



DISCOVER



4-H HORSE BASICS CLUBS SHOWMANSHIP AT HALTER



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Description

The Discover 4-H Clubs series guides new 4-H volunteer leaders through the process of starting a 4-H club or provides a guideline for seasoned volunteer leaders to try a new project area. Each guide outlines everything needed to organize a club and hold the first six club meetings related to a specific project area.

Purpose

The purpose is to create an environment for families to come together and participate in learning activities that can engage the whole family, while spending time together as a multi-family club. Members will experiment with new 4-H project areas.

What is 4-H?

4-H is one of the largest youth development organizations in the United States. 4-H is found in almost every county across the nation and enjoys a partnership between the U. S. Department of Agriculture (USDA), the state land-grant universities (e.g., Utah State University), and local county governments.

4-H is about youth and adults working together as partners in designing and implementing club and individual plans for activities and events. Positive youth development is the primary goal of 4-H. The project area serves as the vehicle for members to learn and master project-specific skills while developing basic life skills. All projects support the ultimate goal for the 4-H member to develop positive personal assets needed to live successfully in a diverse and changing world.

Participation in 4-H has shown many positive outcomes for youth. Specifically, 4-H participants have higher participation in civic contribution, higher grades, increased healthy habits, and higher participation in science than other youth (Learner et al., 2005).



Utah 4-H

4-H is the youth development program of Utah State University Extension and has more than 90,000 youth participants and 8,600 adult volunteers. Each county (Daggett is covered by Uintah County) has a Utah State University Extension office that administers the 4-H program.

The 4-H Motto

"To Make the Best Better!"

The 4-H Pledge

I pledge: My HEAD to clearer thinking, My HEART to greater loyalty, My HANDS to larger service and My HEALTH to better living, For my Club, my Community, my Country, and my world.

4-H Clubs

What is a 4-H Club? The club is the basic unit and foundation of 4-H. An organized club meets regularly (once a month, twice a month, weekly, etc.) under the guidance of one or more volunteer leaders, elects its own officers, plans its own program, and participates in a variety of activities. Clubs may choose to meet during the school year, only for the summer, or both.

Club Enrollment

Enroll your club with your local Extension office. Each member will need to complete a Club/member Enrollment form, Medical History form, and a Code of Conduct/Photo Release form (print these from the www.utah4h.org website or get them from the county Extension office).

Elect Club Officers

Elect club officers during one of your first club meetings. Depending on how many youth you have in your club, you can decide how many officers you would like. Typical officers will include a president, vice president, pledge leader, and secretary. Other possible officers or committees are: song leader, activity facilitator, clean-up supervisor, recreation chair, scrapbook coordinator, contact committee (email, phone, etc.), field trip committee, club photographer, etc. Pairing older members with younger members as Sr. and Jr. officers may be an effective strategy to involve a greater number of youth in leadership roles and reinforce the leadership experience for both ages. Your club may decide the duration of officers—six months, one year, etc.



A Typical Club Meeting

Follow this outline for each club meeting:

- Call to order–President
- Pledge of Allegiance and 4-H Pledge–Pledge Leader (arranges for club members to give pledges)
- Song–Song Leader (leads or arranges for club member to lead)
- Roll call–Secretary (may use an icebreaker or get acquainted type of roll call to get the meeting started)
- Minutes of the last meeting–Secretary
- Business/Announcements–Vice President
- Club Activity–arranged by Activity Facilitator and includes project, lesson, service, etc. These are outlined by project area in the following pages.
- Refreshments–arranged by Refreshment Coordinator
- Clean Up–led by Clean-up Supervisor



Essential Elements of 4-H Youth Development

The essential elements are about healthy environments. Regardless of the project area, youth need to be in environments where the following elements are present in order to foster youth development.

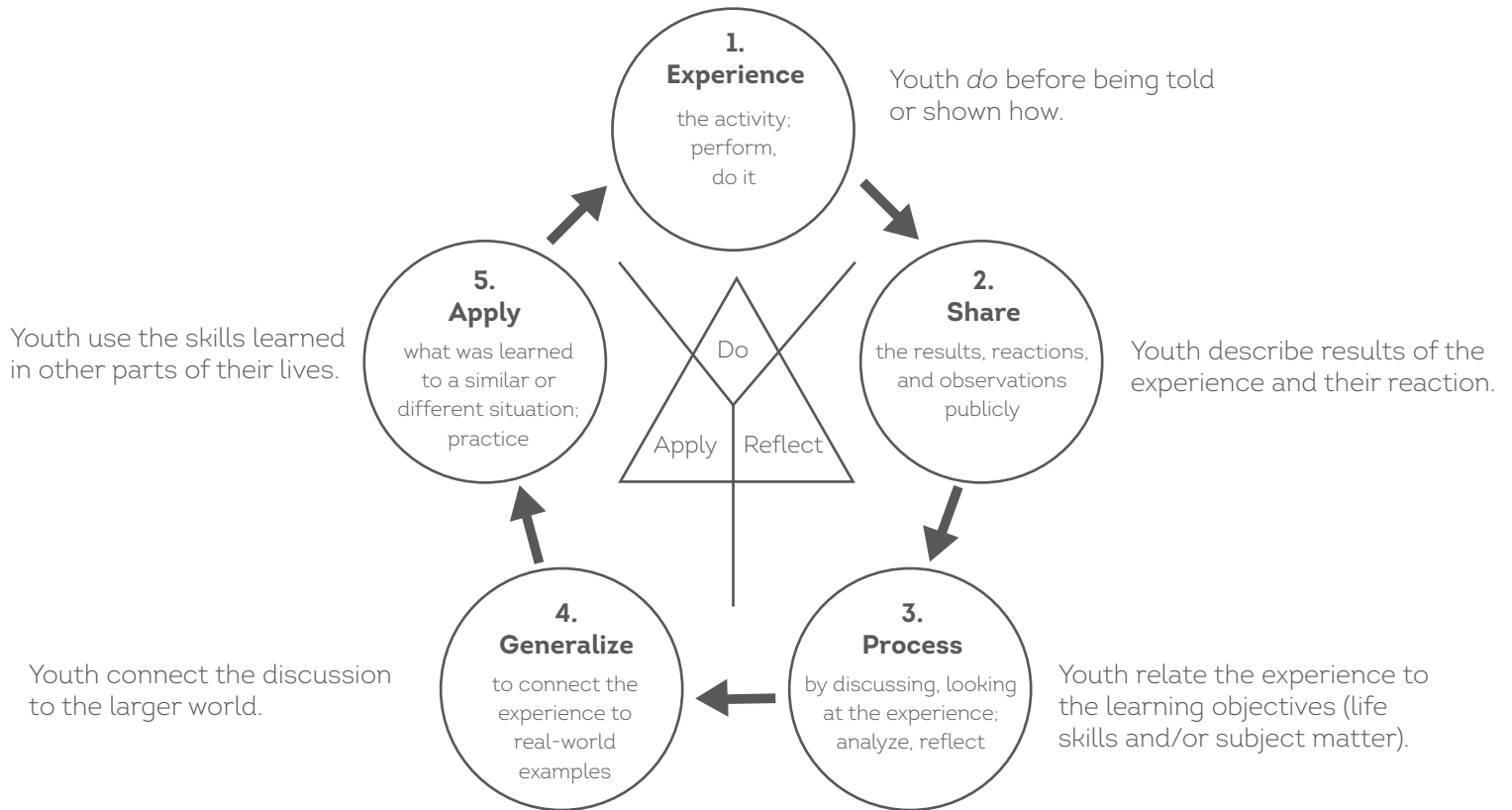
1. **Belonging:** a positive relationship with a caring adult; an inclusive and safe environment.
2. **Mastery:** engagement in learning; opportunity for mastery.
3. **Independence:** opportunity to see oneself as an active participant in the future; opportunity to make choices.
4. **Generosity:** opportunity to value and practice service to others.

(Information retrieved from: <http://www.4-h.org/resource-library/professional-development-learning/4-h-youth-development/youth-development/essential-elements/>)



4-H “Learning by Doing” Learning Approach

The Do, Reflect, Apply learning approach allows youth to experience the learning process with minimal guidance from adults. This allows for discovery by youth that may not take place with exact instructions.



4-H Mission Mandates

The mission of 4-H is to provide meaningful opportunities for youth and adults to work together to create sustainable community change. This is accomplished within three primary content areas, or mission mandates, - citizenship, healthy living, and science. These mandates reiterate the founding purposes of Extension (e.g., community leadership, quality of life, and technology transfer) in the context of 21st century challenges and opportunities. (Information retrieved from: http://www.csrees.usda.gov/nea/family/res/pdfs/Mission_Mandates.pdf)

- Citizenship:** connecting youth to their community, community leaders, and their role in civic affairs. This may include: civic engagement, service, civic education, and leadership.
- Healthy Living:** promoting healthy living to youth and their families. This includes: nutrition, fitness, social-emotional health, injury prevention, and prevention of tobacco, alcohol, and other drug use.
- Science:** preparing youth for science, engineering, and technology education. The core areas include: animal science and agriculture, applied mathematics, consumer science, engineering, environmental science and natural resources, life science, and technology.

Getting Started

1. Recruit one to three other families to form a club with you.
 - a. Send 4-H registration form and medical/photo release form to each family (available at utah4h.org)
 - b. Distribute the Discover 4-H Clubs curriculum to each family
 - c. Decide on a club name
 - d. Choose how often your club will meet (e.g., monthly, bi-monthly, etc.)
2. Enroll as a 4-H volunteer at the local county Extension office (invite other parents to do the same)
3. Enroll your club at the local county Extension office
 - a. Sign up to receive the county 4-H newsletter from your county Extension office to stay informed about 4-H-related opportunities.
4. Identify which family/adult leader will be in charge of the first club meeting.
 - a. Set a date for your first club meeting and invite the other participants.
5. Hold the first club meeting (if this is a newly formed club).
 - a. See *A Typical Club Meeting* section above for a general outline.
 - i. Your activity for this first club meeting will be to elect club officers and to schedule the six project area club meetings outlined in the remainder of this guide. You may also complete a-d under #1 above.
 - b. At the end of the first club meeting, make a calendar outlining the adult leader in charge (in partnership with the club president) of each club meeting along with the dates, locations, and times of the remaining club meetings.
6. Hold the six project-specific club meetings outlined in this guide.
7. Continue with the same project area with the 4-H curriculum of your choice (can be obtained from the County Extension Office) OR try another Discover 4-H Club project area.



Other Resources

Utah 4-H website: www.utah4h.org

National 4-H website: www.4-h.org

4-H volunteer training:

To set up login:

<http://utah4h.org/volunteers/training/>

To start modules: <http://4h.wsu.edu/volunteertraining/course.html>

(password = volunteer)

References

Information was taken from the Utah 4-H website (utah4h.org), the National 4-H website (4h.org), the Utah Volunteer Handbook, or as otherwise noted.

Lerner, R., M. et al., (2005). Positive youth development, participation in community youth development programs, and community contributions of fifth grade adolescents: Findings from the first wave of the 4-H Study of Positive Youth Development. *Journal of Early Adolescence*, 25(1), 17-71.

We would love feedback or suggestions on this guide; please go to the following link to take a short survey:

Go to <https://goo.gl/WH8Rqk> or [Click here to give your feedback](#)

4-H HORSE BASICS CLUB *Meetings*

Showmanship at Halter



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4-H *Club Meeting 1*

What is Showmanship at Halter?



This Discover 4-H is designed to cover six meetings that will prepare youth to compete in showmanship at halter. 4-Hers should practice showmanship over time. It will take longer than these six simple lessons for them to compete successfully, and each lesson may be repeated with variation several times prior to showing.



Supplies

Equipment needed for Showmanship is fairly basic. Most youth already own the required tack. Grooming supplies can be shared during a club meeting if not all youth have the ability to provide their own.

- Nylon or leather halter
- Rope or training halter
- Grooming supplies
- Cones (optional for youth to supply)
- Patterns (optional for youth to supply)

**Tying training rope halters can be an educational and useful craft during another club meeting.

CLASS PROCEDURES

1. What is Showmanship at Halter?

Showmanship is designed to evaluate the exhibitor's ability to execute a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position.

This Discover 4-H will walk you through the steps of leading a club who will be able to successfully exhibit a showmanship pattern during a judged event.

PRIOR TO ACTIVITY

1. Be sure you have an arena reserved for youth to meet where they can bring their horses in halters. The arena should be large enough to safely accommodate all club members and their horses.
2. Become familiar with the showmanship discipline, the equipment/supplies needed, and the maneuvers that may be performed by horse and youth. It would be helpful to print out examples of patterns and a list of required equipment to immerse yourself in the discipline as the club leader.



1. Identify the maneuvers that may be included in a Showmanship Pattern

A showmanship pattern consists of several maneuvers to test the ability of the exhibitor's control over their animal. It is important to base the pattern off of the skill level of the youth. We want the pattern to be challenging, but not discouraging to each competitor. As the club develops their skills, they can complete more complex patterns. The following maneuvers are considered acceptable in a showmanship pattern:

- Lead the horse at a walk, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines.
- Stop.
- Turn 90, 180, 270, 360 degrees or any combination or multiple of these turns.
 - Turns must always be a pivot away from the exhibitor. It is important to note that the pull turn is an unacceptable maneuver.
- Set up squarely for inspection.

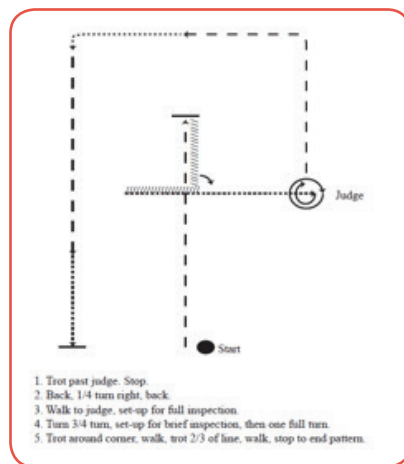
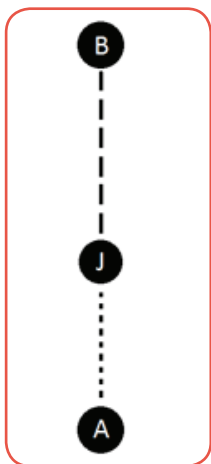
It would be helpful to have a horse available to show the youth the desired outcome of what a finished Showmanship horse looks like exhibiting each maneuver. However, if that is not available to you, there are several videos online that demonstrate each of the maneuvers separately.

2. Learning Patterns

After learning each of the maneuvers individually, the next step is piecing them together in a pattern. At this point, the youth should be learning without their horses. It is helpful for youth to learn the basics before they try handling their animals so they may stay focused on the big picture of showmanship without fixating on one step of the process. Each pattern should be labeled clearly, describe the pattern step-by-step, and include a key to differentiate gate changes.

Talk to the youth about the differences in lines and what each would mean on the pattern. It is also important to read through the description of the pattern, not just look at its shape. Sometimes more detailed instructions, such as backing only 4 steps vs a horse length, cannot be included in the pattern image.

The following are different skill level patterns. As you can see, one pattern is very simple and easier for beginners to complete, while the other is much more complex. Have the youth read through the first pattern and demonstrate it in groups. One person may act as the exhibitor, one as their horse, one as a judge, and even one as a ring steward. Have youth complete the more difficult pattern the same way. It is helpful for youth to have to remember and think through the specifics of each pattern before they try to handle their horses and the complexity of a pattern simultaneously.





Have the youth go through the patterns twice. Their first go should be exhibited as though they were showing. During their second go, they should explain what they are doing throughout the pattern. Focus on the details such as the precise timing of when to perform each maneuver and how to cue the horses. We will talk about the importance of detail

later, but remember that even something that seems small, such as working on the wrong side of the cones, can result in disqualification.



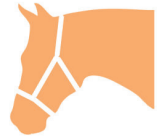
Reflect

- What was the hardest part about remembering patterns?
- Why does talking about each step help us to remember the pattern?
- Is working with a partner like working with your horse? How?

Apply

- How is focusing on details helpful in life?
- Why is teamwork important?
- Why does it help to understand each person's responsibility?

4-H *Club Meeting 2* Starting the Horse Involvement



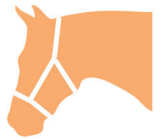
Supplies

- Meeting Space (arena)
- Cones

HORSE INVOLVEMENT

It is very important for the youth to have a fun and exciting first experience working with their horse on Showmanship at Halter. The youth should hold the lead rope so that there is a 6-12" space between the clip and their hand. The final product should result with an exhibitor who can operate their horse so that it will lead, stop, back, turn, and set up willingly, briskly, and readily with minimal visible or audible cueing. In order to achieve those results, we must start slowly. The objective of this club meeting is to achieve goals that will eventually lead to a showmanship pattern. Do not attempt to complete a full pattern with a 4-Her and their horse at this meeting.

Getting *Started*



1. Traveling in Straight Lines

Have youth practice walking directly to and away from cones as though they were the judge. The horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body.

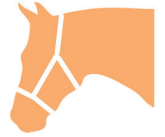
2. Stopping

Teach the youth to practice stopping at certain places around the arena. This could become a "red-light-green-light" game to keep things interesting. Teach the youth the importance of body language and how to teach their horses to follow them. The horse should remain with their throat latch parallel to the youth's shoulders on a loose line. When the exhibitor moves, the horse should follow. The stop should be straight, prompt, smooth, and responsive with the horse's body remaining straight.

3. Setting-up for Inspection

During this first meeting, we can't expect every horse to immediately understand what the youth is asking them to do. The goal of the first meeting is to get close a few times, and start to understand which directions to push or pull the lead line to move specific hooves. When setting-up for the judge's inspection, the horse should set-up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square. A great way to start each club meeting is to have the youth warm up their horses by walking around the arena stopping every 10 steps to set their horse. Each youth will learn to manipulate their horses' bodies to move just one foot at a time. When it comes to setting up, repetition and practice are key.

<https://www.youtube.com/watch?v=Uam4tEKUhxE>



4. Practice Moving Only the Hindquarters

Have the youth walk toward their horses' hip directing their lead ropes as necessary toward the flank. Simultaneously they will draw the horses' nose toward them. This will cause the horse to pivot around the front feet, crossing over the back legs. The back leg closest to the youth should cross in front of the leg furthest from the youth. When they have successfully crossed over 10 times in a row, the youth should move to the opposite side of the horse and practice the same move. Although this maneuver is not acceptable in a pattern, it will help the youth to specifically control the different areas of the horse.

5. Practicing Moving Only the Forehand

Pivoting over the forehand is a more difficult task and should be approached with patience. The youth should walk toward the horse's throatlatch and encourage them as needed with their lead rope between the girth and neck. This exercise teaches the horse to gain respect for the handler. It is important that the youth understand they must teach the horse about personal space. For example, if the youth allows the horse to remain standing while it is being asked to move, it will be difficult to execute a pattern later on. The horse's back feet should remain in place while the front feet cross over to pivot around them. The foot closest to the exhibitor should cross over the foot furthest from them. Ideal turns consist 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. An exhibitor will not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.

<https://www.youtube.com/watch?v=kRTTVsXHtRI>



Reflect

- Why is it helpful to make your horse cross its feet 10 times?
- Why are we learning to only move one part of our horse's body at a time?
- What is the hardest part about setting your horse for inspection?

Apply

- How does our attitude (patience for example) impact those around us?
- When have you learned the basics about something and built on them later?



4-H Club Meeting 3

Body Position Basics



Supplies

- Quartering Method Posters
- Cones
- Music
- Arena
- Printed Patterns

PUTTING TOGETHER THE PATTERN

Now that the youth have started to understand what showmanship at halter is and the maneuvers they will execute with their horses, they need to focus on the aspect of showing and presenting themselves correctly.

QUARTER METHOD SHOWING

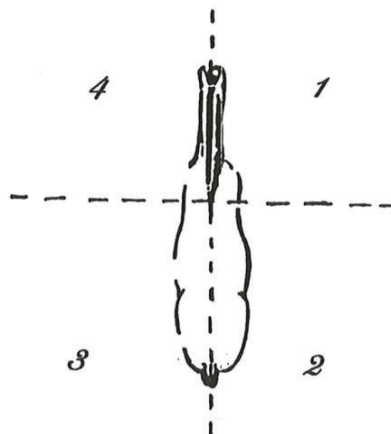
Imaginary lines bisect the horse into 4 quadrants. Exhibitors move when the judge passes across the nose, the withers, and the tail. When the judge is in quadrant 1 the exhibitor should be in quadrant 4. As the judge moves to 2, exhibitor should move to 1. When the judge moves to 3, the exhibitor should move to 4. As the judge moves up to the horse to 4, the exhibitor returns once more to 1.

<https://www.youtube.com/watch?v=XFZBdvnbeKY>

Getting Started



Make a large poster of a birds-eye-view of the horse with the quadrants clearly defined. Pair the youth into groups of two and allow them to role play as the exhibitor and judge as they move to the correct quadrants around the diagram. Play music that starts slow, and speeds up so that as they understand the positions, they can move with speed and confidence. Once the youth have mastered the diagram, let them practice with their horses and continue through the following steps.





1. Set-up for Inspection

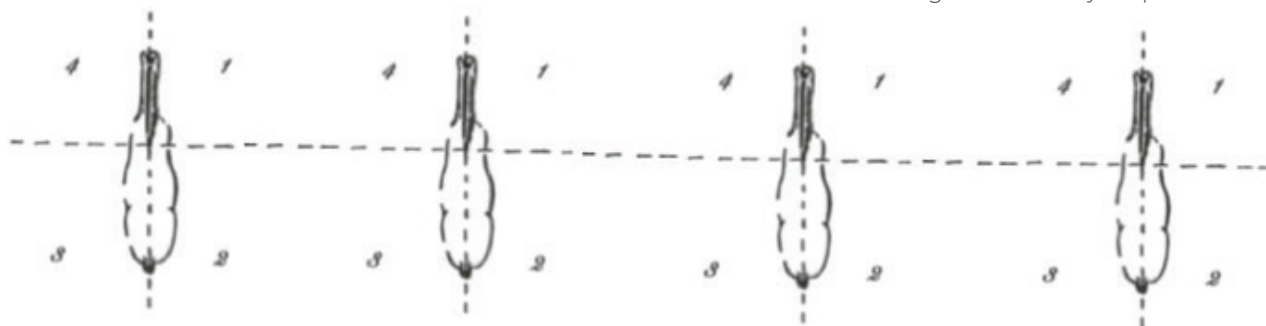
Exhibitor must use the quarter method when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge.

2. How to Lead in a Show Type Setting

Youth should lead the horse from the left side, holding lead shank in the right hand 6" to 8" from the halter. The remaining portion of lead is held neatly and safely in left hand. Excess shank may be folded or coiled in a large loop in left hand. If lead shank has a long chain at the end, go through halter ring with chain and snap it back into a chain link closest to leather portion. This will double it so leather part of lead shank is closer to halter. Chains may be over nose or under chin. Do not lead with hand on chain.

3. Different Line Ups

Do not crowd the exhibitor next to you when in a side by side position, or a head to tail line up. In a head to tail lineup all the contestants move as the judge proceeds down the line. In a side by side lineup all the contestants move as the judge proceeds down the line. When the judge is in front of the horse the contestant is on the opposite side, if the judge is behind your horse the judge and contestant are on the same side of the horse. In the side by side lineup 4-H exhibitors should not be penalized if they work more than one horse down the line, however they must work when the judge is inspecting the horse immediately next to them on either side. Preference in the placing of all Blue Ribbon horses, should be to work no more than the horse on either side of the horse being immediately inspected.



4. Don't Be Distracted By Persons or Things Outside the Ring

Show the horse at all times—even if the judge is moving around the horse to your right or left. Respond quickly to requests from judge and officials. Keep showing until the entire class has been placed and excused from the ring. (Watch current videos on Showmanship and Halter for further help with this concept.)

Be natural. Over-showing, undue fussing and maneuvering are objectionable. Be courteous and sportsmanlike at all times.

Pattern *Activity*



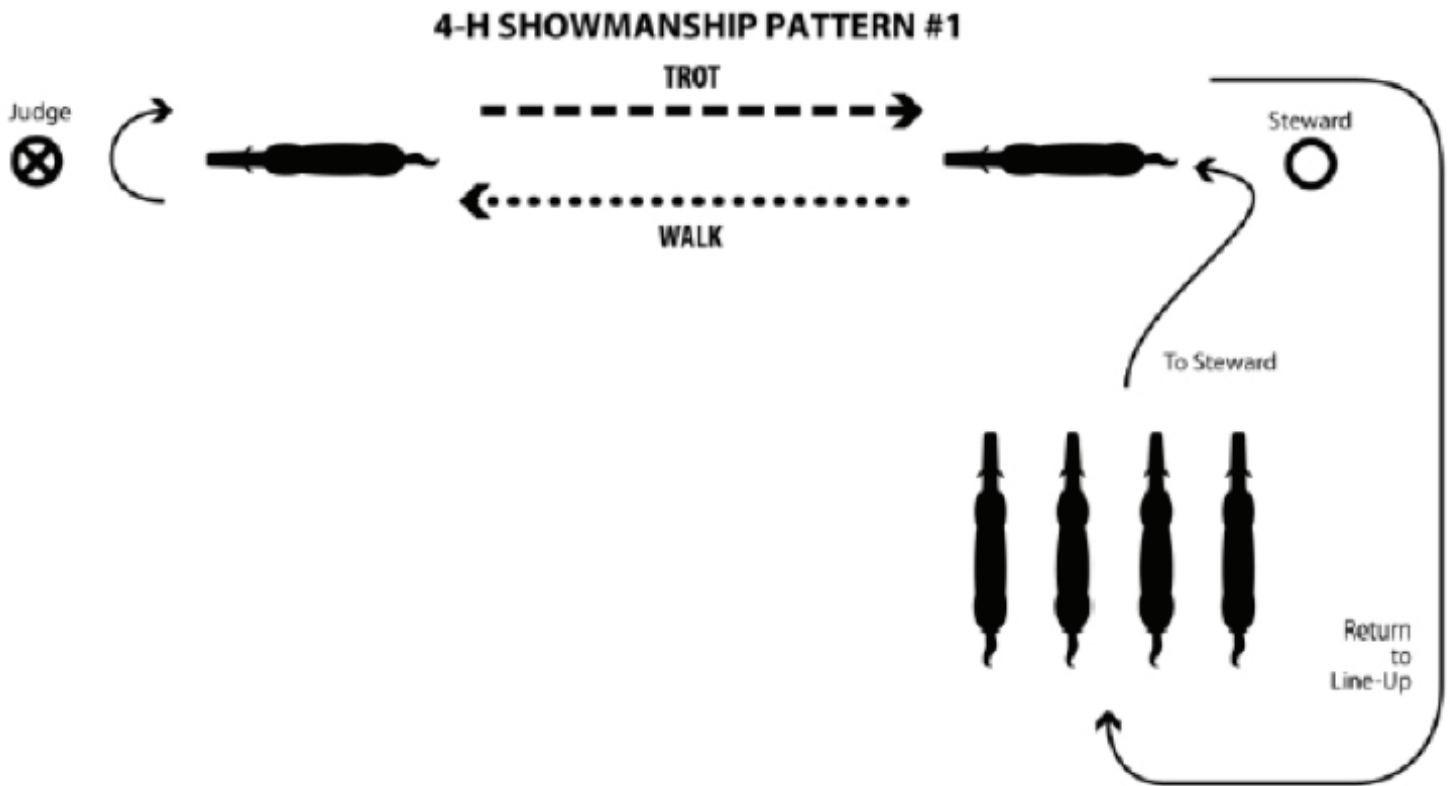
Have each youth complete each of the following patterns while focusing on the previous 4 important tips. This process can be completed much quicker with multiple volunteers acting as judges so the youth may participate simultaneously. The following patterns are directly from the 4-H State Horsemanship Contest Rulebook and the youth will often be required to show these patterns. It would be helpful to post the patterns outside of the ring to imitate the competition setting. One of the most difficult aspects of exhibiting a pattern is being able to memorize it prior to showing. The youth will need to practice memorizing and exhibiting multiple patterns.

Pattern #1



After circling arena, horses are lined up side by side. Each exhibitor leads out of the line to a position directly in front of the ring steward and faces horse in direction they will go. Hesitate just long enough to stand horse squarely and lead off at indication of judge. Walk horse in straight line, stop a horse length in front of the judge and square horse up.

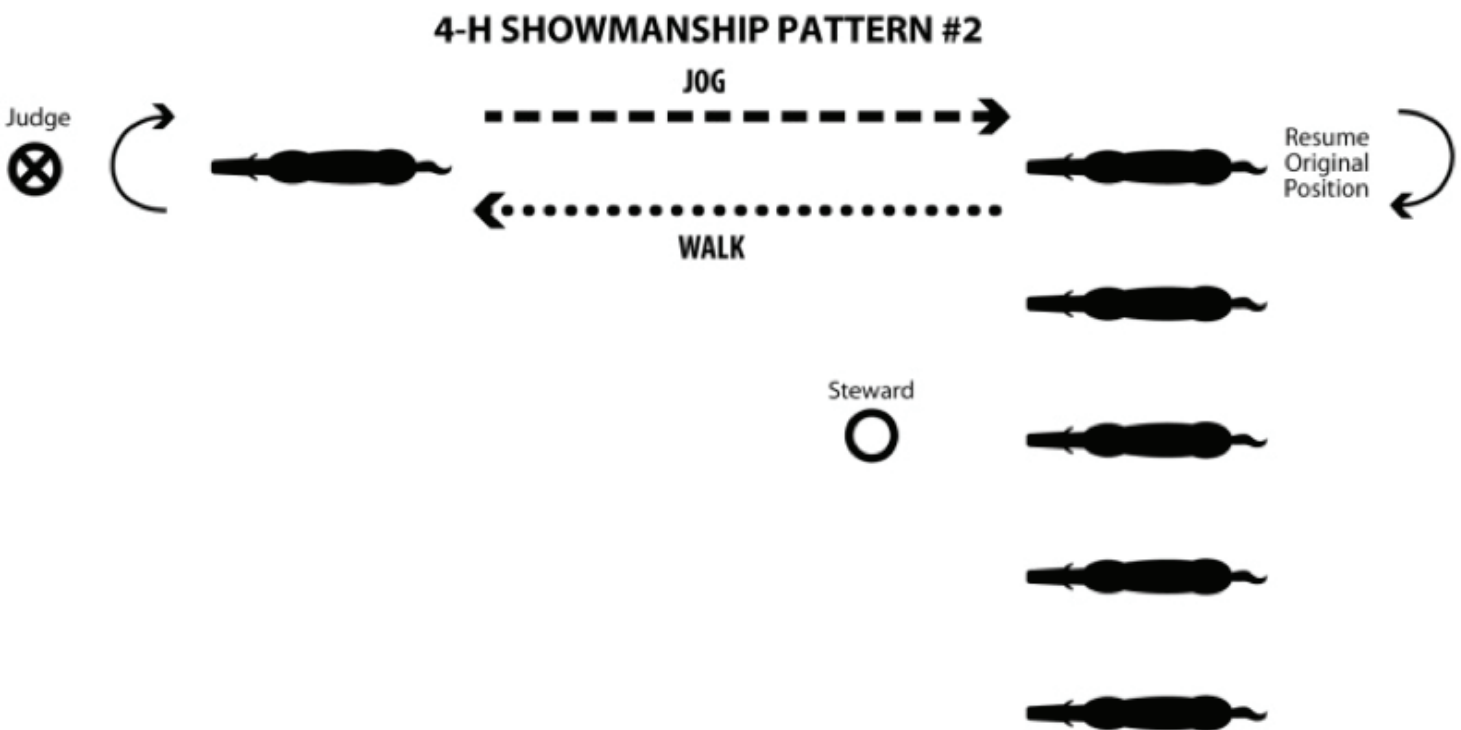
Present horse to judge. At judge's signal turn horse on hind quarters, hesitate and jog off. Check over your shoulder to make sure horse is lined up with judge, correct position if needed. Jog to starting point, square up and wait to be dismissed. When dismissed go around ring steward's right side and re-enter line up from rear.



Pattern #2

After circling arena horses are lined up side by side and remain in line facing judge. Each exhibitor leads horse at a walk to judge and halts a horse length away, squares up horse and presents it to judge. Then turns to right upon judge's signal, and jogs away from judge to position in front of line. While jogging, exhibitor should check over shoulder to make sure horse is lined up with judge, and correct position if needed. Exhibitor should drop to a walk in front of line and lead through line at a walk, turn horse to right, and resume original position.

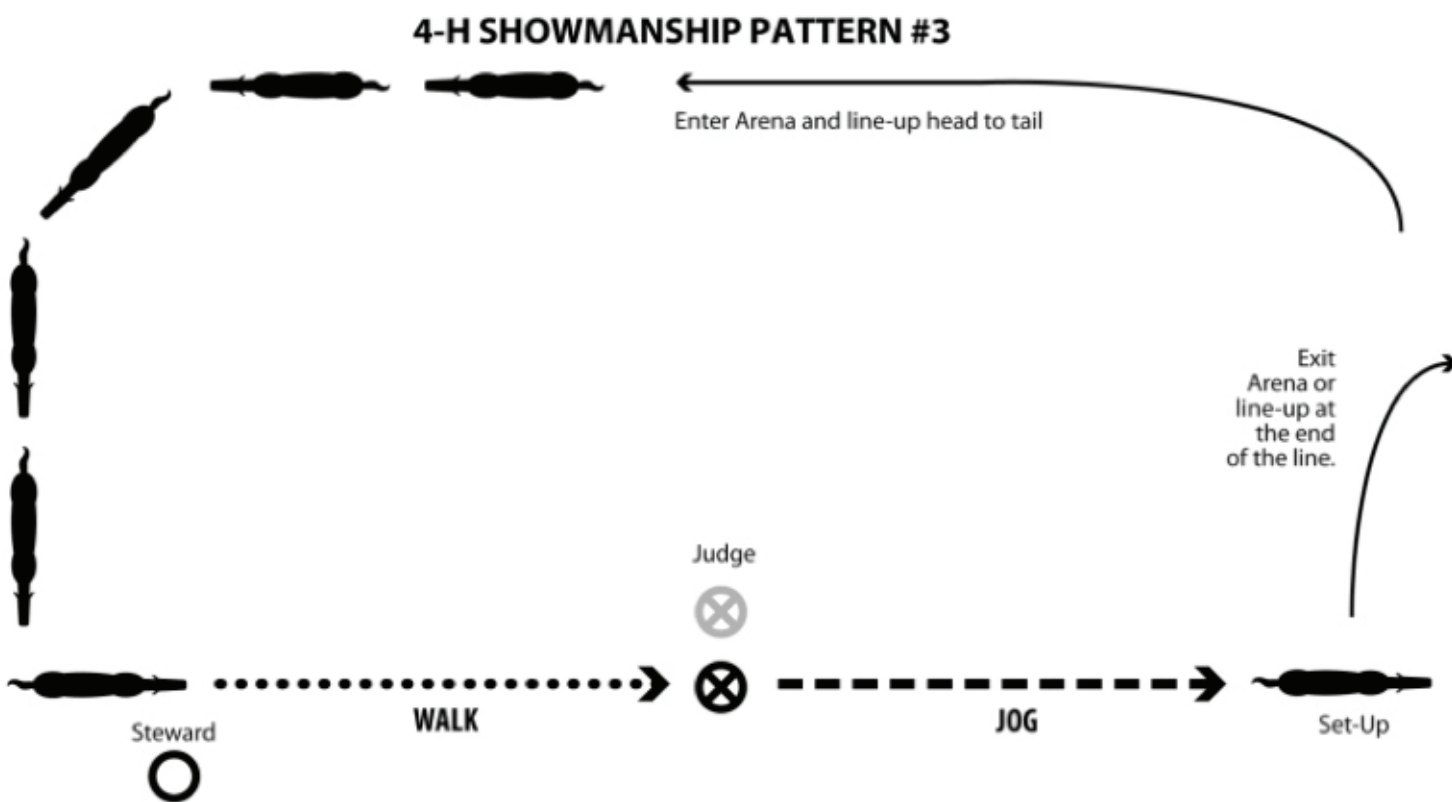
Judge then moves to a position opposite next horse in line and indicates to steward or showman when he/she is ready. This is repeated to end of line.



Pattern #3

After circling arena horses are lined up head to tail at one side of the arena. Each horse is then led to a point indicated by ring steward. This point should be in a straight line to the position assumed by the judge. When indicated, the exhibitor walks horse directly to the judge. As the horse approaches the judge, he/she steps out of the way and the exhibitor and horse jog by to a predetermined point. Exhibitor and horse should stop at end of jog, set up horse briefly, wait to be excused, then move on to end of line or designated line-up position.

It is permissible at the end of the pattern for the judge to award ribbons and the exhibitors to be excused.



Pattern #4

This pattern is designed to judge one horse at a time and speed up the judging process. Horses are lined up in order at the arena gate. A starting gate/cone should be in a straight line to the position assumed by the judge. The exhibitor sets the horse up at the starting gate/cones and waits to be recognized by the judge. The exhibitor walks horse directly to the judge. Sets the horse up squarely and prepares for full inspection by the judge. At the end of inspection the exhibitor backs the horse (fluid back do not count steps, back straight and proper). Jog to the Ring Steward/cone set the horse up and recognize the judge. Push 270 degree to the right over the haunches walk and exit the arena. Note: when jogging away from the judge look back one time to see that you are in line with your pattern, multiple look backs over the shoulder at the jog are discouraged.



Reflect

- How did listening to music help you learn about the quartering method?
- Which pattern is the most difficult to remember? Why?
- What is the easiest thing to understand when looking at a pattern?

Apply

- How is understanding a pattern similar to understanding a map?
- Why is positioning yourself safely important in life?



Getting Your Horse Ready for Presentation



Supplies

- Meeting Area Conducive to Grooming
- Running Water
- Buckets
- Various Brushes
- Mane/Tail Combs
- Shampoo & Conditioner
- Hoof Polish
- Hoof Picks
- Clippers
- Shine Spray
- Fly Spray
- Show Checklist

DRESSING FOR SUCCESS

According to the 4-H State Horsemanship Contest Rulebook, there are guidelines for youth to follow when dressing to show their horse in 4-H:

1. A **4-H patch** with the 4-H emblem must be worn on the upper left sleeve. Patches must be visible during the event. No patch or patch not visible is a ribbon drop in judged events and a 5 second penalty in speed events. Silkscreened or embroidered emblems are also permitted and **MUST** include all colors and the complete logo of the 4-H patch.
2. **WESTERN** Acceptable attire for 4-H western performance contests will be a certified equestrian helmet (western hats may be worn in Showmanship), western boots, western style belt (optional in speed events), western style long-sleeved shirt, vest or jacket (optional) and western style long pants. Attire should be neat and clean and should add to the overall pleasant appearance of horse and rider. Embellished western outfits will not be scored higher than clean, neat appropriate clothing.

DRESSING FOR SUCCESS

Because 4-H is open to all youth regardless of race, color, national origin, sex or religion, religious restrictions of certain types of clothing will be accepted. In such cases where deviations from 4-H dress standards are necessary, the contest management should make the judge aware that at no time will points be discounted for religious dress restrictions, i.e., culottes in place of western style pants.

Neither ornate nor simple outfits should be placed above the other based only on appearance. As long as both outfits appear clean and appropriate, the judge should only score based on performance. If your group of youth are just beginning to show horses, it would be much more cost effective to purchase a simple western outfit.

Hats are also an important piece to the overall appearance of an outfit. Showmanship at halter is the only 4-H event where youth can opt to wear a western hat in place of a helmet. It is important to take hats to a professional that can shape it to fit the 4-Her and look appropriate for show. Most retail stores who sell western hats will do this service for free or a very minimal cost.

Prepping Your Horse *for Show*



Prepping a horse to show can be a stressful event for both the youth and their horses for the first time. Because it is a detailed process, it is a good idea to meet with all of the youth and help them through the process. After the youth and/or their parents feel comfortable thoroughly grooming their horses, this process can be completed at their homes prior to a show. Talk to local feed stores about your plan to help 4-Hers prepare for shows to see if they are willing to donate any supplies. Dedicate an entire meeting to help youth experience the necessary steps to groom their horses by completing the following:

The 4-H State Horsemanship Contest Rulebook lists these three points in their guidelines:

1. All horse's hooves should be properly trimmed or shod for all 4-H activities.
2. Hoof black is optional and is not more desirable than clean unpainted hooves. A good clean well-groomed hoof is the main objective.
3. 4-H members will show their horses in showmanship at halter as stock horses or as the breed style dictates as long as they do not disturb others in the class.

CLIPPING

The first step in preparing a horse to show is to clip the appropriate areas of the horse. Clipping can be alarming for inexperienced horses and should be practiced with the assistance of an adult. Horses who have never been clipped may pull back, bite, and strike at the sound and vibration of clippers. Be sure to approach clipping with caution and to practice exposing the horse to clippers gradually and several weeks prior to showing. Be sure to tell youth that it is best to clip your horse for show the night before, so you are not rushed and you have plenty of time if an issue arises. Review the video below before showing youth where to clip.

https://www.youtube.com/watch?v=8rv_OPXIgkI

Areas to Clip

- The main areas that need to be clipped on your horse are:
- Long hairs on legs
- Fetlocks
- Around top of hoof
- Long hair in front of the ear or completely shaving inside of ear
- Muzzle
- Hair under jaw
- Bridle path
- Any other unsightly hairs not shed



BATHING

Bathing the horse is essential prior to show. It is best to bath the horse with just enough time for them to dry prior to show. Remind youth that the longer your horse is turned out after bathing, the more likely they are to get dirty. Help youth to safely follow the basic steps to bathing a horse:

1. Spray the entire horse with clean water.
2. Dilute equine safe shampoo in a bucket of water and soak a rag or brush in the bucket.
3. Scrub the horse with the sudsy water being careful around sensitive and dangerous areas such as the eyes, ears, mouth, nose, feet, and hind legs.
4. Rinse the entire horse again with clean water.
5. Slick off excess water
 - a. Some horses may feel irritated if they are left with water dripping off their skin as it dries.

It is important to take safety seriously during the bathing process. Everyone involved should be sure they are situated in safe areas as the horse may move from side to side as it encounters water, especially if it is unfamiliar. Proper protective footwear should always be worn while bathing horses.

FINISHING TOUCHES

It takes a lot of work to get a horse clipped and bathed to show, and some finishing touches, though optional, will help complete the overall show look of the horse.

Hoof Black

Hoof polish is optional and comes in a clear or black color. Horses with white feet may look better in clear while dark hooves are suggested to be painted black. The hoof polish bottles are reasonably priced and should last you an entire show season. It is important to moisturize the horse's feet after using hoof polish.

Facial Highlighting

Many types of high shine products can be used to highlight a horse's facial features. The safest, most cost effective products are Vaseline and Baby Oil. These products should be wiped on a rag and gently and carefully rubbed around the horse's eyes and muzzle. It is important not to over use the products and to avoid getting them in the eyes, nose, or mouth.

Shine & Fly Sprays

There are multiple brands of shine sheen that can be sprayed over the horse's hair coat to make the large portions of their body shine. Be sure not to spray any type of shine sheen where the saddle or cinch will be placed as it will make the hair coat slick and may make the saddle more unstable than usual.

Fly spray is an extremely useful tool in showmanship as it will keep the horse stomping a foot or swishing their tail excessively in the pattern. Horses will likely be much more content showing if they are not swatting off flies.

As a closing activity, pass out copies of the attached checklist so that youth may prepare for the show stress free. Review why each item is important and encourage them to check each item as they pack up after the show as well.



Reflect

- What was your horse the most uncomfortable with in the grooming process?
- Why is the overall appearance important in showmanship?
- Why do we only clip certain parts of the horse?

Apply

- Why is hygiene important for horses and people?
- Why is it important to be dressed in appropriate clothing?



Supplies

- Computer Access
- Score Cards
- Writing Utensils

Understanding the scoring used for showmanship at halter is helpful for youth to know what is most important while showing. According to the 4-H State Horsemanship Contest Rulebook, the score card distributes points as follows:

General Appearance [20]

1. Condition and thriftiness.
2. Hair smooth and shiny.
3. Mane and tail glossy.
4. Alert and responsive.

Grooming [20]

1. Coat free from dirt, dust, dandruff and excess oil.
2. Mane and tail combed out and clean.
3. Ears, chin, jowl, nose, fetlocks, clean and trimmed.
4. Hooves clean and neatly trimmed. If shod, shoes must fit.
5. Mane and tail trimmed in keeping with breed or type of horse.

Equipment [5]

1. Halter and lead shank of serviceable material that fits the animal and is clean. Show bridles will not be permitted.

Attire of Attendant [5]

1. Attire should be clean and suitable for the job at hand.

Handling or Showing [50]

1. Pose horse in best possible position.
2. Be sure all four feet are under horse.
3. Be alert at all times, whether judge is looking at your horse or another.
4. Depending on position of judge, stand to front of horse with hand near enough to halter to allow complete control at all times.
5. Stay out of way of judge so he may see your horse at all times.
6. Do not change hands on lead shank when moving from one side to the other.
7. When asked to move your horse, do so from left side in a straight line, make tight right turn, return in straight line, and always follow any other directions judge may give.

TOTAL 100



It is helpful for youth to be in the judge's shoes and understand why they may score a certain run a blue, red, or white. Have a fun club meeting without horses to discuss the following showmanship patterns and have youth score each run and then place them first - third. Compare the results and have the youth explain their reasoning.

<https://www.youtube.com/watch?v=fKYZi4NfF6Y>

<https://www.youtube.com/watch?v=Ty-r1Cfq18>

<https://www.youtube.com/watch?v=8Rys0wXU2ac>

It is important for the youth to feel like they are being judged appropriately while showing and are not intimidated by the judge. If they are able to watch patterns where they do not know the exhibitors, it will allow them to view pluses and minuses in the patterns unbiasedly. It would be good to ask the youth if they can relate to any of the issues the exhibitors had and how they had been, or should have been, scored according to the pattern.

If you would like to extend this meeting and practice with the youth's horses, they can complete each of the patterns found in club meeting 3 and decided what they would score themselves and why. It is important for youth not to judge each other, only themselves. Talk through their pattern and what portions were great and what portions might be improved.



Reflect

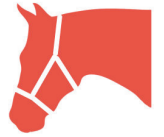
- What was the most difficult section to judge on the scorecard? Why?
- What was distracting while you were judging?
- Would it be helpful to have a scribe?

Apply

- When is competition appropriate in life?
- How can others help you to do things more accurately?



4-H *Club Meeting 6* Showing Your Horse



Supplies

- Numbers
- Patterns
- Arena and Warm-Up Area
- Safety Pins
- 4-H Patches
- Cones
- Score Cards

MOCK SHOW

Showing and presenting your horse is a skill that is acquired over many years of competition. No matter how much a youth practices, there is always something to improve upon in the show ring. Holding a mock show for practice can help the youth to get the feel of a show, without having to worry about all of the other 4-H horse events in the same night. The detailed process of completing a showmanship pattern under the pressure of a judge and spectators can be a great achievement and positive development opportunity for youth. Find a volunteer who doesn't usually associate with the youth to act as the judge. Have each youth prepare themselves and horses as if it were a real show. It is important to have as many small details exactly the same as a regular show, so the youth can experience the same effect. For example:

- Don't let the youth warm up in the same ring they will show in. This can be a big obstacle for those who require a lot of pre-performance practice.
- Print out numbers to be placed on the youth's back. Youth typically don't have to remember what their number is in case a judge asks.
- Be sure youth have 4-H patches on their left arm. If a youth forgets to wear these during a county, region, or state show, they will be penalized.
- Have youth line up outside the ring in numerical number. Some participants may usually prefer to work in a particular order and will have to adjust to fit the rules of the show.
- Only allow one horse to work in the arena at a time. This can cause anxiety for the exhibitor and horse as they are usually not alone in the ring at other meetings.



Setting youth up to have a fun and successful experience is key in promoting the showmanship discipline within your group. Review the following points for each participant to understand prior to entering the show ring in order to exhibit a successful pattern:

- Never take hands off the lead shank. (Clarification: When needing to brush dirt off from horse and/or straighten mane, etc., lead shank can be held in its entirety with one hand or the other depending upon the side of horse to be groomed.) DO NOT change hands on lead shank when moving from one side to the other. Don't cross arm in front of body.
- Enter the arena in a counter clockwise direction unless instructed otherwise. When turning the horse, always turn to the right around the horse.
- Pose the horse with his feet squarely under him. Do most of the showing with the lead shank. Never kick the horse's legs into position. Recognize quickly and correct faults of your horse.
- Keep the horse in line with the judge at all times and correctly change positions to ensure that the judge has an unobstructed view of the horse. Keep alert and be aware of the position of the judge at all times.
- Exhibitor must use the quarter method when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge.
- Remember to cheer for each other and provide positive affirmations when 4-Hers are trying their best.

Instruct the volunteer judge to make notes on the score cards for each youth, but not to actually score them. The youth should receive helpful criticism, but not feel like they are being judged at this event. Competition in this meeting may detract from the lesson. Allow each 4-Her to discuss with the club about their "peaks and valleys" of their exhibition.



Reflect

- What was the most stressful part of the mock show?
- How well did you prepare using your checklist?
- Who helped you succeed most? Have you thanked them?

Apply

- How does learning to manage your stress help with life?
- How can you help others the way people helped you?
- What parts of your life could use more preparation/organization?



More to *Discover*

Congratulations on completing your Discover 4-H club meetings! Continue with additional curriculum in your current project area, or discover other 4-H project areas. Check out the following links for additional 4-H curriculum.

1. www.discover4h.org
2. <http://www.4-h.org/resource-library/curriculum/>
3. <http://utah4h.org/curriculum/>

Become a 4-H Member or Volunteer

To **register** your Utah club or individuals in your club visit and contact your County Extension Office

<http://utah4h.org/about/>

<http://utah4h.org/join/index>

For help registering in 4-H online visit:

<http://utah4h.org/staffresources/4honlinehelp>

Non-Utah residents, please contact your local 4-H office:

<http://www.4-h.org/get-involved/find-4-h-clubs-camps-programs/>



Stay *Connected*

Visit Your County Extension Office

Stay connected with 4-H activities and news through your county Extension office. Ask about volunteer opportunities, and don't forget to register for your county newsletter. Find contact information for counties in Utah here:

<https://extension.usu.edu/locations>

Enjoy the Fair!

Enter your project or create a new project for the county fair. Learn about your county fair and fair judging here:

<http://utah4h.org/events/index>



Participate in Local or State 4-H Activities, Programs, Contests or Camps

For Utah state events and programs visit:

<http://utah4h.org/events/index>

<http://utah4h.org/projects/>

For local Utah 4-H events and programs, visit your county Extension office.

<https://extension.usu.edu/locations>

Non-Utah residents, please contact your local 4-H office.

<http://www.4-h.org/get-involved/find-4-h-clubs-camps-programs/>



Discover *Service*

Become a 4-H Volunteer!

 <http://www.youtube.com/watch?v=UBemO5VSyK0>

 <http://www.youtube.com/watch?v=U8n4o9gHvAA>

To become a 4-H volunteer in Utah, visit us at:

<http://utah4h.org/join/becomevolunteer>

Serve Together as a 4-H Club or as an Individual 4-H Member

Use your skills, passions, and 4-H to better your community and world. You are needed! Look for opportunities to help in your area or participate in service programs that reach places throughout the world (religious groups, Red Cross, etc.).

Hold a Club Service Project

USU Collegiate 4-H Club hosted "The Gift of Giving" as a club activity. Club members assembled Christmas stockings filled with needed items for CAPSA (Community Abuse Prevention Services Agency).

<http://tinyurl.com/lu5n2nc>



Donate 4-H Projects

Look for hospitals, nursing homes, or other nonprofit organizations that will benefit from 4-H projects. Such projects include making quilts for CAPSA or Primary Children's Hospital, or making beanies for newborns. During Utah 4-H State Contests, 40 "smile bags" were sewn and donated to Operation Smile.

Partner with Local Businesses

92,000 pounds of processed lamb, beef, and pork were donated to the Utah Food Bank in 2013 by multiple companies.

<http://tinyurl.com/pu7lxyw>

Donate Money

Clubs or individuals can donate money gained from a 4-H project to a worthy cause. A nine-year-old 4-H member from Davis County donated her project money to help a three-year-old battle cancer.

<http://tinyurl.com/mqtfwxo>



Give Us Your *Feedback*

Help us improve Discover 4-H curriculum. We would love feedback or suggestions on this guide.

Please go to the following link to take a short survey:

[Click here to give your feedback](#)