

Kansas 4-H Horse Standard of Excellence

ACHIEVEMENT LEVEL I

Beginning Horseman Application

Participant's Name:

Address:

County:

Knowledge Test (\$5)

Online

Hard Copy

Horsemanship Skill Test (\$5)

Ground Work Skill Test for
Showmanship or Halter (\$5)

Make checks payable to Kansas 4-H
Foundation; send to 201 Umberger,
Manhattan, KS 66506-3404.

This certifies that _____ has completed the
leadership requirements for Level I of the 4-H Horse Project.

(Participant Signature)

(Parent/Guardian Signature)

(County/District Agent Signature)

Office Use Only (below)

Exam Date:

Score:

Paid

Horsemanship Skill Test Date:

Score

Paid

Level I Certification Date: _

State Authorization for Advancement: (4-H Extension Specialist-Horses)
(Signature)

Kansas 4-H Horse Standard of Excellence

ACHIEVEMENT LEVEL I

General

The Kansas 4-H Horse Standard of Excellence consists of four achievement levels (I, II, III, IV), each of which contains three sections: knowledge, leadership, and horsemanship skill attainment. Once participants successfully pass the required sections, they will receive certification of achievements and be granted the right to advance to the next level. Participants that fail either the written exam, or skill test, can retake the exam at any time.

Horse Project members must pass the written and leadership requirements prior to taking the skills test. Members that start the project without completing the skill section can later complete that section. However, they cannot enter a higher level skill section without going back and completing skill sections previously skipped (e.g. A member who has completed Achievement Level III knowledge exam must complete Achievement Level I and II skill tests before taking the Achievement Level III skill test).

A **Horse Project Member** will be defined as a member who wishes to be eligible to fully participate in the project, including all classes at the district and state level. A **Horseless Horse Project Member** will be defined as a member that does not have access to a horse and can compete in judging and other panorama activities that do not require achievement level testing.

District and State Contests and Show Participation

Intermediate (ages 10 to 13) youth who wish to participate at the District and/or State horse show must have successfully met the requirements of all three sections of Achievement Level I prior to the entry deadlines for their District show. Showmanship and Halter class participants must pass the first two sections of Achievement Level I, plus the Groundwork portion of the skill test prior to their District qualifying 4-H Horse Show entry deadline.

Senior (ages 14 to 18) youth who wish to participate in the District and/or State horse show must complete all three sections of Achievement Level II prior to the entry deadline for their District show. Showmanship and Halter class participants must pass the first two sections of Achievement Level II, plus the Groundwork portion of the Level I skill test prior to their District qualifying 4-H Horse Show entry deadline. Senior youth who wish to participate in the 2-year-old snaffle bit futurity and the 3-year-old futurity projects must be Achievement Level II certified prior to the May 1 nomination deadline.

Expectations/Goals

By completing Achievement Level I of the horse project, participants will acquire knowledge about horses, learn the importance of leadership activities in the horse project, and learn horsemanship skills necessary for safe and enjoyable riding. The following list outlines the three parts of the program and what will be accomplished in each section.

<p><u>KNOWLEDGE</u></p> <ul style="list-style-type: none"> ■ Basic horse identification ■ Conformation ■ Safety around horses ■ Tack ■ Gaits of horses 	<p><u>LEADERSHIP AND EDUCATIONAL ACTIVITIES</u></p> <ul style="list-style-type: none"> ■ One leadership/community service activity ■ One horse-related educational activity
	<p><u>HORSEMANSHIP SKILLS</u></p> <ul style="list-style-type: none"> ■ Safely catch, handle, saddle and bridle their horse ■ Safely maneuver horse through basic gaits

Procedures

The process for completion of Achievement Level I requirements are as follows:

1. Use subject matter worksheets to prepare for the Achievement Level I knowledge exam.
2. Complete Leadership requirements found in Section II.
3. Fill out front page (Application), including required signatures.
4. Send Application and appropriate fees to: State 4-H Office, 201 Umberger Hall, Manhattan KS 66506-3404. Make checks payable to the Kansas 4-H Foundation.
5. Complete the knowledge test online or send the Application page to the state 4-H office to request the knowledge exam to be completed under supervision of county agent and/or project leader. Exam should be returned in envelope provided.
6. After successfully completing the knowledge test, online or hard copy, the participant or the local K-State Research and Extension office should download the skill test and scoresheet from the the State 4-H Web site, or copy from the Study Guide and present to the skill test evaluator.
7. To schedule a skill test, obtain a list of certified evaluators in your area from your local K-State Research and Extension office.
8. Send completed skill tests to the State 4-H office for processing.

** Puzzles and illustrations courtesy of North Central Region Horse Project Activity Guide.

REFERENCE MATERIAL

- National 4-H Council. 2000. *Horse Science and Horses and Horsemanship*. 4-H Sourcebook Catalog.
- Kansas 4-H Horse Show Rule Book* (S133). Kansas Cooperative Extension Service.
- Arns, M. J. *Kansas Youth Horse Judging Manual*. Kansas Cooperative Extension Service.
(www.oznet.ksu.edu/pr_eyas/horseman.pdf)
- American Youth Horse Council. 1993. *Horse Industry Handbook – A Guide to Equine Care and Management*. Lexington, KY: AYHC.
- Wood, C. H., A. Griffin, A. Parker. 1997. *Youth Leader's Manual – A Resource for Equine Educational Activities*. Lexington, KY: American Youth Horse Council.
- Evans, J. W., A. Borton, H. F. Hintz, L. D. Van Vleck. 1990. *The Horse*. New York: W. H. Freeman and Co.

*** Note: These references should provide the information necessary to complete Level I material. This is by no means a complete list. There are many other resources available that would provide similar information. Breed association literature, local trainers and your veterinarian are other valuable sources of information.

PROJECT MATERIAL UPDATED BY:

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Kansas State University Agricultural Experiment Station and Cooperative Extension Service

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Section I – Study Guide

SUBJECT MATTER LEVEL I

Horse Identification

BREEDS, COLORS & MARKINGS

Participants are expected to be able to describe and/or identify basic colors and markings, breeds, and sex and age classes (stallion, mare, etc.). The following exercises will help you learn this information.

I. List 8 common breeds and some characteristics of each breed.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

II. For each of the classes listed below, give a brief description.

1. Foal -
2. Colt -
3. Filly -
4. Weanling -
5. Mare -
6. Stallion -
7. Gelding -

III. List 10 common body colors and give a brief description of each.

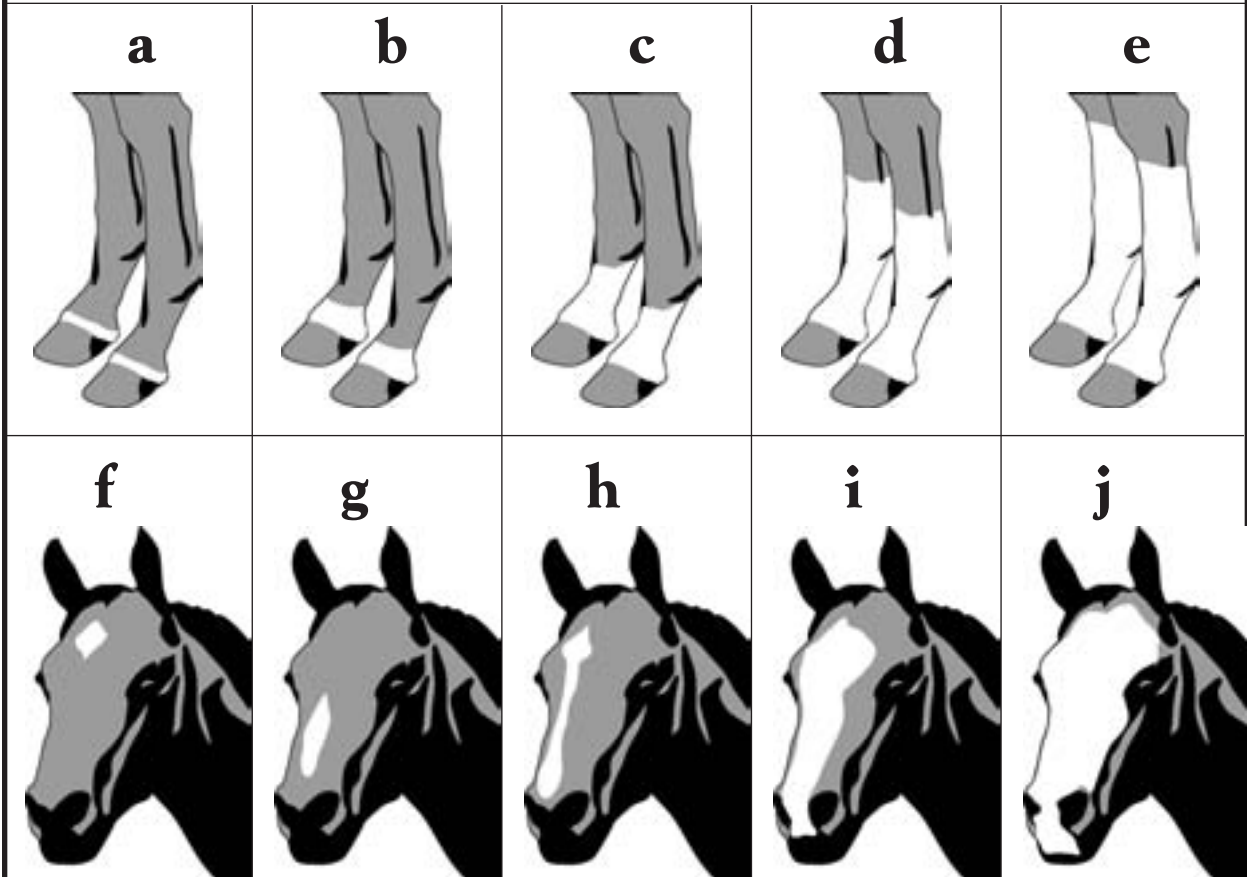
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

IV. For each of the color patterns, give a brief description (Indicate the breed each is associated with).

1. Overo
2. Leopard
3. Tobiano
4. Solid with blanket
5. Tovero

V. Identify each of the markings (below).

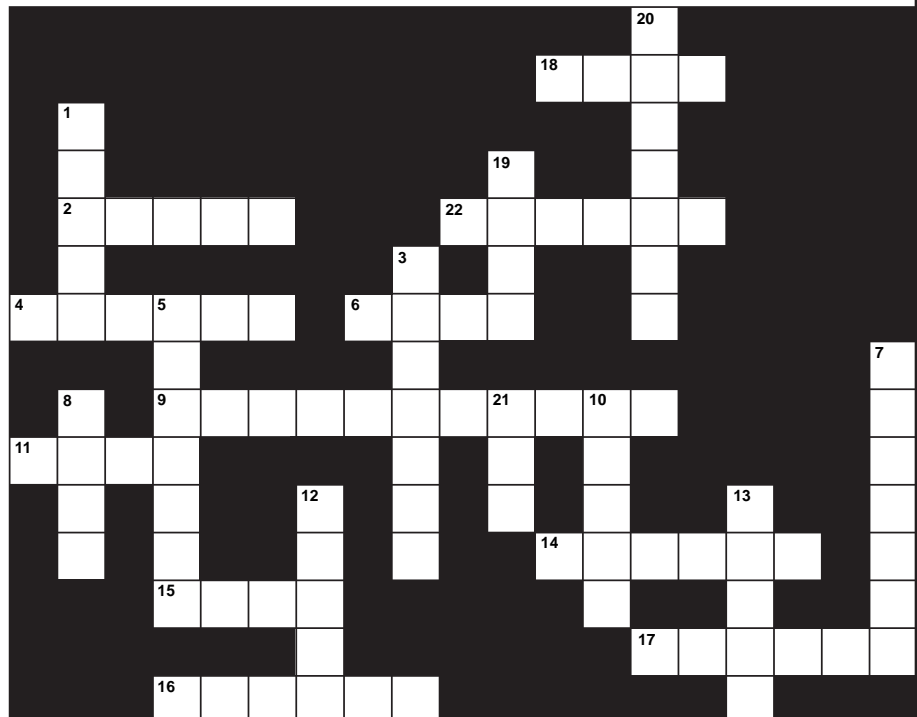
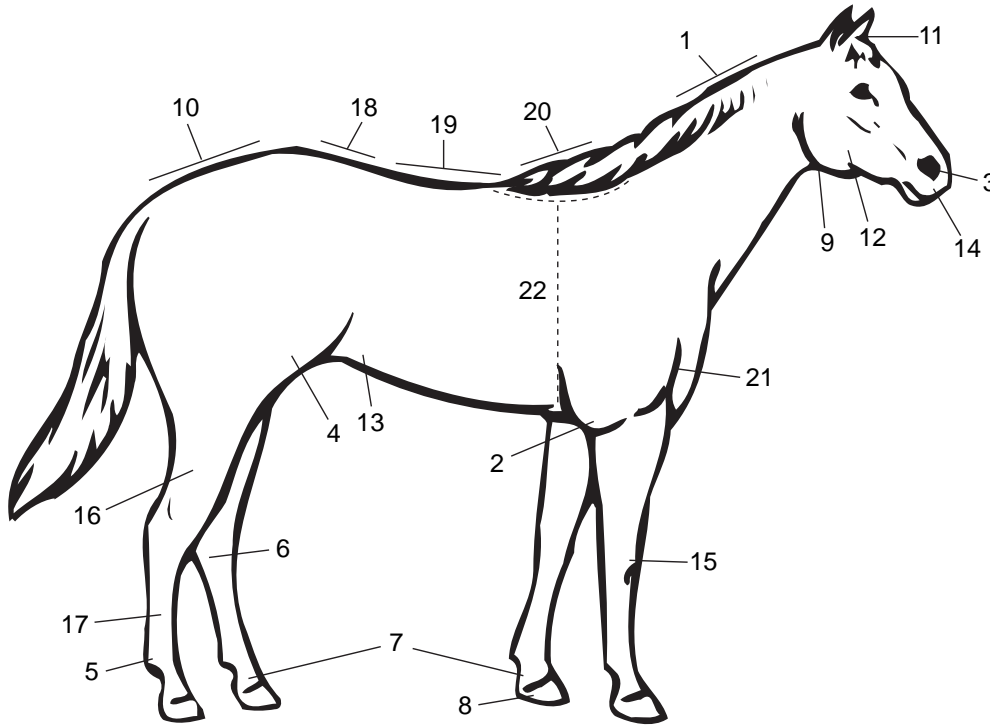
a.
b.
c.
d.
e.
f.
g.
h.
i.
j.



ANATOMY OF THE HORSE

Participants should be able to identify the basic parts of the horse. (References: Kansas Youth Horse Judging Manual, AYHC's Horse Industry Handbook, The Horse)

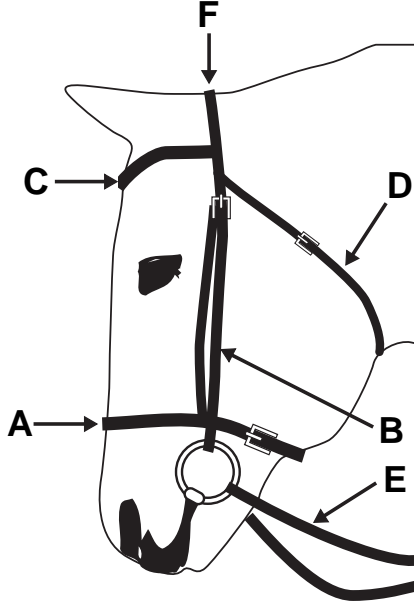
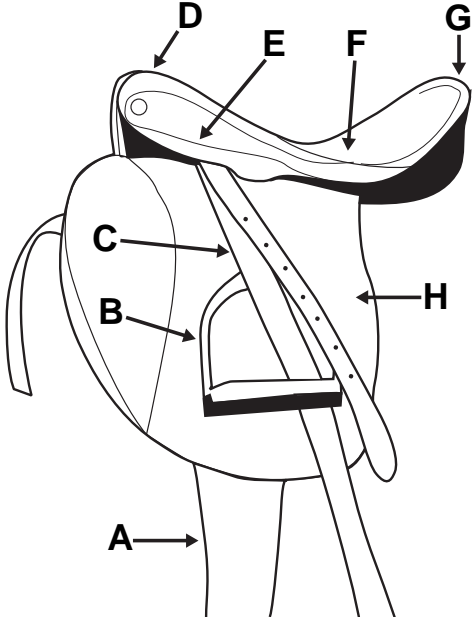
I. Complete the following puzzle. List the part of the horse in the crossword space provided.



Tack

BASIC PARTS OF THE SADDLE & BRIDLE

Participants should be able to identify the basic parts of the western and English saddle and bridle. In addition, participants should be able to identify the major types of bits and have a very basic understanding of how the different types of bits work.

I. For each of the diagrams, identify the labeled part.	
<p>ENGLISH BRIDLE</p> <p>A.</p> <p>B.</p> <p>C.</p> <p>D.</p> <p>E.</p> <p>F.</p>	
<p>ENGLISH SADDLE</p> <p>A.</p> <p>B.</p> <p>C.</p> <p>D.</p> <p>E.</p> <p>F.</p> <p>G.</p> <p>H.</p>	

WESTERN BRIDLE

A.

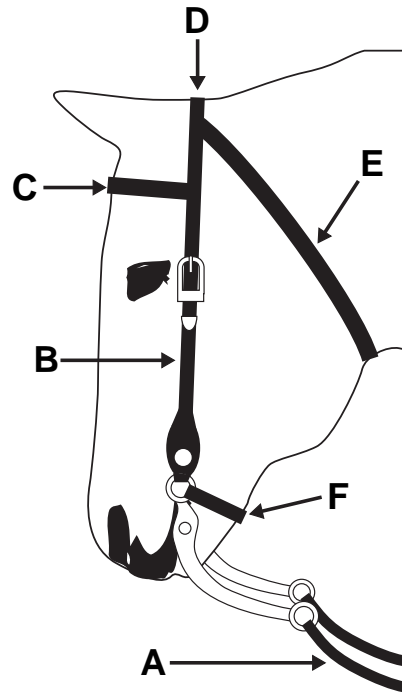
B.

C.

D.

E.

F.



WESTERN SADDLE

A.

B.

C.

D.

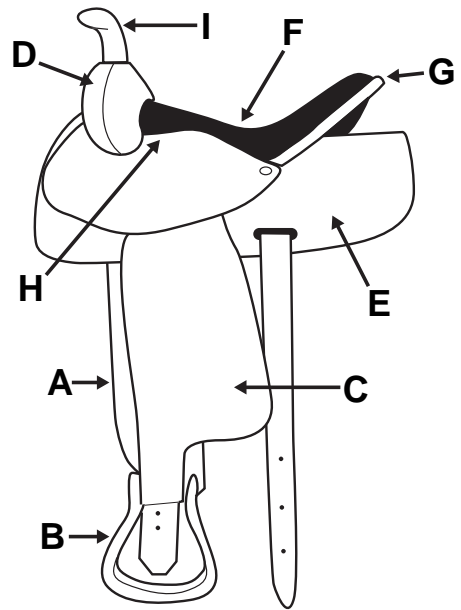
E.

F.

G.

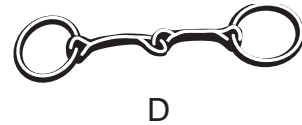
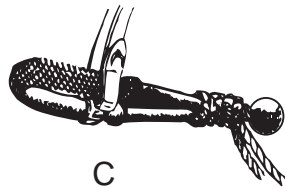
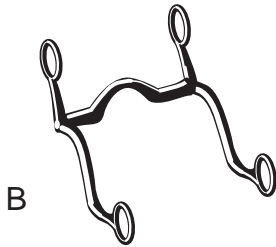
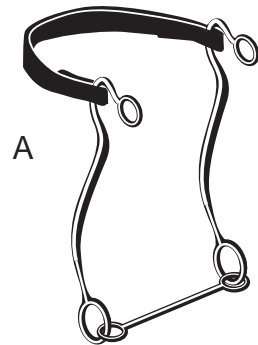
H.

I.



II. Bit Identification

- | | |
|--|--|
| 1. Which bit is called a curb bit? | |
| 2. Which bit is a snaffle bit? | |
| 3. Which of the illustrations is a bosal? | |
| 4. Which of the illustrations is a mechanical hackamore? | |
| 5. Which bit would commonly be used on speed event horses? | |
| 6. Which bit or bits are used for training 2-year-olds? | |
| 7. Which bit would you use on an experienced western pleasure horse? | |



Gaits

Participants should be able to identify/describe each of the basic gaits listed.

I. For each of the gaits listed, describe the correct cadence & speed.

- | | | |
|-------------|--|--|
| 1. Walk - | | |
| 2. Jog - | | |
| 3. Trot - | | |
| 4. Lope - | | |
| 5. Canter - | | |
| 6. Gallop - | | |
| 7. Back - | | |

II. Which of the above terms are used with the western horse and which are used when discussing horses shown under English tack? (check the correct boxes at right above)

	Western	English
--	---------	---------

Safety

Participants should be familiar with recommended safety procedures when dealing with horses. Participants are expected to be able to describe/demonstrate safe handling of horses when catching them, moving around them, saddling them and riding them.

I. Describe the proper way to approach a horse when trying to catch it.

--

II. When moving from one side to the other of a tied horse, what are the recommended methods?

--

III. Describe the proper way to saddle a western horse.

--

IV. When tying horses, what are some key safety issues that a person should keep in mind?

--

V. When riding horses, what are some basic guidelines to keep in mind?

--

VI. What should you look for when purchasing safety helmets/vests? Why are these important for youth involved with horses?

--

Grooming

Level I participants should be able to describe/demonstrate proper grooming techniques.

I. For each of the tools listed, be able to describe and/or demonstrate their proper use.

A. Curry comb

B. Hard & soft bristle brushes

C. Mane comb/brush

D. Hoof pick

E. Sweat scraper

F. Shedding blade

Getting Ready for Showmanship

A showmanship class is likely to be one of the first classes you will enter at a horse show. Knowing the basics of showing your horse at halter will help your first experience in the showing be a good one.

Fill in the blanks below to learn the basics of getting ready for a showmanship class.

1. When leading your horse, you should always be on the _____ side of your horse.
2. When making a turn greater than 90°, always turn the horse to the _____.
3. When walking in a line of horses, leave at least _____ horse length between you and the horse in front of you.
4. Your horse should be kept _____ at all times.
5. Know where the _____ is at all times.
6. Watch both the judge and the _____ steward for instructions during the class.
7. The judge may post a _____ to be completed during the class. You should study it before your class so you will be ready when it is your turn.
8. You should _____ your horse before your class. Mane and tail should be clean and _____ free.
9. The _____ system should be used when moving around your horse during the class.
10. At all times during the showmanship class, your _____ hand should be on the lead rope closest to the horse's head. The _____ hand always holds the excess lead rope.
11. When showing in western style, proper attire includes:
 - A.
 - B.
 - C.
 - D.
12. When showing in English style, proper attire includes:
 - A.
 - B.
 - C.
 - D.
 - E.

Section II

LEADERSHIP LEVEL I

Participants enrolled in Achievement Level I are required to participate in at least one 4-H, school, church or community event annually. This event should reflect volunteerism to support his or her club, church or community. In addition, Achievement Level I participants are required to participate/attend one horse-related educational event annually. These events can include, but are not limited to quiz bowl, hippology, public speaking, demonstrations, horse judging, KSU Horseman's Conference, local clinics, etc. (This does not include a horse show.)

Club, Church or Community Service (to be completed within last calendar year):

	Date	Service	Participant Signature	Leader/Parent Signature
1.				
2.				
3.				
4.				
5.				

Educational Event:

	Date	Event	Participant Signature	Leader/Parent Signature
1.				
2.				
3.				
4.				
5.				

Participant Signature

Parent/Guardian Signature

County Agent Signature

Level I — Horsemanship Skill Test — Scoresheet

Participant Name:	County
Address:	
State Approval:	Date:

PART I. GROUND WORK (50 POINTS)

	Points	Comments
Catching		
Approach (3)		
Haltering (2)		
Leading/Tying		
Position (2)		
Proper holding of lead (3)		
Knot (5)		
Length and height (3)		
Maneuvering Around Horse		
Side to side (4)		
Picking up front foot (4)		
Picking up rear foot (4)		
Saddling & Bridling		
Blanket & saddle placement (4)		
Cinching (4)		
Bit placement & fit (4)		
Mounting		
Check Tack (3)		
Procedure (5)		

Penalties:
1.
2.
3.

Total Part I - _____
Total Part II - _____
Total Part III - _____
Exam Total - _____

Mounted Work Pattern Option A

PART II. PATTERN WORK (40 POINTS)

Maneuver	Points	Comments
Walk straight line (2)		
Walk-Jog transition (2)		
Jog straight line (4)		
Jog right circle (4)		
Jog straight line (4)		
Jog-lope transition (4)		
Lope left circle (4)		
Lope-jog transition (4)		
Jog straight line (3)		
Stop (5)		
Back (4)		
Total (40)		

PART III. HORSEMANSHIP POSITION (10 POINTS)

Secure Seat & Rein Use	Points	Comments
Walk (2)		
Trot/Jog (3)		
Canter/Lope (5)		
Total (10)		

(Note: For Hunter Under Saddle/Saddle Seat replace jog with trot and lope with canter. HUS riders have option to post or sit the trot. Diagonal correctness will not be evaluated in Level I.)

Evaluator's Signature	Date
-----------------------	------



Office Use

Evaluator's Name:	Phone:
Address:	

Mounted Work Pattern Option B

PART II. PATTERN WORK (40 POINTS)

Maneuver	Points	Comments
Walk to center (2)		
Walk-Jog transition (2)		
Jog left circle (4)		
Jog-lope transition (2)		
Lope larger left circle (4)		
Lope-jog transition (2)		
Jog right circle (4)		
Jog-lope transition (2)		
Lope larger right circle (4)		
Lope-jog transition (2)		
Jog end of arena/straight line (3)		
Stop (5)		
Back (4)		
Total (40)		

PART III. HORSEMANSHIP POSITION (10 POINTS)

Secure Seat & Rein Use	Points	Comments
Walk (2)		
Trot/Jog (3)		
Canter/Lope (5)		
Total (10)		

Evaluator's Signature	Date
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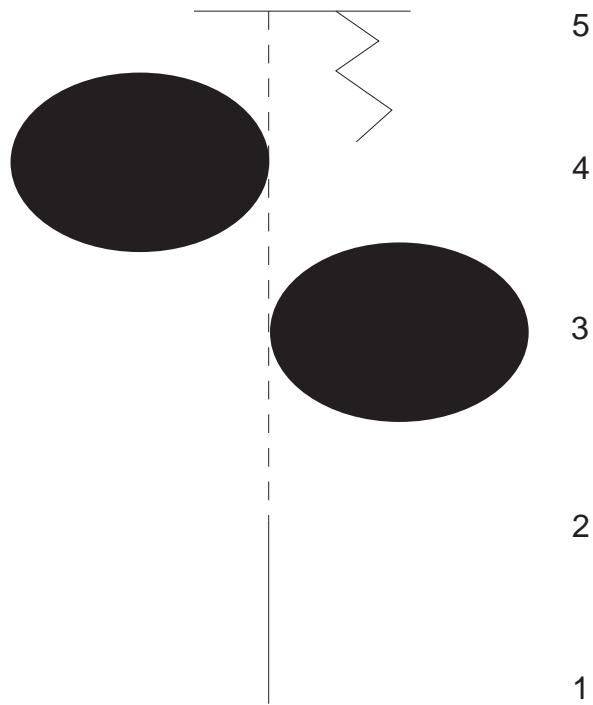


Office Use

Evaluator's Name:	Phone:
Address:	

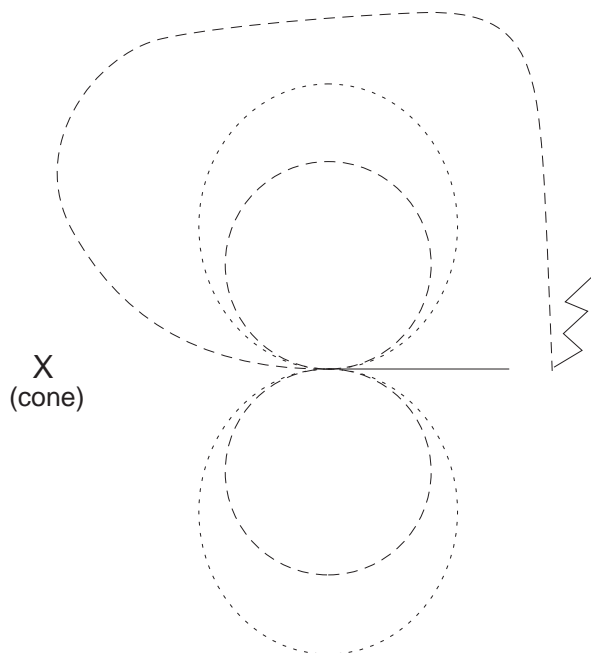
Level I Pattern – Option A

From cone (1) walk straight line. When in line with cone (2) pick up jog and proceed in straight line until in line with cone (3). At cone (3) continue to jog and do a circle to the right. Upon closing of circle, continue jogging and proceed in a straight line until in line with cone (4). At cone (4) pick up a left lead and lope a circle to the left. Upon closing circle, break down to a jog and proceed in a straight line until even with cone (5). At cone (5), stop and back. Wait for instructions from evaluator.



Level I Pattern - Option B

Walk to center, of arena, even with cone. At center pick up a jog and jog a circle to the left. Close circle at center and pick up lope. Lope a larger circle to the left on the left lead. Close circle at center and drop to a jog. Jog a circle to the right. Close at center and pick up a lope. Lope a larger circle to the right in the right lead. Close circle at center and drop to a jog. Jog around end of arena to the cone. Stop and Back.



Level I Skill Test - Scoring Considerations

GROUND WORK

Stall/Pen (Location of exam) – The ground work portion of the exam should proceed in an orderly fashion to minimize time spent conducting exam. Explain to youth that he/she should catch their horse, lead it to saddling site and tie it. They should then pick up the front left foot and then the right hind foot. Youth will then saddle and bridle horse and then lead to riding area. Youth will mount horse and wait for instructions to begin pattern from examiner. Youth will then dismount. Examiner can give brief critique of exam, however, evaluation form will be sent to State 4-H office and then forwarded to participant.

CATCHING

- A. Approach** – (3 points) Should be from shoulder angle with announced approach.
- Faults – Approaching horse from directly behind the animal ($-\frac{1}{2}$ to -3) or directly from the front of the animal (-1). Youth should take approach that prevents animal escape as well as keeping body from potential injury.
- B. Haltering** – (2 points) Halter should be held such that at approach, the halter can be slipped on the horse's head.
- Faults – Halter must fit the animal properly and be placed on from the 'crown piece down' (-1 to -2). Note some youth may be too small to safely halter horse. Youth should explain process.

LEADING/TYING

- A. Position** – (2 points) Youth should be at the horse's throat latch when leading.
- Faults – Being too far ahead or behind the horse is unsafe ($-\frac{1}{2}$ to -2).
- B. Holding lead rope** – (3 points) Youth should hold rope such that hand cannot be trapped in rope if horse breaks away.
- Faults – If coiled around hand (-2 to failure, see below). If placed around neck (failure, see below).
- C. Knot** (5 points) – Youth must tie horse to solid object with correct knot and at correct length (See below).
- Faults – Tying to unsafe object (failure, see below). Tying with knot other than slip/quick release knot (-5).
- D. Length** (3 points) Horse should be tied at eye level and with 18 to 24 inches of slack (arm's length).
- Faults – Tying too high or low ($-\frac{1}{2}$ to -3 depending on severity), too long or too short ($-\frac{1}{2}$ to -3 depending on severity).

MANEUVERING AROUND HORSE

- A. Side to side** (4 points) Youth must be able to move around horse without putting his/herself in potential danger. Youth should be next to animal with hand on hip, or out of kicking range.
- Faults – Passing under horse neck while tied (failure, see below). Moving behind horse in kicking zone (-1 to -4 depending on severity). Not using/keeping hand on horse properly (-2).
- B. Picking up front foot** (4 points) – Youth must place close hand on horse and run off hand (hand away from horse) down front of horse's leg. Once leg is lifted, close hand can stabilize leg.
- C. Picking up rear foot** (4 points) – Youth must place close hand on horse's hip and run off hand down back of leg and then pull leg forward prior to using close hand to stabilize leg.
- Faults – not placing close hand on horse (-1 to -2). Not running hand down leg (-1 to -2).

BRIDLING & SADDLING

- A. Blanket and saddle placement/care (4 points)** – Blanket should be placed forward and slip back into place to keep hairs flat. Blanket should be clean and intact at place of animal contact. Saddle should be placed carefully on horse’s back in correct position while minimizing discomfort to animal.
- i. Faults – blanket slid forward (-1), unclean (-1), banging horse with stirrups (-2), dragging cinches (-2), pushing/cinches down ($-\frac{1}{2}$ to -2).
- B. Cinching (4 points)** – Cinch should be checked prior to tightening. Cinch needs to be tightened correctly and secured correctly (knot or ring pin). If back cinch is present, the front cinch must be done first. When unsaddling, back cinch must be undone first.
- i. Faults – back cinch first (-15, see below), securing breast collar prior to cinches (-5, see below), insecure knot (-1 to -2 depending on severity)
- C. Bit placement and fit (4 points)** – Youth should be able to correctly place bit into horse’s mouth. Bit must fit properly in horse’s mouth with bars “snug” against corners of mouth (no wrinkle to slight wrinkle of corners).
- i. Faults – Not opening horse’s mouth & raking horse’s teeth ($-\frac{1}{2}$ to -2 depending on severity). Leaving halter around horse’s neck while still tied (-5). Improper fit (-1 to -2).

MOUNTING/DISMOUNTING

- A. Check tack (3 points)** Youth needs to check girth prior to mounting.
- B. Procedure (5 points)** Youth must maintain control of horse while mounting and must mount properly.
- i. Faults – Facing front of horse and leaning back to get foot into stirrup (-1 to -5). Not maintaining control of horse (-1 to -5). Failure to check girth prior to mounting (-3). Note: If youth is too small to mount while maintaining control of horse, it is permissible for parent/leader to hold horse. Likewise, if stand or assistance is needed during mounting, it is permissible.

Ground Work Major Penalties – These penalties are to be assessed beyond the valuations set for each part of the exam. Some will result in failure of exam, while others will result in major point deductions. These represent serious faults that could lead to injury to youth and/or animal.

Automatic failure:

1. Passing in front of tied horse.
2. Tying horse to loose, weak or non-secure object.
3. Tightly coiling rope around hand while leading.
4. Placing lead around neck while leading.

Serious faults to be assessed beyond maneuver’s valuation

1. Back cinch fastened prior to front cinch (-15)
2. Securing breast collar prior to front cinch (-5)

The examiner should stop a maneuver if the youth is placing his or herself in an unsafe situation and it is evident that the youth does not understand the correct procedure. The youth will lose the points for that maneuver, but can complete the exam and pass providing that they still score 70 or above.

MOUNTED WORK

PATTERN COMPONENTS

A. Walk Straight Line (2 points)

- i. Crooked ($-\frac{1}{2}$)
- ii. Break of gait ($-\frac{1}{2}$ each break)

B. Jog Straight Line (4 points)

- i. Same as above

C. Jog Circles (4 points)

- i. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
- ii. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
- iii. Break of gait ($-\frac{1}{2}$ each break)
- iv. Unwilling response to rider (-1 to -3)

D. Jog Straight line

- i. Same as above

E. Lope Circles (4 points)

- i. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
- ii. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
- iii. Break of gait ($-\frac{1}{2}$ each break)
- iv. Unwilling response to rider (-1 to -3)
- v. Wrong Lead ($-\frac{1}{2}$ each quarter)

F. Gait Transitions (2 to 4 points)

- i. Lack of response to cue ($-\frac{1}{2}$)
- ii. Mis-timing by rider ($-\frac{1}{2}$)

G. Stop (5)

- i. Lack of response ($-\frac{1}{2}$)
- ii. Resisting rider (-1 to -3)

H. Secure Seat & Rein Use

- i. Walk (2 points)
- ii. Jog (Trot) (3 points)
- iii. Lope (Canter) (5 points)

Youth needs to have a stable seat at all three gaits. Points are to be deducted for non-secure seats and lack of control. Bouncing or loss of balance that would interfere with control will result in the point deductions (-1 to maximum for that gait, depending on severity). Riders heels should be down and the leg stable (-1 to -2). Reins should not be excessively tight or loose (-1 to -2). If using curb bit, rider needs to ride one handed (two hands, -2). For Level I, English option riders are not required to post, and if they do so, being on the correct diagonal will not be evaluated. Level II riders are required to post and to be on the correct diagonal.