### **BUTTE COUNTY 4-H YOUTH DEVELOPMENT PROGRAM**

4-H Horse Project Proficiency Program A Member's Guide

### **OVERVIEW**

The **4-H Horse Project Proficiency Program** helps you learn what you need to know about your 4-H Project. Your 4-H Project Leader will assist you in setting and achieving your goals. Through your 4-H Project, you will learn animal care basics, good management practices and record keeping. You will also learn about the size and scope of the animal industry as it relates to your 4-H Project.

There are many resources to help you learn more about your project:

- The <u>4-H Publications Catalog</u> lists a variety of project materials and resources recommended for use in your project.
- The **4-H Educational Resources Lending Library** at the Butte County 4-H Office includes other books, videos and reference materials that can be checked out by members and leaders.
- Check to see if there is a breeders' organization in your community that conducts educational activities and shows. Local breeders are excellent sources of help and information.

There are five levels in the 4-H Rabbit Project Proficiency Program. You may choose how many levels you wish to complete:

**Level 1 – Explorer** You begin to learn about many different aspects of raising animals.

**Level 2 – Producer** You practice and refine the many skills involved in learning about and raising animals.

**Level 3 – Consumer** You become an experienced animal raiser.

**Level 4 – Leader** Allows you to show your own leadership potential.

**Level 5 – Researcher** You carry out a demonstration or experiment on some aspect of your project.

As you work through the 4-H Project Proficiency Program, your 4-H Project Leader will date and initial each skill item as you complete it. When all items in a proficiency level are completed, your 4-H Project Leader will notify the Community Club Leader. A 4-H Project Proficiency Program Pin and First Year Leg will be awarded for Level 1. Previous Year Leg will be returned when the next Level is awarded for Levels 2-5.

## Level 1 – Explorer

Date Completed	4-H Member's Name:		
<u>Leader's Initials</u>	4-H Club:	Project Leader:	
1. Give 5 s	safety rules and a reason wh	y each is important.	
2. Explain	how hand-feeding treats to	horses can get your fingers nipped.	
3. Identify	the parts of the horse from	diagram or live animal.	
4. Identify	the parts of tack (saddle, br	idle, etc.).	
5. Explain feed).	the nutritional requirements	s of a horse (How, when, what, how much to	
6. Demons	trate how to approach and l	ead a horse correctly and safely.	
7. Demons	strate 5 grooming aids and h	ow to properly use them.	
8. Demons	trate how to properly tie a l	norse, including how to tie a quick release knot.	
9. Develop	a feeding plan for a horse,	explain the feed you chose.	
10. Demon	nstrate how to clean a stall,	clean the stable area and stable chores.	
11. Demon	strate the proper basic attir	e for riding, and why each should be worn.	
12. Demon	nstrate how to properly and	safely halter, bridle and saddle a horse.	
13. Demon	nstrate how to hold the reins	when riding Western and/or English.	
14. Describ	be the four natural aids and	how to properly use them.	
	•	minimum of 90 days that indicate how often yelean housing and general care for a horse.	ou
16. Share o	one aspect of your project w	rith someone not in your project.	
17. Show h	now to check and adjust you	or equipment before riding, and explain why.	

### Level 2 - Producer

Each proficiency will be dated and initialed by your project leader.

Date Completed	4-H Member's Name:	
<u>Leader's Initials</u>	4-H Club:	Project Leader:
1. Give 5 sa	fety rules for trail riding.	
2. Explain w	why you should not let a hor	rse eat grass on trail rides.
3. Design a	simple Western, English or	Dressage ring pattern.
4. Describe	or demonstrate how to sani	tize equipment.
5. Demonstr	rate competency in showma	anship for your animal.
6. Complete	a tack check on both sides	, explain why you are adjusting the tack.
7. Identify the	hree types of bits, and expla	ain why they are used and how they work.
8. Display y	our animal or an aspect of	your project outside of your project group.
9. Demonstr	rate how to clean a saddle a	nd bridle.
	vith control and without dis nall riders may mount from	turbing the horse. (Horse may be held by assistant. a safe mounting block.)
11. Dismour	nt safely with control and p	repare the horse to lead.
12. Adjust a	and mount your stirrup to th	e proper length.
13. Ride at a	a walk with proper position	and control.
14. Ride at a	a trot around the rail with p	roper position and control.
15. Halt from	m the walk and the trot on o	command, with control.
16. Ride tur	ns, and reverse at the walk	and trot, with control.
17. Demons	strate proper control while:	

A. Ride twice around the ring at a jog or trot without breaking the gait.B. Keep the proper distance when riding in a group or on the trail.

 _ 18. Show how to properly cool out a hot horse.
 _ 19. Demonstrate how to ride uphill and downhill.
 _ 20. Explain what to do if you see a hazard like a hole or a fire.
 _ 21. Demonstrate jumping position at a walk and trot in good balance.
 _ 22. Ride over practice poles or cavaletti in jumping position.
 _ 23. Attend or audit a horse show or educational equine clinic.
 _ 24. Help someone else by sharing your knowledge or by giving away a product from your project to demonstrate positive citizenship.

### Level 3 – Consumer

<u>Date Completed</u>	4-H Member's Name:	
<u>Leader's Initials</u>	4-H Club:	Project Leader:
1. Identif	by the parts of the hoof, and ex	xplain proper hoof care.
	nstrate how to ride over or thr nuddy spot.)	ough a simple trail obstacle (a creek, stepping poles
3. Explai	n how to recognize colic and	founder and how to treat both.
4. Design	n an advertisement or a marke	eting strategy for your project.
5. Ride w	vith good position, balance an	d control for:
B. C.	western)	
6. Show 1	proper form and control while	e riding through the following movements:
B. C. D. E. F.	Circle at sitting trot or jog Figure 8, large or small Smooth transitions  1. Walk to trot or jog 2. Walk to canter or lo 3. Trot or jog to stop 4. Canter or lope to wa Serpentine or alternate ridir Change of direction on the Turnback on the rail (wester	alk ng pattern diagonal (optional western)
	Jumping position (English)	
8. Demor	<del>-</del>	der and how to handle your horse when being

9. Explain and demonstrate:
<ul><li>A. Direct flexion (getting the horse to flex in the pole and jaw).</li><li>B. Correcting a faulty head set or head position.</li><li>C. Proper use of artificial aids (crop or bat, dressage whip, spurs).</li></ul>
10. Complete a ring evaluation, dressage evaluation, program ride, or one of the western performance patterns.
11. Create a conditioning and feed program for a horse. If possible, carry out the conditioning of a horse according to your program.
12. Alone or with your group, plan and complete a community service activity related to your project.
13. Execute the following, using correct aids (optional English):
<ul><li>A. Stop from the lope (need not be a sliding stop).</li><li>B. Pivot on the hindquarters</li><li>C. Roll-back D. Figure 8 with simple change of leads at center.</li><li>D. Back one horse length in a straight line.</li></ul>
14. Complete a gymkhana pattern. (cloverleaf barrel race, pole bending, keyhole pattern or flag race or other gymkhana pattern)
15. Demonstrate two training methods of holding the reins.
16. Invite a guest speaker to one of your meetings and introduce them to the group.
17. Design an advertisement or a marketing strategy for your animal.

### Level 4 – Leader

Date Completed	4-H Member's Name:		
Leader's Initials	4-H Club:	Project Leader:	
1.Serve as Ju	unior or Teen leader in this pro	oject for one year.	
•	unger members in designing aring techniques.	nd constructing needed equipment or lear	rning
3. Prepare an	nd use teaching materials at pr	roject meetings.	
4. Develop a activity.	and put on a demonstration, jud	dging event or train a junior team for a ju	ıdging
5. Speak on a	a project-based subject before	e an organization other than your 4-H gro	up.
	show as a clerk, secretary, recgistration, etc.	corder, assistant to the judge, ring master of	or with
7. Teach you	anger members about learning	g a specific topic in the project.	
<u> </u>		ed activity. Chart your own progress, plams, and report on your accomplishments t	

### Level 5 - Researcher

Date Completed Leader's Initials	4-H Member's Name:		
	4-H Club:	Project Leader:	
		ntion comparing measurable differences in at) Send a copy to the 4-H office.	
2. Prepare a	paper of 300 words or mo	ore on one of the following topics:	
Mana	gement of horses.		
Feeds	, feeding, and nutrition.		
Disea	ses, prevention and contro	ol, and general sanitation.	
	ets and methods of marke		
Repro	duction, breeding, and ge	enetics.	
		ket, how marketed, and used.	
• •		basis for improving your animal project.	
*	0	ved by project leader or 4-H staff)	
<u>-</u>	<u>=</u>	to orally summarize your findings and present at a attional event. Send a copy to the 4-h office.	

#### **REQUIREMENTS:**

For members to qualify for proficiency awards they must complete all the requirements below and give a 4-H presentation during the 4-H year.

- Have up-to-date and complete enrollment packet and enrollment fees on file at the 4-H office.
- Attend 80% of club and project meetings or meet requirements of a county-wide project.
- Members must provide 4-H Records to the club leader for project completion verification.
- Records must include <u>Personal Development Report</u> and <u>Annual Project Report</u> form for each project a member is applying for a Proficiency Award, and the completed Proficiency Form.