HORSEMAN WORKSHEET

LEVEL III – IN-HAND

SKILLS TEST

4-H MEMBER’S NAME \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

HORSE’S NAME \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(Horse’s must be the member’s 4-H project horse and be identified on a current ID sheet.)

The handler must show proficiency at all skills listed below to pass the HORSEMAN – IN-HAND level.

NOTE: The entire skills portion of Level III must be done with a single horse.

Horse’s used for the HORSEMAN skills test should be 3 years or older.

1. HORSE HANDLING pass no pass
2. Demonstrate confidence and knowledge in working around his or her horse.
3. Demonstrate  proper handling position and use of basic aids for presenting their horse in a circle, straight line, and square turn at the following gaits and both directions.
   1. Walk
   2. Trot
4. Complete a balanced stop from a straight movement from each of the following gaits, with the horse standing quietly without fidgeting.
   1. Walk
   2. Trot
5. Demonstrate a pivot/turn on the haunches, turning 360 degrees in each direction.
   1. Right
   2. Left
6. Demonstrate a forehand turn, turning 180 degrees in each direction.
   1. Right
   2. Left
7. Complete a side passage, at least four steps in each direction.
   1. Right
   2. Left
8. Back the horse in a circle.
9. Opening, passing through and closing a gate in each direction.
   1. Right
   2. Left
10. Walk over a bridge.
11. Back through an obstacle
    1. Straight
    2. L-shaped
    3. T-shaped
    4. Zigzag
12. Demonstrate travel over poles at each of the following gaits.
    1. Walk
    2. Trot

Based on this examination, the 4-H member (has) (has not) passed the Skills Test of the HORSEMAN, LEVEL III IN-HAND.

Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Examiner \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_