**Part A - Stable, Pasture & Feeding (10)**

1. Keep stall dry and clean; cushion to stand/lie down; absorb urine and odours, keep horse from getting cast; warmth
2. Fence is safe, secure, easy to see, no loose wires or broken boards, gate must open freely and close securely. Electric fence must work properly. Pasture free of hazards (Nails, holes, trash, sharp objects, machinery, no sharp edges). No poisonous plants. No sharp corners or places for horses to get cornered by others. Should have shelter, clean water supply.
3. Horse = 12x12; pony 10x10
4. Oats, barley, corn, bran, sweet feed, mixed feeds/pellets, beet pulp
5. 8-12 Gallons (30-45 litres) for a pony, 12 gallons (45 litres) or more for a horse – more in hot weather

**Part B – Grooming /10**

1.

* Currycomb = loosen caked mud & dirt, rubbing pony’s skin, cleaning other brushes
* Dandy brush/stiff brush = removing heavy dirt and dried mud
* Body brush = removing dirt, dust, scurf (dried sweat and dandruff) from coat and skin.
* Soft brush/finishing brush = remove dust and brush sensitive parts (head and legs)
* Hoof pick = for picking out feet
* Hoof brush = for cleaning feet
* Sponges = cleaning eyes, nose, lips, dock
* Mane comb = untangling mane and tail
* Water brush = wetting down mane and scrubbing stains
* Stable rubber/towel = to remove stains or for final polish after grooming

2.

* Clears excess grease and scurf from coat
* Stimulates circulation
* Spreads oils over hair (makes coat shine)
* Check for injuries and skin problems
* Keep clean, nice appearance
* Prevent sores from dirt under tack when you ride
* Makes horse feel good
* Giving horse attention

3.

* Cactus cloth to rub out stains
* Shampoo
* Bonami scouring powder/paste

**Part C - Vet & First Aid /12**

1. Colic (belly pain) – caused by overeating (especially grain); spoiled or unsuitable feed (especially grass clippings or frozen grass); sudden change in diet; drinking large amounts of cold water when overheated; working hard immediately after eating; swallowing sand; worms
2. Incised (incision), laceration, abrasion, puncture, bruise
3. A) yes B) no C) yes
4. Thrush is caused by fungus or bacteria that live in wet, dirty feet. Prevent/treat by picking out feet daily and keeping stall clean and dry. Should not be turned out in wet, dirty conditions without chance to dry.

**Part D - Foot & Shoeing (8)**

* Angle of hoof matches angle of pastern
* Clinches are smooth and even
* Shoe is made to fit the foot
* Hoof is not rasped excessively
* Shoe is the right size for the foot
* Frog touches the ground (on soft ground)
1. Make sure pony is inside (saves time) and that legs/feet are clean and dry.
2. Sole = 9; cleft = 5; white line = 10; wall = 11

**Part E – Saddlery (10)**

1. Saddle tree, leather, stitching, billets, stirrup leathers, stirrup bars, girth, keepers and runners.
2. Saddle pad is smooth, proper fit of saddle, condition of leather and stitching, safety bars in open position, stirrup leathers (stitching, no cracks or tears, stirrups proper size for rider); billet straps not cracked or torn, girth is proper size and in good repair, no dirt or roughness that would cause sores.
3. To keep tack looking good, to preserve tack/leather, to check for damage or wear, etc.
4. Snaffle bit works by direct pressure on tongue, lips and bars of mouth.

**Part F - Riding & Conditioning /10**

1. Walk pony around to let him relax and cool out (either riding or leading) for 10-15 minutes. When you dismount, run stirrups up. Loosen girth.
2. Stay well off the pavement, on the shoulder. Watch out for objects, ditches, etc. Stay at a walk. Ride in single file. All riders should stay on one side of the road. Pass warnings (oncoming cars, ditches, objects, etc.) down the line to all riders in the group. If crossing the road, cross where all riders can see a long way in both directions. All riders should cross at the same time.
3. Natural aids: seat, legs, hands, voice. Artificial aids: crops, whips, spurs.
4. Verticals (also called upright or straight) and Spreads (could be oxers, staircase fence, triple bar)

**Part G - CONFORMATION AND UNSOUNDNESS (6)**

1. Conformation refers to the way the horse is built. Good conformation is attractive and functional. The horse is built to work better and is stronger, sounder and can move well.
2. Camped out behind: hind leg set too far back. Sickle hock/standing under: hock is slightly bent, lower leg angled forward. Too straight/Post leg: too straight in the hock and stifle joints.
3. Object stuck in foot, cut or swelling, twisted/loose shoe, missing shoe, tenderness when leg is touched, heat or puffiness.

**Part H - General /10**

1. Bay: Brown or reddish brown body with black points (mane, tail, legs).
Strawberry roan: chestnut with white flecking, making it seem pink.
Buckskin: tan colour, ranging from dark gold to yellow/cream, with black points and black mane and tail. They do not have leg barring or a dorsal stripe. Some buckskins are dappled.
Grey: Grey or white with dark skin, eyes and muzzle. Born a dark colour and turn lighter as they age.
2. The size of an animal is measured in hands from the ground to the withers. One hand equals 4 inches. A measuring stick is used for measuring. Be sure the animal is standing on level ground.
3. Mare: A mature (fully grown) female horse or pony who is 4 years old or older.
Filly: A young female horse or pony under 4 years old.
Colt: A young male horse or pony under 4 years old.
Foal: a baby horse of either sex under 1 year old.
Yearling: a horse or pony who is 1 year old.
Stallion: a mature (fully grown) male horse or pony who is 4 years old or older. He can be used for breeding.
Gelding: a male horse or pony of any age who has been neutered. He cannot be used for breeding.