



## Horse

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

### Description of Project:

4-H'ers may explore the equine industry including establishing and managing equine enterprises, owning and caring for horses, and the impacts of the industry. Through this project 4-H'ers may:

- learn about and acquire skills for selecting, breeding, feeding, handling, raising, managing, owning, exhibiting, and training of horses and ponies
- discover the industry's current and historic roles, scope, contributions of science, environmental and societal impacts, and economic significance
- become familiar with tools, equipment, and safety protocols to protect self, others, and animals
- develop an understanding and appreciation of horseback riding
- understand the role of veterinary care of horses
- explore career opportunities related to the equine industry

### Overview:

- ⇒ Choose project
- ⇒ Develop skills in:
  - Project
  - Leadership
  - Service
- ⇒ Prepare portfolio for work completed from January 1—December 31
- ⇒ Prepare presentation
- ⇒ Practice
- ⇒ Compete
- ⇒ Reflect

### Examples of Project Development Experiences:

- Attend horse schools/clinics/workshops, equine club meetings, horse sale, field days, horse shows, etc.
- Tour veterinary clinics, horse farms, feed stores, equestrian center, and/or boarding facilities
- Acquire and read books, trade magazines, pamphlets, and online media about the industry
- Raise and show a horse
- Participate in 4-H Horse Judging, 4-H Horse Quiz Bowl, and 4-H Hippology Contest
- Interview a Horse producer and discuss industry matters
- Shadow a veterinarian, farrier, and/or animal scientist and learn of job responsibilities

## Project Sharing and Helping Examples:

- Volunteer as a teen leader and assist with coaching a horse judging team, horse quiz bowl, hippology team
- Hold a grooming demonstration for community members, schools, civic groups, etc.
- Host a show preparation seminar for interested youth
- Mentor a younger 4-H'er in showing a horse or pony
- Hold an equine feeding and management demonstration
- Start a horse/horseless project club and lead meetings to share your knowledge with others
- Arrange for industry speakers to discuss agricultural issues for community members
- Demonstrate your work through presentations and exhibits at schools, civic clubs, senior homes, chambers of commerce, etc.
- Write equine news articles, blogs, or social media posts
- Set up horse-related exhibits at fairs, libraries, or festivals
- Organize an agricultural tour or farm day for youth
- Teach riding to someone who would not otherwise have the opportunity
- Mentor a younger 4-H'er in the Horse project

## Recommended Resources:

- [georgia4h.org/ProjectAchievement](http://georgia4h.org/ProjectAchievement)
- [georgia4h.org/livestock](http://georgia4h.org/livestock)
- [georgia4h.org/livestock/resources.htm](http://georgia4h.org/livestock/resources.htm)
- [extension.uga.edu/agriculture/animals](http://extension.uga.edu/agriculture/animals)
- [agr.georgia.gov](http://agr.georgia.gov)
- [usda.gov/topics/animals](http://usda.gov/topics/animals)
- [georgiahorsecouncil.com](http://georgiahorsecouncil.com)
- [usef.org](http://usef.org)
- [aqha.com](http://aqha.com)

## Special Considerations:

- Actual animal exhibiting is not a requirement of this project.
- This project can address any issue related to the production of horses. Members may gain experience in a number of ways, such as assisting with the management of horses, raising horses, or studying marketing.
- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Be sure to gain land owner permission prior to entering someone else's property.
- Exercise safety when handling tools, animals, and equipment.
- Live animals and weapons are not permitted in the presentation.

## At Competition:

*Horse 4-H projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.*

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Sources: Silcox, Ronnie, Laura P. Johnson, Gary Heusner, and Norman McGlohon. 1998. *Junior/Senior Project Notebook*. "Horse Project."

The University of Georgia CAES. 2016. Project Achievement. <http://www.georgia4h.org/projectachievement/>

