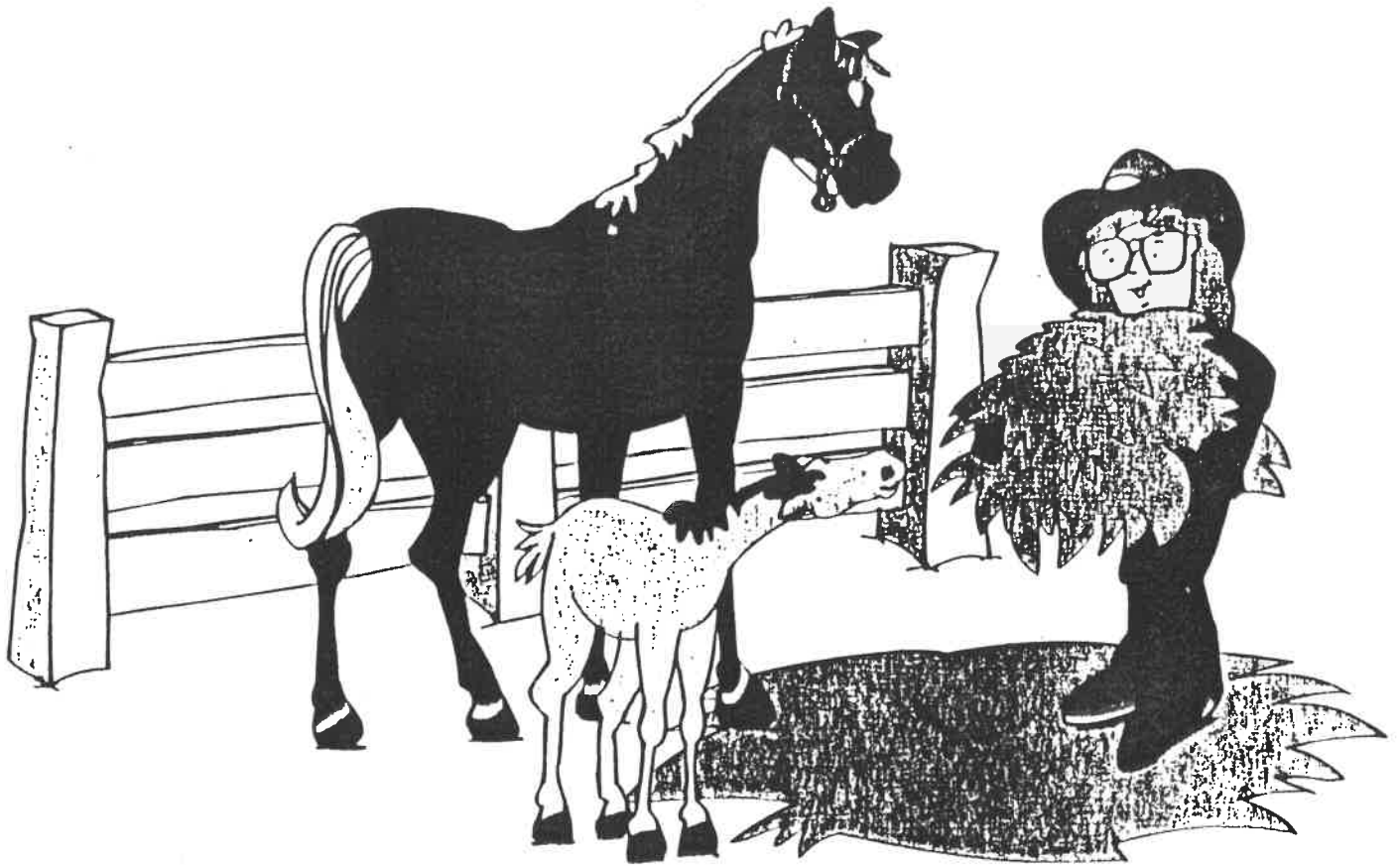


MINI 4-H



HORSE AND PONY

COLOR OF HORSES

What color is your horse? There are five basic colors of horses' coats and five variations (colors made from the basic colors).

The five basic horse coat colors and a short description follows:

1. Bay - Is a mixture of red and yellow. It looks much like a well baked loaf of bread. Bays always have black points. Bays always have black manes and tails.
2. Black - Black is the color of a very dark night. The points are always black. A black horse always has black eyes, hoofs and skin.
3. Brown - Brown is the color of a paper bag. Some brown horses are called black because they are so dark. You can tell a brown horse from a black horse by looking at the color of hair around the horses' nose. The mane and tail of a brown horse is always dark.
4. Chestnut (Sorrel) - A chestnut is a horse whose coat is basically red. His mane and tail are normally the same shade as his body.
5. White - A horse that is white is always white and never changes color. A pure white horse has brown eyes and pink shin.

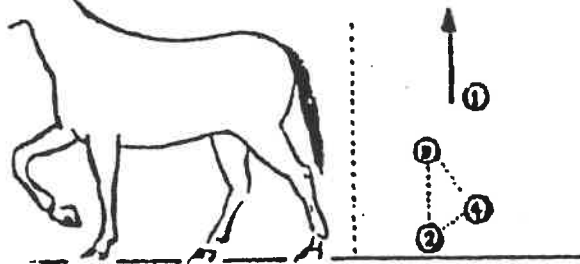
The five major variation colors are:

1. Dun (Buckskin) - The color of the sun (yellow) is worn by this horse. Duns always have a strips down their backs like skunks.
2. Grey - Is the color we see on a rainy day. A grey is born blue or black and then more and more white hairs come into his coat until the age of 8 or 10. By this age he looks almost white.
3. Palomino - The palomino has a body which is a golden color, with white mane and tail.
4. Pinto (Calico or Paint) - A pinto is a spotted horse that has more than one color in or on his coat in large irregular patches or spots.
5. Roan - A roan horse is any horse whose coat carries white hairs mixed with one of the basic colors.

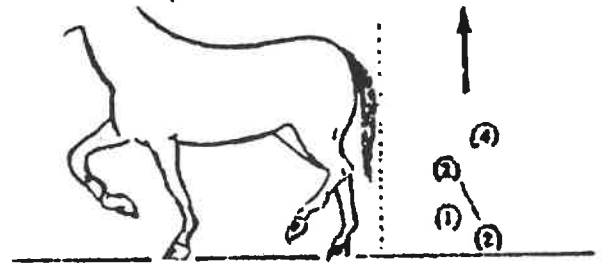
Gaits (Speeds) of the Horses:

The three natural gaits of the horse are the walk, trot, and gallop or run.

WALK - The walk is the slowest of the speeds. Each foot is independent (free) of the other three feet. The way the horses feet move is shown below:

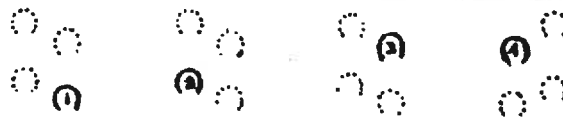
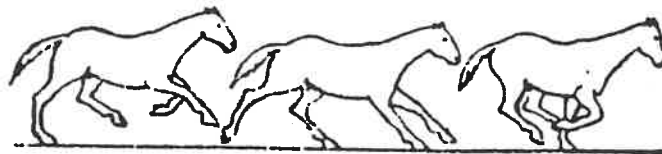


TROT - When the horse trots the front foot on one side and the opposite back foot take off and strike the ground at the same time. At one point all four feet are off the ground at the same time. Illustration below:



TROT

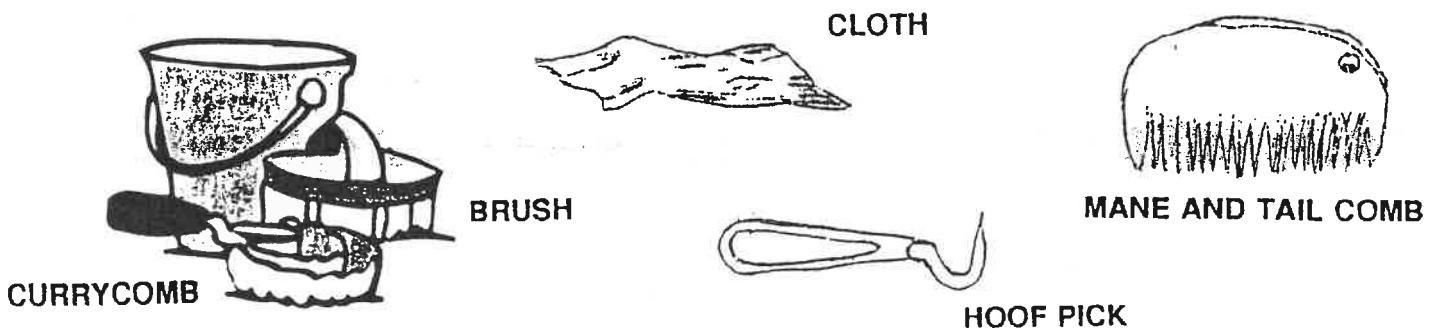
GALLOP OR RUN - This is the fastest speed of the horse. The easy way to explain how the horse gallops is with the following pictures.



THE GALLOP

Grooming and Care of your Horse:

Your horse gets hungry just like you so be sure and feed him twice a day. Grooming as well as feeding helps make your horse healthy. A horse should be groomed before and after riding. Tools you need to groom your horse are: a brush, a currycomb, a hoof pick, a cloth, and a mane and tail comb.



Eventually, some horses will react by kicking. A sharp tone of voice may be used for checking an animal, but your voice should never be louder than is required to meet the situation.

Ask permission when leading through a group of people.

Manners and suitability to the experience of the owner are prime qualities in any horse. Above all, know your horse, and make sure your manners are at least equal to his.

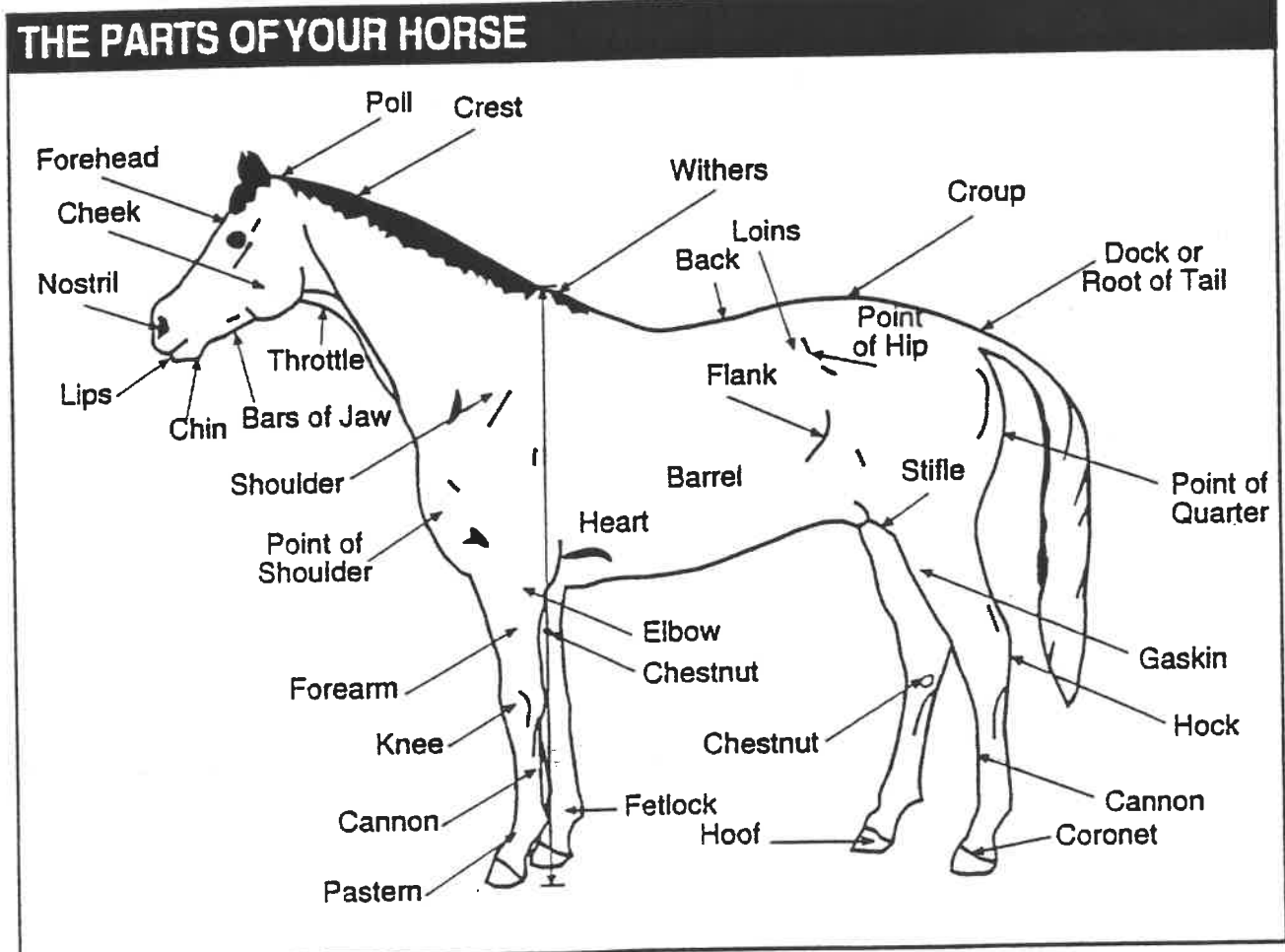
Never race. Horse play is only for the unmounted horse, not for the horse and rider.

always treat other people on horses and afoot in the same way you would like to be treated.

REMEMBER - "Kickin' never gets you nowhere, less'n you're a mule." - A Cowboy Proverb

Exhibit

To complete your Mini 4-H Horse & Pony project you must fill out your record book and bring your pony to the fair for one day and show it. Further details about showing will be sent to you later.



Curry Combs should be used with sufficient pressure to get the job done. The curry comb roughs up the hair in order to get the deep dirt and dandruff out.

If a stiff rice brush is used in a rocking motion it will penetrate the hair and lift out the dirt. A softer brush may be used to remove the last few particles of dirt. It also brings out the oil and gives the horse's coat a shiny look. If you don't have a soft brush you may use an old cloth that your mom has. The cloth should be washed often to keep it clean.

The hoof pick is a tool that a good horseman should learn to use right and use it often. The hoof is a prime feature of the horse so it should be kept clean.

Mane and tail combs should be used just like you use your comb. Use the comb to keep the mane and tail untangled.

Just as you take care of your horse, you must take care of the equipment you use to ride your horse. Does your Mother ever tell you to hang up your clothes? You should hang up the clothes of your horse in the same way. Hang your bridle up so the reins don't touch the ground. Don't just throw your saddle down; again hang it up. Your saddle blanket can be hung over your saddle to dry as well as protect your saddle from dust and dirt. Hanging your equipment up will make it last longer.

Safety - Here are a few safety rules to follow when you are around your horse.

Know your horse, his temperament and reactions. Control your temper at all times, but let him know that you are firm and kind master.

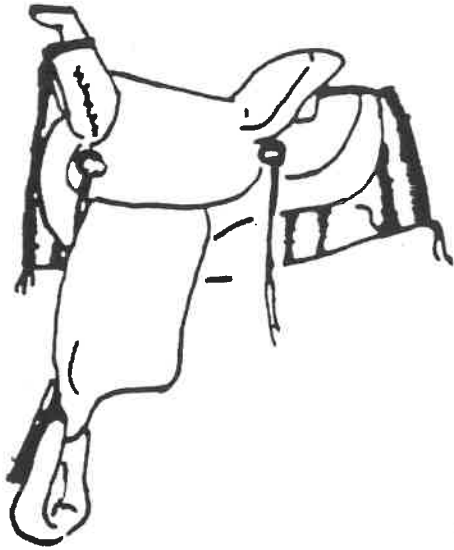
Know your horse's peculiarities. If someone else is riding him, tell them what to expect.

Horses require kind, gentle, but firm, treatment. There are few vicious horses. Most of those become vicious through abuse. However, you must be firm and consistent. Decide what you want from your horse, and insist on getting it.

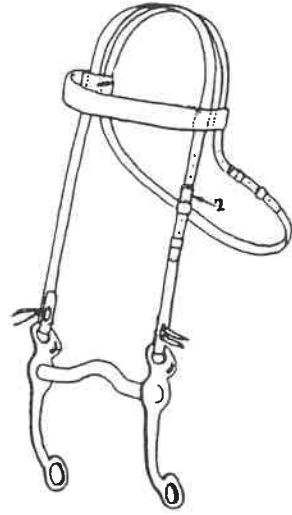
Never tease your horse. He may develop bad and dangerous habits the rest of his life. If so, your safety is in serious jeopardy.

Do not punish your horse, except at the instant of his disobedience. If you wait even a minute he will not understand why you are punishing him. Punish without anger, lest your punishment be too severe. Never strike or kick your horse about the head or legs.

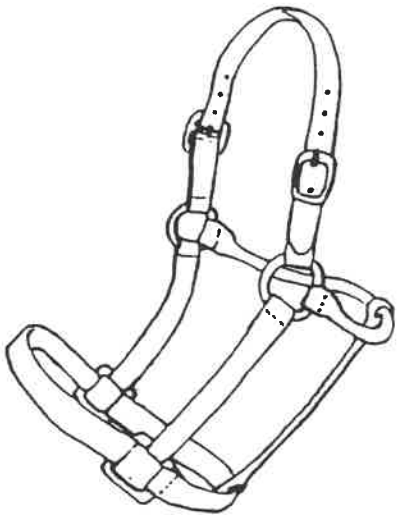
Riders and attendants should not be loud or rowdy. Noise makes a horse jumpy and nervous both on the ground and under saddle.



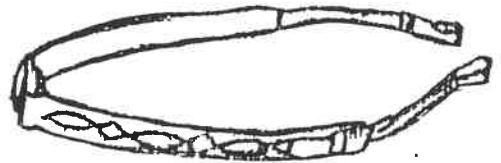
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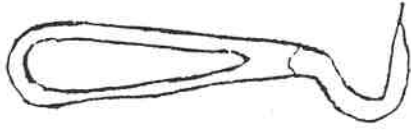
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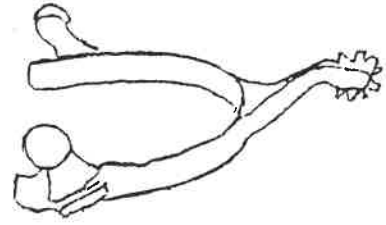
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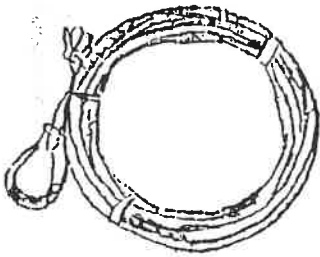
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