

## **Large Animal Round Robin Horse Questions**

### **General Information:**

1. How many inches are there in a hand? (4 inches)
2. The horse was reintroduced to North America by what group of people? (Spaniards)
3. Name the original ancestor of the horse. (Eohippus)
4. What is the horny growth on the inside of the horse's leg called? (Chestnut, also called night eyes)
5. Can a horse see what he is eating? (No)

### **Breeding and Type Questions:**

1. Name three of the five basic horse colors. (Bay, black, brown, chestnut, white)
2. A mare kept for breeding or reproduction purposes is called? (A broodmare)
3. What color is piebald? (black and white)
4. What are three of the basic gaits of the horse? (walk, trot, canter, gallop)
5. What is the term that describes movement that lengthens the stride of a horse? (Extension)

### **Anatomy, Care and Health:**

1. Is a horse a ruminant or monogastric? (Monogastric)
2. What are the horse's incisor teeth used for? (biting grass)
3. Name three of the five types of nutrients a horse needs. (Energy nutrients, proteins, vitamins, minerals and water)

4. What is the normal resting pulse rate of the horse? (32-44 beats per minute)

5. What tool is used in hoof care to make a level bearing surface after the hoof has been trimmed with the nippers? (rasp)

6. The horse sees with two different types of vision. What are they called? (Monocular and binocular)

**Diseases and Safety:**

1. Lockjaw is the common name for which bacterial infection?  
(Tetanus)

2. What term is often used interchangeably with laminitis? (Founder)

3. A foul odor and blackish discharge of the frog are characteristics of what disease? (Thrush)

4. Encephalitis is a condition which describes inflammation of what organ?

# SHOWMANSHIP

The purpose of showmanship is to teach courtesy, good grooming, poise, confidence, and how to fit, train, and handle your horse. Showmanship is a demonstration of the member's ability to show the animal to its best advantage at halter. The animal's conformation is not considered.

Your horse should be well-groomed, clean, and clipped according to breed. The horse also should be well-trained to the required routine and well-mannered, so that it stands quietly and alertly while in the class.

Practice leading, turning, stopping, backing, and setting up your horse. Practice often for short periods of time. Five minutes a day is better than 1 hour, once a week. A properly trained horse will walk, trot, stop, back, set up, and turn with forward motion—all with little or no "pull" on the lead.

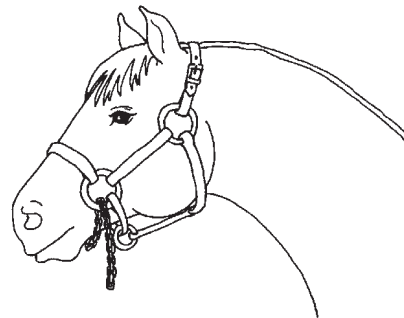
## EQUIPMENT

The *4-H Horse Contest Guide* (PNW 574) explains in detail the proper tack and equipment to use in showmanship. The tack you use to show your horse should be clean and properly adjusted.

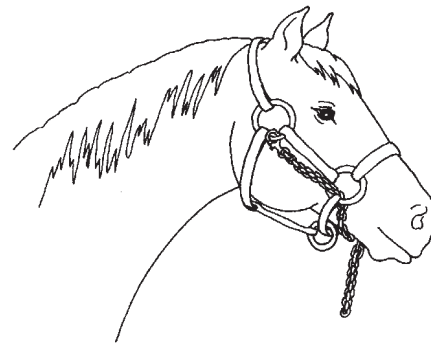
If you show in hunt or saddle seat attire, you may show with a halter or show bridle. If you show with a double bridle, you may use either the snaffle or curb reins for leading. Put the other set of reins over the horse's neck near the withers.

When you show in Western attire, you may use a halter of leather, web, or rope. The lead should be 6 to 10 feet long. No matter which halter or bridle you use, make sure that it fits properly and has a throatlatch.

If used properly, lead shanks with chains attached are permissible for safety or control. The chain may be run through the ring on the side of the halter or through the ring on the bottom, then

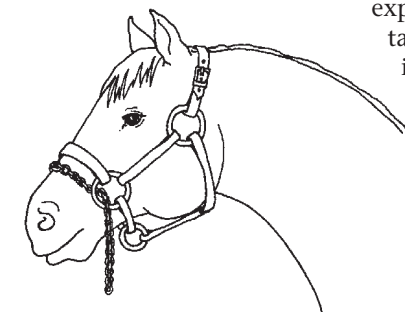


CHAIN UNDER CHIN

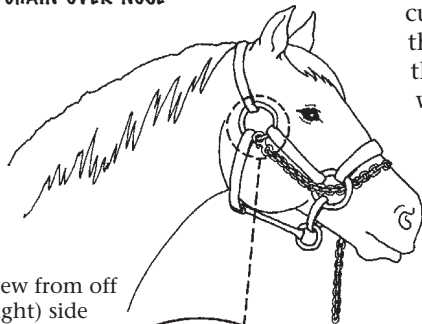


over the nose or under the chin to the other side. With a very long chain, you may run the excess up the off cheek. If your chain is too long, you may double it back through the bottom ring and snap it back to itself. In all cases, the snap should face out.

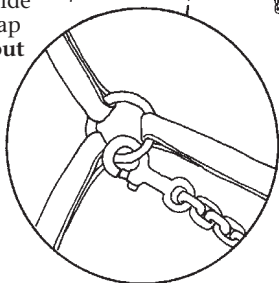
When leading your horse, do not put your hand on the chain. A chain approximately 15 to 24 inches is long enough. Don't yank or jerk on the lead shank, especially if you have a chain under your horse's jaw or over its nose. A chain is a poor substitute for good training. Be sure you practice with your show equipment at home before you use it at a show.



CHAIN OVER NOSE

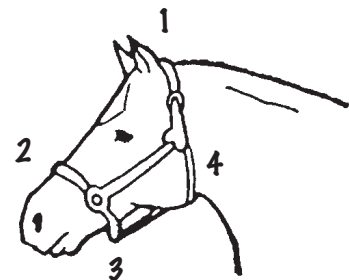


View from off (right) side with snap facing out



1. Crown directly behind the ear
2. Noseband halfway between eye and nostril
3. Chin strap 1-1½" below jaw
4. Throatlatch not snug but no looser than 1"

### PROPER HALTER ADJUSTMENT



## ATTIRE

The correct attire for showmanship is clearly defined in the *4-H Horse Contest Guide* (PNW 574). Choose clothes in colors and styles that are comfortable for you. Be sure your clothes always are clean and well maintained. To add extra spark, choose clothes that compliment the horse as well as yourself.

## ATTITUDE

To be successful in showmanship, you must have a correct and positive attitude. (Remember that attitude is scored.) You should convey to the judge that you are proud of yourself and your horse. The first minute or two of a member's entrance into the ring tells the judge more than you can imagine. Always be alert, cheerful, bright, and smiling without being fake or overdone.

## SHOWMANSHIP MANEUVERS

There are several maneuvers that the judge can request in showmanship patterns. Maneuvers should appear effortless and seamless, one move blending with the next. Points are deducted if a maneuver is not done correctly. You need to understand exactly what is expected for all movements and how to teach your horse to do them.

## LEADING

The most basic showmanship maneuver is leading the horse correctly. When leading, you should walk ear-to-ear with the horse and about an arm's length from the horse's side. The horse should not lag behind you or surge in front of you. Look where you are going, not back at the horse or down at the ground.

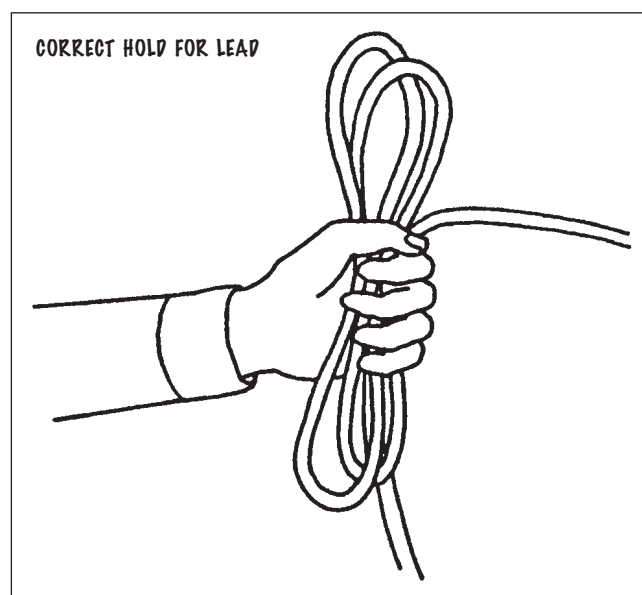
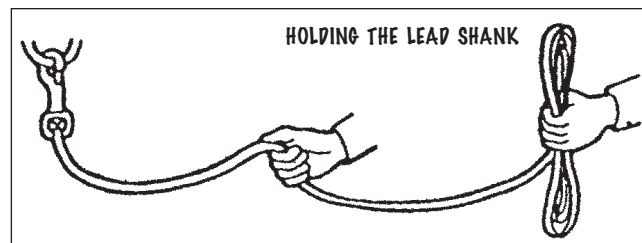
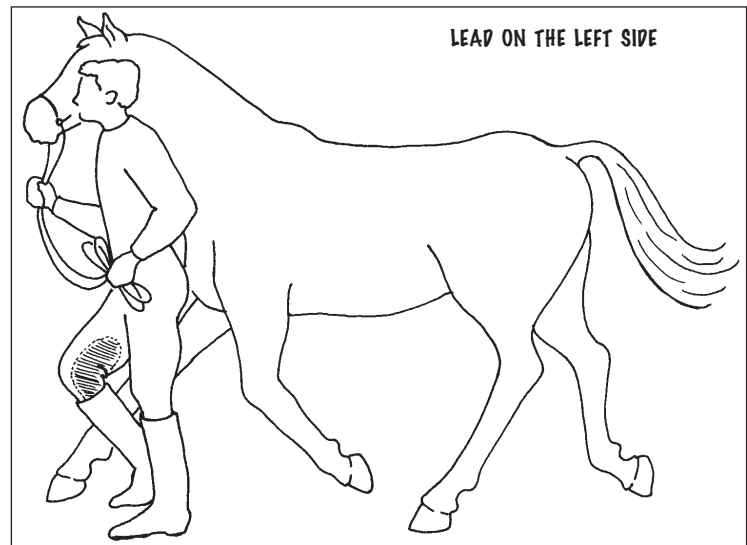
Hold the lead shank 8 to 18 inches from the halter with the excess lead shank folded in a figure eight. When leading from the near side, the lead is in your right hand and the excess in your left hand. When leading from the off side, the lead is in your left hand and the excess in your right hand. Never coil the lead, and do not fasten it with a rubber band in a figure eight.

The horse needs to move briskly beside you and travel in a straight line. To teach a horse that does not lead alertly alongside you or tries to lag behind, carry a long whip for a few days and use it to teach the horse to move forward. Holding the whip in your left hand, ask the horse to walk.

If the horse does not respond promptly or begins lagging, reach around behind you and tap the horse's hindquarters with the whip to encourage it to move forward. A whip is also useful in teaching a horse to trot beside you.

A verbal cluck helps teach a horse to obey. The horse will soon understand that this is a signal to move forward.

Be sure you practice leading from both the near and off sides of your horse. A judge may ask older members to lead from either side at the walk or trot.



## BACKING

When a pattern calls for a back, the horse should promptly back the requested distance in a straight line. Four steps is considered one length, counting the steps of the front feet. A half-step at the end of the back to even the feet is not counted as a step. At the end of the back, the front feet should be within half a hoof's length of being even. Be sure you back the proper number of steps.

To teach a horse to back, give the horse the command "Back." Then apply pressure on the nose with the halter using light tugs. Avoid a steady pull. At the same time, push on the point of the shoulder with a whip handle or short stick. The instant the horse responds, reward it by releasing the pressure. At first, ask for just one back step at a time. As the horse responds correctly, ask for more steps. To teach the horse to back straight, back it along a fence, wall, or barn aisle.

## TURNS

Most patterns use degrees to tell you how far you need to turn.

One-quarter turn = 90 degrees

Half turn = 180 degrees

Three-quarter turn = 270 degrees

Full turn = 360 degrees

The direction of the turn is the direction the horse's head moves.

## HAUNCH TURNS

In a haunch turn, the horse pivots on its hindquarters with energy and impulsion. Properly done, a haunch turn must have forward motion, meaning the nonpivot hind foot moves around in front of the pivot foot. The pivot foot is the inside hind foot. When doing a right haunch turn, the right hind foot is the pivot foot. When doing a left haunch turn, the left hind foot is the pivot foot.

Unless the turn is less than 90 degrees, always turn the horse away from you. Therefore, a right haunch turn is done from the near side of the horse. A left haunch turn is done from the off side of the horse.

The horse has to learn to pivot on the correct hind leg and hold its pivot foot in position. To teach a right haunch turn, follow these steps:

1. Walk toward the horse's throatlatch and get the horse to move away from you with the horse's left front foot crossing over its right. Cluck or tap the horse's shoulder to get the horse moving.
2. Your hand needs to be a few inches from the halter to have control of the horse's head. Ask the horse to move slightly

forward and around. Don't let the horse bend its neck; keep its body straight.

3. Lift the lead shank to transfer the horse's weight to its hocks, then go into the turn. Use the lead shank to guide the horse's head slightly forward and to the right, using your hand to tap the shoulder to move the horse away from pressure.
4. Just before the horse drops weight onto its left hind leg, move the horse forward one half-step to place weight on the right hind foot. Keep moving the horse and bring the the left foot forward. With practice, the horse will learn to pivot on its right hind foot and bring its left hind foot forward on its own.

For a left haunch turn, repeat the above steps, reversing sides and directions.

Remember that when you are in a showmanship class, you may not touch the horse during a haunch turn.

## FOREHAND TURNS

In a forehand turn, the horse pivots on its forequarters. A forehand turn should be done with forward motion, not by backing around the pivot foot. The pivot foot is the inside front foot. When doing a left forehand turn, the left front foot is the pivot foot. The nose turns to the left and the hip swings to the right. In a right forehand turn, the right front foot is the pivot foot, and the horse's nose goes right with the hip swinging left. To perform a right forehand turn correctly, the handler must move to the off side of the horse.

To teach a horse how to do a left forehand turn, follow these steps:

1. Facing the side of the horse, take the halter in the left hand to hold the head up.
2. With your right hand, touch the horse lightly about 4 inches behind the girth where the heel will act when you are mounted. At the same time, pull the horse's head slightly to the left. The horse will move its haunches to the right.
3. The left forefoot, acting as the pivot foot, may step up and down, but it should remain as nearly as possible in the same spot. The right leg must step around in front of the left.
4. Do not ask for too much of a turn to start with. Take only one or two steps, and then reward the horse by rubbing its neck. By adding a few steps at a time, the horse will eventually be able to make a complete 360-degree turn on the forehand.

To teach a right forehand turn, repeat the above steps, reversing sides and directions.

The right foreleg acts as the pivot, and the left foreleg steps around in front of the right.

In a showmanship class, you are allowed to touch your horse when asking for a forehand turn; still, you should strive to teach your horse to do this maneuver without having to touch it.

## SIDEPASSING

Sidepassing is a maneuver in which the horse moves to the side with no forward motion. The forequarters and hindquarters should move together. The front foot on the side opposite the direction of travel must cross over in front of the other front foot. The hind feet should also cross over in front, but they can be brought side by side.

Horses do not normally sidestep on their own. They must be taught to do this movement. First, make sure the horse knows how to do haunch turns and forehand turns.

To sidepass to the right, stand on the near side of the horse and press on the neck and side at the same time. Concentrate on making this a forward motion with front and rear feet crossing over in front. To sidepass to the left, stand on the off side of the horse and repeat the motions.

In a showmanship class, you may touch your horse when requesting a sidepass. However, as with forehand turns, try to teach your horse to do this without touching it.

## SETTING UP YOUR HORSE

When you set up your horse for inspection or standing in line, it should have all four feet square or stand according to breed type. Keep the horse's head up and its weight on all four feet. Keep the horse alert and posed at all times.

When teaching your horse to set up, the most important thing is to establish a pattern and be consistent. Set the hind feet first. Use the right hind foot as the plant foot. Then, position only the left hind foot. Only one hind foot ever moves in this procedure. Move the left hind foot forward or backward to position it beside the the right hind foot. Set up the front feet second. The right front is the logical foot to place next because of the diagonals of the horse. Set the left front foot last.

Pull down on the lead shank to move the hind feet. Lift up on the lead shank to move the front feet. If you do this consistently, the horse will know which feet you are trying to move at all times.

When you are training your horse, if it does not want to move its hind feet or does not respond well, back the horse up and lead it forward several times until the horse moves

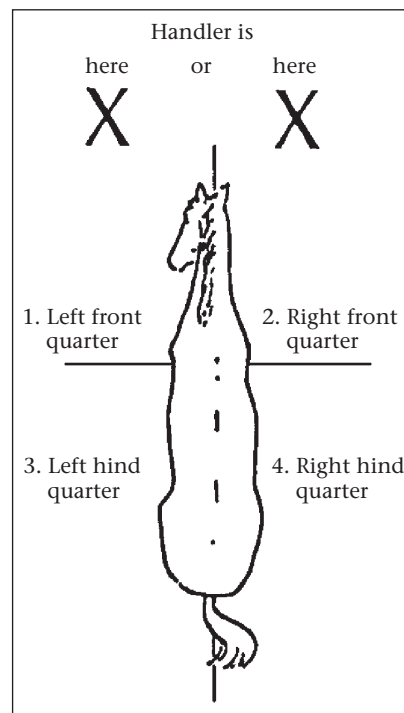
when you ask it to. Always lead the horse forward or back it into position.

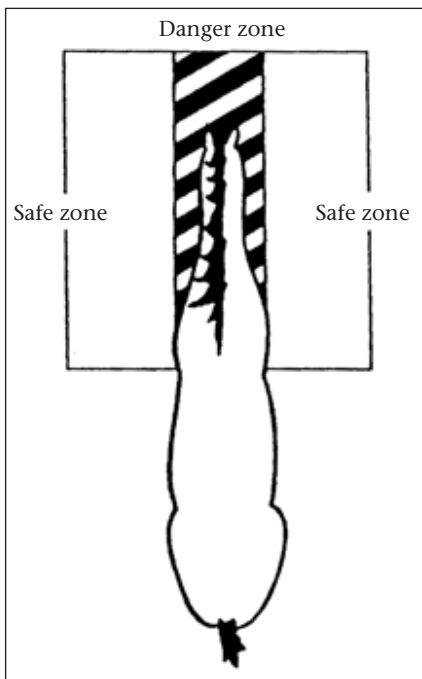
If your horse does not respond well when you are trying to set up its front feet, pick up the foot and move it into position or tap the foot you want to move with your toe. You must train the horse to set up properly on its own, though, because you may not touch the horse to set up during a showmanship class.

As soon as the horse is set up correctly, release all pressure to let the horse know that it responded properly. Present the horse to the judge.

## INSPECTION AND THE QUARTERING SYSTEM

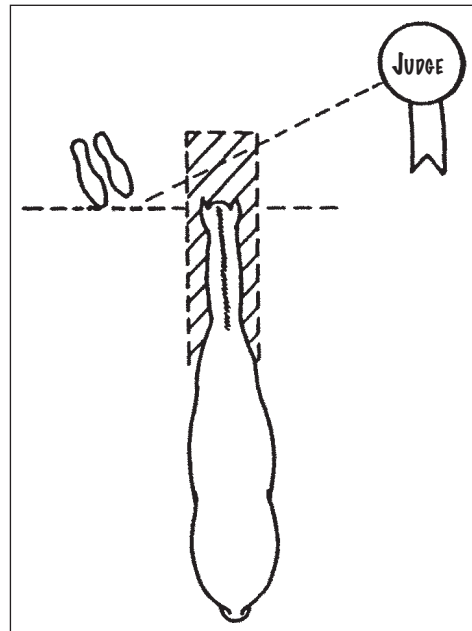
When the judge inspects the horse, you must respond promptly and correctly to the judge's movements around the horse. Use the **quartering system**. Mentally divide the horse into four quarters. When the judge is in one of the front quarters, you should stand on the opposite side of the horse from the judge. When the judge is in one of the hind quarters, you should stand on the same side of the horse as the judge. For example, when the judge is in the right front quarter, you must be in the left front quarter, keeping an eye on the judge. When the judge is in the right hind quarter, you must be in the right front quarter.



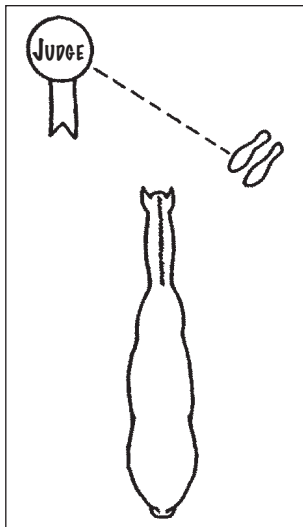


As the judge moves around the horse, you should change sides when the judge is at the heartgirth and when the judge crosses the tail and the nose. Move quietly and promptly with as little commotion as possible, using only three or four steps and keeping eye contact with the judge. Do not change hands on the lead when you change sides.

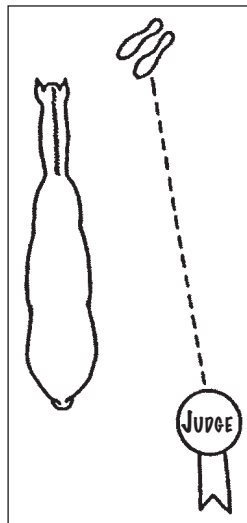
Stand facing the horse at a 45-degree angle off the horse's shoulder, in front and to the side of the horse's head. Never stand directly in front of the horse in the "danger zone."



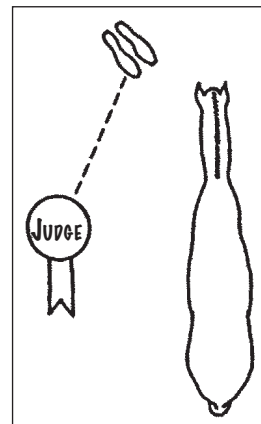
Diagonal position to see off hind foot and whether gelding has "let down." Shaded area is unsafe.



Check 1: Handler should be on the opposite side of the horse when the judge is in front of the horse.



Check 2: Handler should be on the same side as the judge when the judge is beside or behind the horse.



Check 3: Handler must keep eye contact with the judge at all times.

# SHOWMANSHIP PATTERNS

Learn to read and follow patterns correctly. You must understand exactly what the judge is asking for and try to analyze what the judge is expecting. If the pattern states “Back 6 steps,” that indicates the judge is probably a stickler for perfection and precision, and you need to make sure you back exactly six steps. If the pattern calls for a 180-degree haunch turn, then that is exactly what the judge is looking for. If you turn more than 180 degrees or less than 180 degrees, you will have points deducted from your score.

You must execute a pattern exactly as diagrammed. Some judges like to use cones or markers in their patterns. Make sure you are on the correct side of the cone per the drawn or spoken pattern. Getting too close to or too far from a cone disrupts a maneuver. Walking around or knocking down cones are major faults in showmanship. If the pattern calls for you to walk or trot at a cone, this means to pick up the walk or trot when the horse’s front feet are even with the cone.

Think ahead, and plan out your pattern. Follow these helpful tips to prepare:

- Read the pattern aloud several times.
- Draw the pattern on a sheet of paper to help memorize it.
- Walk the pattern without the horse and physically do the required maneuvers.
- Look to see where cones (or other markers) are set up in the arena, and visualize where the horse must be in relation to them during the pattern.

- Watch other people do the pattern (but be sure you know whether they are doing it correctly).

See the sample Showmanship pattern on the next page.

# CLASS PROCEDURES AND EXPECTATIONS

The class procedure and scoring are well defined in the *4-H Horse Contest Guide* (PNW 574).

All judges have similar expectations. They look for contestants who have “done their homework” and are able to do all maneuvers and other requested elements properly. Straight lines are extremely important. Horses should travel and set up straight. Crooked lines detract from the performance.

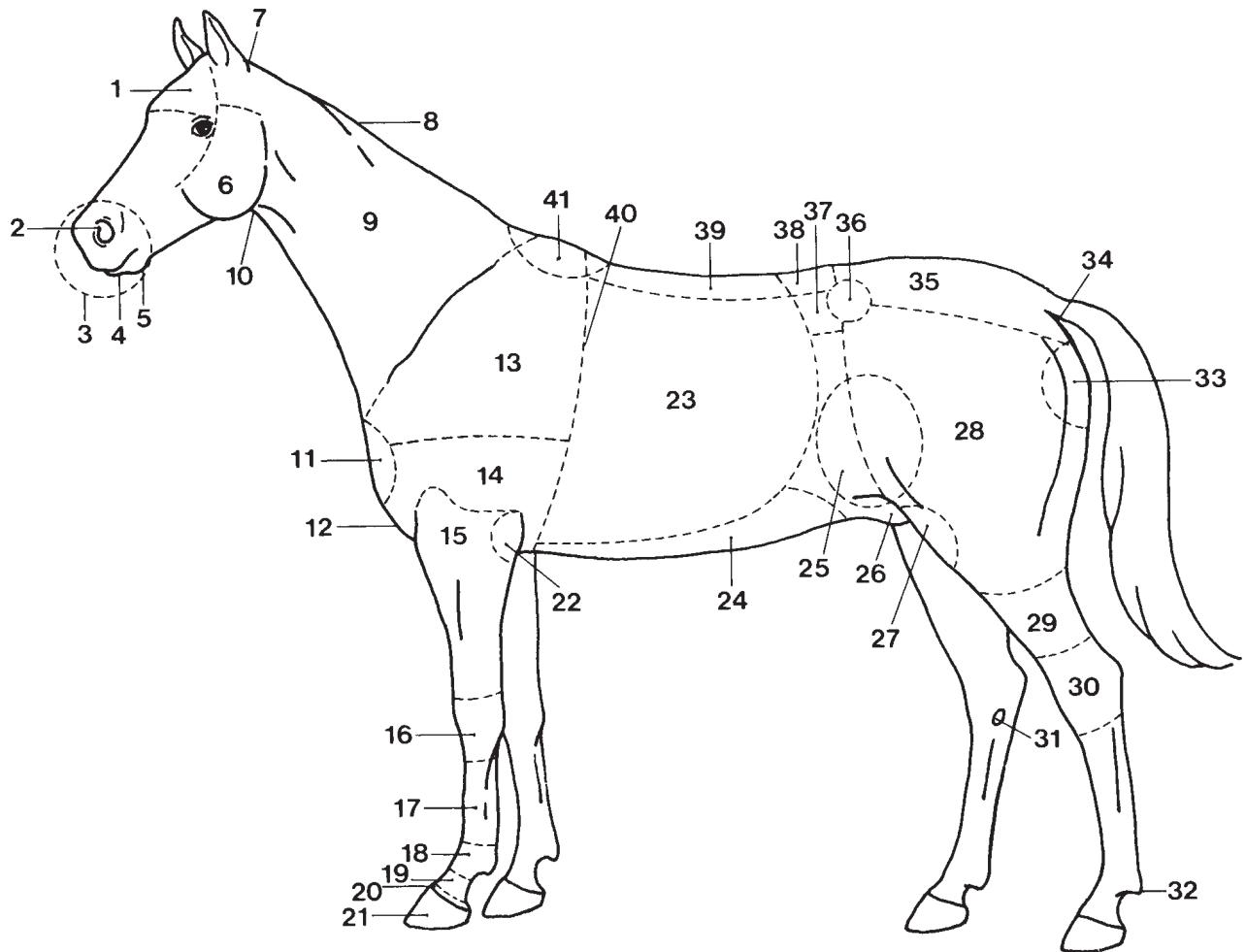
Remember these showmanship pointers:

- Show 100 percent of the time you are in the arena.
- Pay attention at all times.
- Do not allow your horse to rest a foot.
- Demonstrate a positive attitude.
- If you have a nervous or fractious horse, move to the end of the line so you do not interfere with other horses in the class.
- Maintain proper etiquette at all times in the show ring.
- Practice ahead of time. By learning all the basic showmanship maneuvers, you will be able to perform to your best potential.



# PARTS OF THE HORSE

You need to learn the correct names for the parts of the horse to be able to converse with other horse people. Also, if the horse is injured, it is helpful to be able to tell the veterinarian the specific location of the injury. You also should be able to identify the skeletal parts of the horse (see next page).



1. Forehead
2. Nostril
3. Muzzle
4. Lower lip
5. Chin
6. Cheek, jaw
7. Poll
8. Crest
9. Neck
10. Throatlatch
11. Point of shoulder

12. Chest
13. Shoulder
14. Upper arm
15. Forearm
16. Knee
17. Cannon
18. Fetlock joint
19. Pastern
20. Coronet
21. Hoof
22. Elbow

23. Barrel
24. Belly
25. Flank
26. Sheath
27. Stifle
28. Haunch
29. Gaskin
30. Hock
31. Chestnut
32. Ergot
33. Point of buttock

34. Dock
35. Croup or rump
36. Point of hip
37. Coupling
38. Loin
39. Back
40. Heart girth
41. Withers