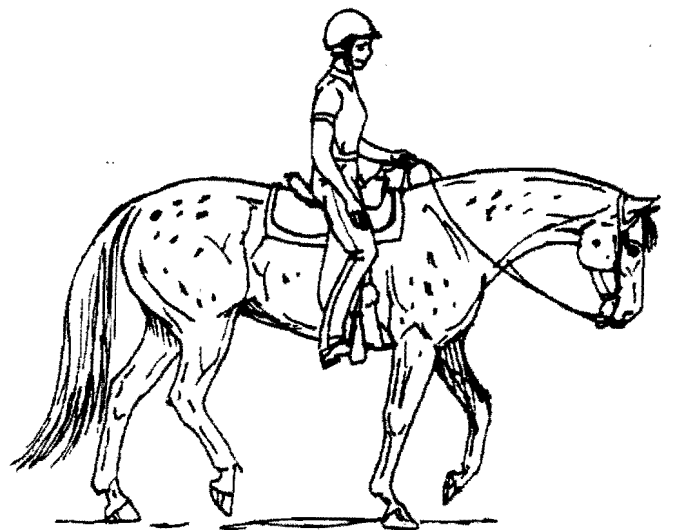
The western jog and english sitting trot are ridden in the same manner. This trot is used to develop a feel for the horse's movement and a secure seat.

In order to **sit** the trot, it is important to both **relax and sit deeply in the saddle**, rotating the hips forward so as to sit on the inside of the thighs. The shoulders should remain over the hips and not lean forward. It is very important to **keep the back relaxed so the body can follow the horse's movement**.

- Care must be taken that your **hands remain quiet**, not pulling on the horse's mouth. Keeping the back and shoulders relaxed will help you to have quiet hands.



THE TROT CAN BE RATHER BUMPY UNTIL YOU KNOW HOW TO RIDE IT...



SITTING TROT OR JOG

HALF SEAT

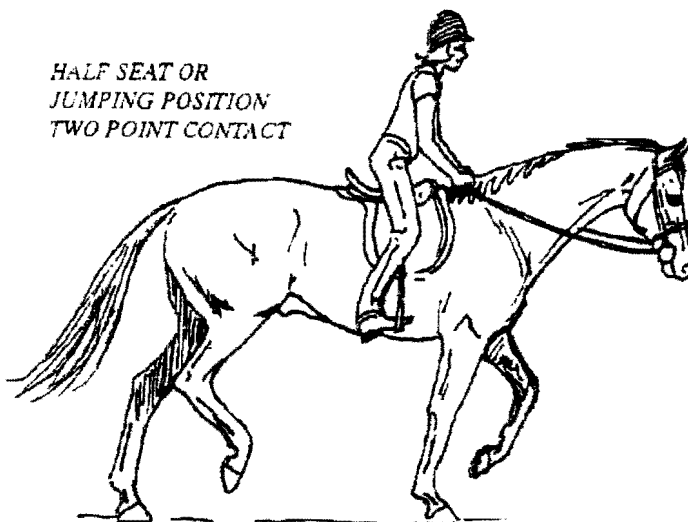
The half seat, which is also called jumping position or two point contact, is used to help develop balance and control with your legs.

- The half seat position is achieved by **bending forward at the hips**, taking most of the weight in the ankles and heels. The back is straight with the seat just off the saddle. (see also illustration on page 19)

- Be sure while in a half seat to keep the shoulders and back relaxed. In the beginning, you may place a hand on your horse's neck or grasp a handful of mane to help you maintain your position.

- The use of the half seat position will help your balance and will strengthen your legs. It will help prepare you for posting and eventually jumping. Practice this at a halt and walk first.

HALF SEAT OR
JUMPING POSITION
TWO POINT CONTACT



POSTING

Posting is the motion of rising to the trot. It is a **forward and back motion** in which the **rider's hips move forward** (weight out of the saddle) and **back** (weight in the saddle) on alternate beats at the trot.

Why should you learn how to post?

As you have probably learned, the trot can be a tiring and uncomfortable gait if the horse is rough or when the horse is being worked at a fast trot. If properly done, **posting makes riding the trot easier and more comfortable for the rider and the horse.**

How do you learn to post?

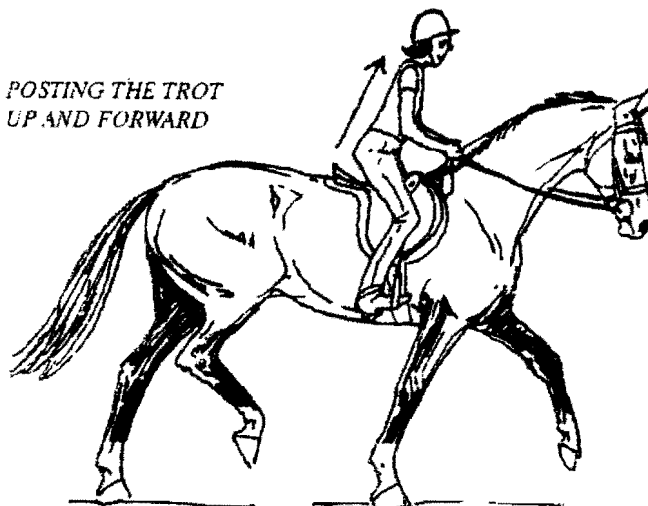
When a horse trots, his legs move in diagonal pairs. The left foreleg and the right hind leg move forward at the same time, and the right foreleg and the left hind leg move together. This makes the trot a two beat gait.

- Allow the horse to **push you forward** (your seat will be a few inches out of the saddle) on one beat, and you will sit down in the saddle on the next beat.

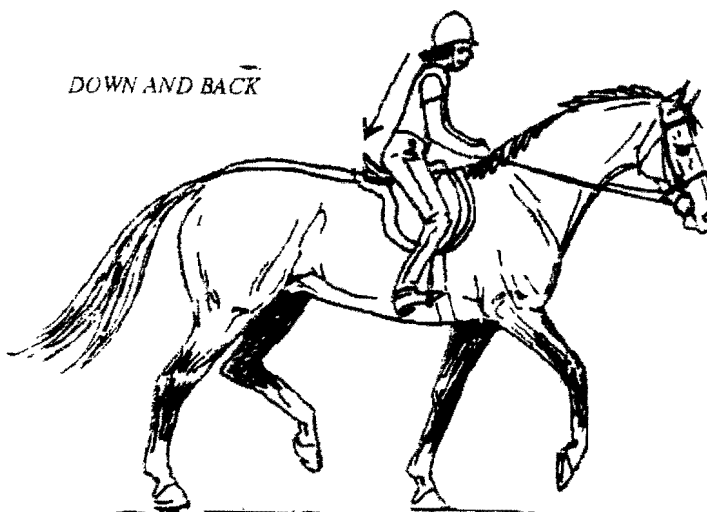
- In posting the trot, go no higher than is necessary to get your weight out of the saddle. The forward motion of the post comes from the hips. Your knee, lower leg and foot should be still, with your heel down.

- Be very careful not to use the reins to pull yourself up out of the saddle. This is very hard on the horse's mouth and may make him unwilling to go forward.

POSTING THE TROT
UP AND FORWARD



DOWN AND BACK



Posting is easy to do once you learn how. With a little patience and some practice, you will be able to add this to your list of riding skills.

Level III Study Guide – Showmanship (See Horses and Horsemanship pp 44-46)

PP 45-46: Points of Showmanship: All exhibitors should learn the following points:

1. Be neat, clean, attentive, courteous and appropriately dressed for the class.
2. Do not try to show a horse at halter until you are sure you can control it. You and your horse will need to practice with mock shows or trials.
3. Your horse should be clean, well groomed and fitted for its type and breed. The feet should be clean and either trimmed or properly shod.
4. Horses should enter the ring as specified by the official. Subsequent procedures will be as directed by the judge and/or ring steward.
5. Tack should fit properly, be neat, clean and in good repair.
6. Walk, trot (or preferred gait), turn, stop, back and pose your horse as directed by the judge or ring steward.
7. Lead from the left side of your horse with your right hand on the lead strap or bridle reins. When showing your horse at a walk, walk by its side-never directly in front. The head should be about even with your shoulder. When moving, keep your horse's neck, head and body in a straight line and maintain precise control. Move directly toward or away from the judge, unless the judge indicates a desire to see a side view.
8. The excess lead strap is to be loosely coiled in your left hand, and your hand should not continuously be in contact with the snap or chain portion of the lead. The excess lead should never be coiled or rolled around your hand.
9. Show your horse with the shank or reins short enough to assure maximum control and responsiveness from the horse. Your basic position should allow constant observation of the horse's feet and also permit observation of the judge and ring officials.
10. Run by the left side of your horse when you are showing at the trot (or preferred gait). The horse should move willingly toward or away from the judge with its head, neck and body in a straight line. It should trot freely, fast and be alert with head up, but not too high.
11. When a particular show ring procedure being used by a judge requires a horse to be reversed, it should be turned to the right. Turn in a small a space as possible and, attempt to keep the horse's hind feet planted in one place while turning.
12. All turns should be made natural. When turning the horse to the left 90 degrees or less, the horse should be turned to the left. On turns of greater than 90 degrees, the ideal turn is to the right and consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg.
13. Keep your horse posed at all times, and know where the judge is and what is expected of you. A good showman always gives the judge the best view of the horse. You cannot change your horse's type and conformation, but you can improve its style and appearance. Make it easy for the judge to see your horse to its best advantage.
14. When setting the horse up for inspection, you should stand angled toward your horse in a position between the horse's eye and muzzle.
15. When moving around your horse, you should change sides in front of your horse with minimal steps and should assume the same position on the right side of your horse that you had on the left side.
16. When executing a back, you should turn from the leading position to face toward the rear of the horse with your right hand extended and walk forward beside the horse with the horse moving backward.
17. Keep your proper position in line, and allow reasonable space (at least six feet) between your horse and the other horses. Never let your horse interfere with another horse.
18. You should continue showing until the class has been placed or you have been excused, unless otherwise instructed by the judge.

Additional tips:

Braid mane and tail if showing Hunt seat. Stand your horse squarely on all four feet when you "set up for inspection". Keep calm – a nervous exhibitor has a nervous horse and creates an unfavorable impression. Look back at the judge over your right shoulder once when walking or trotting away. Use the quarter system to move from side to side while the judge inspects your horse. When judge is in Quad 2 or 4, exhibitor should be on left side of horse (A). When judge is in Quad 1 or 3, exhibitor should be on right side of horse (B).