

AMERICAN MORGAN HORSE ASSOCIATION

YOUTH LEADER'S GUIDE



AMHA
youth!
American
Morgan Horse
Association • Youth

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What do I need in order to be part of an AMHAY Club?

Youth Club Leader:

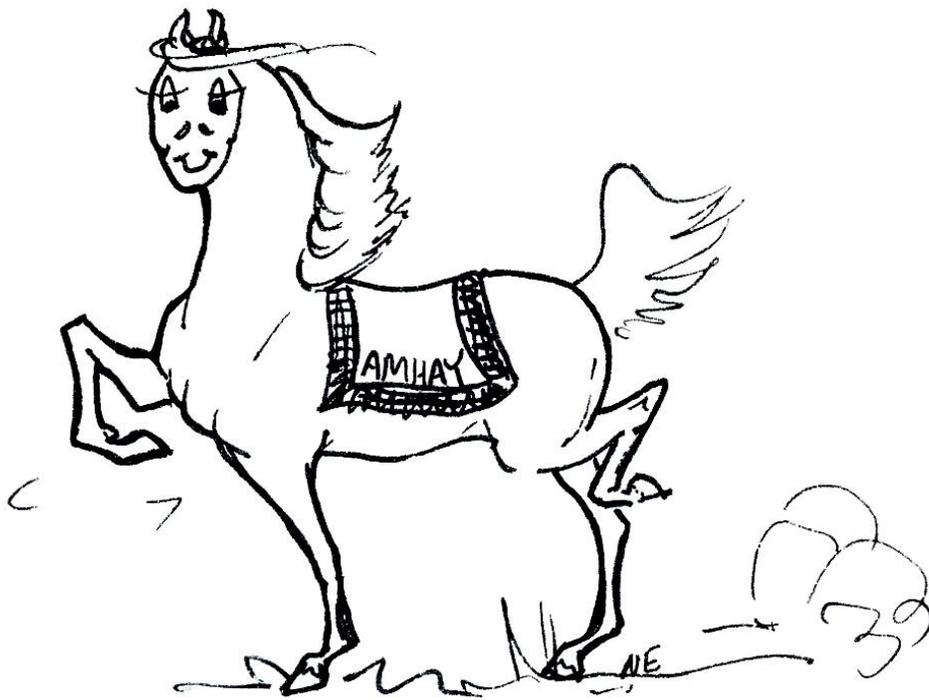
- **Desire to help youth learn about the Morgan horse and to develop good horsemanship skills.**
- **Knowledge of (or the willingness to learn about) AMHA Youth Activities.**
- **Good communication skills.**
- **Good organizational skills.**
- **Ability and willingness to ask for help and/or access resources (veterinarians, farriers, trainers, clinicians, other parents).**
- **Access to Morgan horses.**

Youth Club Member:

- **Desire to learn about Morgan horses and to develop good horsemanship skills.**
- **Dedication to being a part of a group and participate in various activities.**
- **A sense of adventure and willingness to try new things**
- **You do not need to own or lease a Morgan horse, but having access to Morgan horses is helpful. This can be accomplished through friends, family members, neighbors, your trainer or instructor or through your club leader.**

Chapter One

Forming an AMHA Youth Club



Purpose

So, you think you would like to take on the rewarding challenge of working with today's youth and helping them to develop their horsemanship skills, and their love of the Morgan horse. Where do you start?

Unfortunately there are many areas of the country where there is not an organized youth club in the vicinity. This happens for many reasons, not the least of which is the lack of an interested adult to serve as leader. The AMHA Youth Department, supported by the AMHA Youth Board and Youth Steering Committee, is committed to helping you develop a successful youth club.

The goal of the AMHA Youth Program, and of youth clubs, is to instill in young people pride in, enjoyment of and knowledge about the Morgan horse with the ultimate objective of educating young people dedicated to preserving, improving, promoting, and cherishing the Morgan breed.

AMHA youth clubs come in a variety of sizes and serve a vast array of functions, the purposes of AMHA youth clubs should be:

- Provide **EDUCATIONAL** experiences
- **PROMOTE** the Morgan horse
- Develop **LEADERSHIP, SPORTSMANSHIP** and **CITIZENSHIP** skills
- Provide opportunities for **COMMUNITY SERVICE**
- Provide an opportunity for **SOCIAL FUNCTIONS**

Educational

Youth should have the opportunity to increase their knowledge of the Morgan horse, its history and functions, and of all areas of horse husbandry, including: grooming, training,

nutrition, anatomy, conformation, diseases, unsoundnesses, tack & equipment, and riding & driving skills.

Promotion

There are literally hundreds of ways that youth clubs can help in the promotion of the Morgan horse breed. Some ideas will be listed later in this manual. Promotion of the breed to a variety of audiences will help to increase awareness OF THE BREED, in turn helping to broaden the market base.

Leadership, Sportsmanship and Citizenship

Youth clubs, their leaders, and the activities engaged in by the clubs can help to develop an individual's skills in the areas of leadership, sportsmanship and citizenship.

Youth who become involved in the leadership of a club by holding a position as officer, helping to plan and implement club activities, or by teaching younger or less experienced members, are building confidence, learning organizational and time management skills, learning to work together with others, and are learning how to take, as well as how to give, direction and instruction. Real-world leadership abilities are developed through activities that build self-confidence, encourage decision-making skills and team work and teach responsibility and integrity.

Youth who engage in competitive endeavors, whether it is running for club office or riding in the AMHA Gold Medal Finals at the Grand National, can learn good sportsmanship through the examples set by those around them. Leaders, parents and trainers can teach youth that good sportsmanship is the ability to win without gloating, lose without complaining and treat those around you with respect, regardless of the outcome.

The five themes of citizenship are honesty, compassion, respect, responsibility, and courage. Through the various programs and activities that AMHA and AMHA Youth clubs have to offer, youth members can explore these themes.

Community Service

Community service is an important part of any club. Morgan youth club members have unique opportunities to serve their communities through their equine involvement. Whether it is volunteering at a handicapped riding program or helping a Girl Scout troop earn their horse related badges, Morgans, and Morgan youth have a lot to offer to their community. Clubs may also engage in community service projects that do not directly involve their favorite Morgan.

Community service, while being one more avenue to promote the Morgan horse, is also an opportunity for youth to give back to their communities, learn compassion, and even explore different career paths.

Social Functions

While you're doing all that learning and developing, don't forget to have some fun too! Many of the friends a youth member makes today will be with them for the rest of their lives. Trail rides, pool parties, sleepovers and pot luck suppers are all a great way to have fun and relax (of course you can always sneak in a little something educational too).

Guidelines to Forming a Club

These steps are intended to help you organize your club, they are only suggestions.

Determine the official name of the club. Club names often are centered on the geographical area or farm where they meet. Hold a contest for your members to come up with creative name suggestions.

Establish qualifications for membership. Some clubs may limit membership to a specific age group, to youth riding at the host barn or to AMHA members. Other clubs are open to any interested young person.

Elect officers including: President, Vice President, Corresponding Secretary, Recording Secretary, Treasurer, and News Reporter are some suggested positions. Be sure to appoint committees to fund-raising and community service as well.

Create the goals and objectives of the club. These will include the projects that your club will be involved with during the year

Additionally, you will need to decide when and where to hold meetings. Some clubs will hold meetings at a barn, community center, or rotate amongst members homes.

The club will need to consider dues requirements or fund-raising projects. How much money is it going to cost to complete your goals and objectives for the year?

Finally, identify a Horsemastership Examiner(s) for the club. A list of current examiners and examiner applications can be obtained from the AMHA office.

Send the official AMHA Youth Club Application to the AMHA Youth Department

The Youth Club Leader

What is your role as youth club leader? The youth leader guides the overall organization of the club, helps it to function smoothly, and serves as the connecting link to the parent club. (A parent club may be your local, state, or regional AMHA Recognized club or the AMHA office.) The youth leader should work for the education of the members and help them become self-reliant as well as giving them practice in becoming good leaders. Encourage your youth group to plan a well-rounded program that will expose them to all areas of the horse world.

It is not necessary for the youth leader to be a well-versed horse person. Your genuine interest in youth and the Morgan horse qualifies you to become a leader. What *is* important, however, is that a leader be a good communicator and

teacher, be patient and persistent, willing and able to ask others for help, be organized, and have a passion for working with youth and with Morgan horses. Your desire to help and your ability to smile at yourself, and at life, will prove to be invaluable.

An understanding of the role of horsemanship activities in the program is important, but you need not be an expert, you just have to be willing to call on experts for help. Don't be afraid to pick up the phone and call on local trainers, judges, veterinarians or other professionals, and ask them for help. Use your powers of persuasion and persistence and don't forget to frequently mention "it's for the youth." This will go a long way to getting you the help you want and need!

Potential Resources

When asking for help from someone, be able to give them as many specifics as possible. If you are asking them to speak to your youth members let them know: when, how long, the number and ages of youth they are speaking to, and what specifically you would like them to talk about. Don't be afraid to barter with a professional. In exchange for your veterinarian doing a clinic on parasite identification and control your youth club can volunteer to clean kennels, convince a local trainer to work with the club on horse trailer safety in exchange for painting fences.

Potential resource people include:

- AMHA Board Members
- AMHA Youth Board Members
- AMHA Youth Steering Committee
- Members of the local adult club
- Trainers & Instructors
- Breeders
- Professional Grooms
- Judges & Stewards
- Farriers
- State Horse Council Members
- State Extension Horse Specialists
- 4-H, Pony Club, FFA Leaders
- Tack Shop Owners
- Feed Dealers

- Professional Photographers
- Firemen, Policemen, EMTs
- Equine Law & Insurance Professionals

Other resources your club may rely on will include books, equine industry publications, videos, and internet sites. A list of resources can be found at the end of this guide.

Chapter Two

Meeting Activities



Organizing the First Meeting

Now you are ready to schedule your first meeting of your newly formed Morgan Youth Club. When are you going to have it? Where are you going to hold it? How are you letting people know about it and who is coming?

Hopefully you already know why you are doing this. Because you enjoy working with youth, you feel you have something to offer them, you see a need for an organized club in your area, etc. Now you need to figure out the “who.”

Do you already have a group of youth members assembled, maybe through a lesson program or friends and neighbors? Or do you need to recruit members? If you need to recruit youth you may want to get a list of youth members from the local adult club or from AMHA. Send letters, make personal phone calls, put an announcement in the club newsletter, or post at a local tack shop.

You’ll need to let people know what you are doing, who is invited to participate, when and where your first meeting will be, and who to contact for more information. Be sure to mention some of the exciting and fun activities you either already are planning or that other clubs have done to encourage interest. You will probably want to encourage parents to attend as well; having them in attendance will make it easier to get their support and help.

The location, time, length and frequency of your meetings will depend on several factors: how many members you have in the geographical layout of your membership, the ages and experience levels of the youth, time of year, local weather conditions, etc.

Scheduling is a tricky science that can make or break your club. Juggling everyone’s work, school, lesson, sports, and homework schedules; taking into account travel time; and trying to squeeze in meeting activities can be one of the most daunting tasks of any club leader. Once you have a schedule that seems to work for your

group, however, you will only need to worry about minor adjustments here and there.

When deciding how long your meeting will be, take into account the number and age of members and the schedule of that meeting. Younger children will have a hard time staying focused for extended periods of time, and most youth will find a long business meeting boring. Try breaking up the schedule with refreshment breaks, arts and crafts activities, games or “hands-on” projects like tack cleaning or grooming.

Many clubs meet less frequently during the summer months when horse show season is in full swing. They may get together at shows to catch up on club business, but do not schedule regular meetings. Other clubs, who may be spread out geographically, may conduct most of their business via e-mail and get together once a month for activities.

At your first meeting you will want to take some time for everybody to introduce themselves, especially if your group is not all from the same local riding program and may not have gotten a chance to know each other before. This may not be the time to elect officers; you may want to save that for the second or third meeting when everyone has gotten to know each other a little better. The first meeting, however, is the perfect time to talk to the group about what you hope to accomplish and to find out what they would like to learn and do. Use this time to find out about each new member’s level of knowledge of and involvement with the Morgan horse and the AMHA Youth Program. Do all of your youth own or ride Morgans? What style of riding does everybody do and does everybody show or compete with their Morgan? Has anyone started working on the AMHA Youth Horsemastership program already?

The first meeting can also be a good time to start to develop your meeting schedule, especially if you were successful in getting the parents to stay for the meeting as well.

Organizing the Next Meetings

Now that you've gotten the initial meet and greet out of the way, it's time to get down to business and fun! Your club should start thinking about electing officers. It may be a good idea to start the second meeting by talking about what a club officer is, including the positions available, responsibilities. After giving everyone a chance to ask questions, ask the youth to think about who they would like to nominate to run for the various offices. At the end of the meeting accept the nominations and have your members plan on voting at the start of the next meeting.

Voting can be done in whatever manner you feel is most appropriate for your members. You can ask them to raise their hands, write down names on a piece of paper, or you can even take votes over email.

Some suggested offices include President, Vice-President, Treasurer, Recording Secretary, Corresponding Secretary, and News Reporter. Their duties may include a wide variety of things, but expectations should be tailored to the age group of your members. If you have a full range of ages you may reserve some, or all, officer positions for the older youth members.

Duties of Club Officers

The President

The President presides at all business meetings and carries out the meetings according to parliamentary rules. Additionally they decide points of order fairly, cast the deciding vote in case of a tie vote, introduces visitors to the club, appoints committees, and is responsible for orderly conduct of the meeting

The President should have a definite program in mind prior to the meeting time.

The Vice President

The Vice President should learn the duties of the president and serve as presiding officer in the absence of the president.

The Vice President may serve as chairman of the program committee and may be responsible for meeting room arrangements.

The Treasurer

Will have charge of all money taken in by the club including all money received and its source, as well as all money paid and to whom.

Shall report at each meeting: The amount of money collected since the last report. The amount of bills paid since the last report. The balance in the treasury.

The Treasurer must be ready to give an itemized account of funds at any time on request of members or leaders and should only pay money out of the treasury as voted by the club and with the approval of the leader.

The Recording Secretary

The Recording Secretary keeps accurate minutes of all club meetings, takes the roll and keeps record of attendance at all club meetings and functions. The Recording Secretary should be ready to read any part of the record of any meeting when called upon to do so and will keep a file of committee reports, club programs and rules developed by the club.

With the president the Recording Secretary will organize an order of business for meetings and will read the minutes of the previous meeting for approval and information.

The Corresponding Secretary

The Corresponding Secretary handles the club correspondence, sending thank you notes to donors, sponsors, speakers, hosts, etc. They also send congratulatory notes to members and club supporters as appropriate. Other duties may include sending birthday, condolence, or get-well cards to members and club supporters.

The Corresponding Secretary should receive, respond to, and share with the club all incoming

correspondence, also keeping a file of all correspondence.

The News Reporter

The News Reporter should write announcements of upcoming club activities for distribution to club members and publication as appropriate. They should also report on club activities and achievements to local newsletters and newspapers, and to AMHA.

A collection should be established by the News Reporter of all newspaper items that refer to the club, or its members, for the permanent club records and make a conscientious effort to keep the public informed about club affairs of general interest.

News Reporters are encouraged to submit general knowledge articles about the Morgan breed to local newspapers and send a monthly report of club activities to the AMHAY Regional Vice President.

Once you have your slate of officers in place you'll be in good shape to start more structured, yet still fun, meetings. A suggested agenda is provided here for your consideration:

Regular order of procedure for a club meeting

1. Call to Order
2. Welcome by President
3. Roll Call
4. Introduction of Guests
5. Reading & Approval of Minutes of Previous Meeting
6. Treasurer's Report
7. Correspondence
8. Reports of Committees
9. Unfinished/Old Business
10. New Business
11. Appointment of Committees (for things arising out of the New Business discussion)
12. Announcement of Program for Next Meeting

13. Turn Meeting Over to Club Leaders or Others for Program of Instruction, Demonstrations, Talks, and Discussion
14. Social and Recreational Activities
15. Adjournment

Again, this is a suggestion of a structured schedule that has proven effective for many clubs and organizations. You may find that you need to adjust this schedule according to the age group of your members, time constraints, or other factors.

Some Suggested Meeting Activities

We can stress enough how important it is to keep all club activities, including meetings, fun and interesting for your members. Business meetings that are too long tend to lose a young person's interest fast. Break up your agenda with refreshments, games, and other activities. Here are a few suggestions that you may find useful.

Horsemastership Program – Take some time out to work on the AMHA Horsemastership Program and help your youth earn their badges

Tack Tear Down – Split the group up into teams of 2-4 youth. Give each team a bridle, have half the team tear it down and the other half put it back together. See which team can do it correctly in the fastest time. For added "fun" have them clean the bridle before putting it back together!

Grab Bag – Place various objects inside of bags and have each member, or team of members, grab a bag. They then have to identify the item, explain its use and maybe even answer questions about it. Possible Grab Bag items include bits, grooming items, pieces of tack, feed and feed supplements or medical equipment.

Horse Demonstrations – Have members prepare 5-10 minute demonstrations and assign each a meeting to give their demonstration. Topics may include the proper way to clean a hoof, how to tie a mud knot in a horse's tail,

grooming techniques, clipping, emergency dismounts or braiding.

Invite Guest Speakers – Veterinarians, farriers, and trainers are great resource!

Scavenger Hunts – Organize a scavenger hunt on foot to find pieces of equipment and identify horse markings.

Equine films and movies – Whether you purchase one from the AMHA Gift Catalog or rent one at the local video store, there is a huge selection of horse-themed movies available. Choose from the educational, historical, or the just plain entertaining. Don't forget the popcorn!

Spelling Bees and Vocabulary Quizzes – Get creative when teaching your youth members equine terminology

Arts & Craft Projects – You can find a wide array of prepared craft kits online and at hobby stores, or get really creative and make “Morgany” crafts from scratch.

Equestrian Fashion Show – Have youth members dress up to show correct, and modern, dress for horseback riding, including trail riding, showing, and even fox hunting. Don't forget safety features like boots and helmets.

It will be important, and very helpful, to identify other adults who are as enthusiastic about your new Morgan Youth Club as you are. Don't be afraid to recruit parents to help out with activities; you can't be expected to do everything yourself. Whenever possible, and appropriate, encourage parents to stay for club meetings and to attend club functions. Make sure to listen to their suggestions and feedback and solicit their help in making sure that the youth members are following through with projects and commitments.

Larger clubs may find it a good idea to have co-leaders or to have other adults oversee various projects. This is where those enthusiastic parents come in handy. You'll also want to get to know your parents to learn where their talents and

strengths lie, as well as to learn what interesting contacts or resources they may have that can benefit your group down the road. For example, maybe one of the dads is a whiz at creating websites or one of the moms is a fundraising guru. Grandparents, aunts and uncles make great resources too!

Chapter Three

Community Service Projects



Giving Back To Your Community

You have a unique opportunity to teach young people the benefits of helping others. It is true that when you volunteer your time and talents you get back as much, if not more, as you give. Our young members have a wide variety of talents, backed by the enthusiasm, and energy, of youth.

In a fact sheet from the University of Nevada Cooperative Extension, *Young Volunteers: The Benefits of Community Service*, it states that teenagers volunteer 2.4 billion hours annually, an economic value of \$34.3 billion! It goes on to explain, "Youth who volunteer just one hour or more a week are 50% less likely to abuse alcohol, cigarettes, become pregnant, or engage other destructive behavior. Youth who volunteer are more likely to do well in school, graduate and vote."

Get your members to use their imagination to come up with creative ways to get involved in community service. Remember, horses can play a great role in these projects, but non-horse centered projects are important as well.

Community Service Project Ideas

- Invite a local Girl Scout Troop to work on their horse-related badges with your club.
- Volunteer to work at a therapeutic riding program. You can mend fences, clean stalls, paint the barn, clean tack or, of course, work with the lesson program.
- Spearhead a collection of donated funds, feed, and equipment for a therapeutic riding program or horse rescue organization.
- Cut pictures of Morgans out of old magazines and turn them into homemade greeting cards to give to people in nursing homes and hospitals at holidays.
- Organize a program to teach local rescue workers how to safely work with horses during emergency situations such as fires, floods, and trailer accidents.

- Hold a can drive at your next horse show or trail ride and donate the proceeds to a favorite charity.
- Hold a horse wash or trailer wash at your next horse show or trail ride and donate proceeds to a favorite charity.
- Find out about the Adopt-A-Highway project in your area; get your club together to help clean up the roadways.
- Contact a local riding club or state horse council and volunteer to clear trails or paint fences.
- Host a Ride-A-Thon to raise funds for local charities.
- Organize a toy or food drive for needy families.
- Host an open house for local children.
- Volunteer at a local nursing home.
- Volunteer at a local soup kitchen or food pantry.
- Volunteer with Meals on Wheels, maybe you can even deliver meals on horseback!
- Clean up days at a local cemetery, group home, nursing home, or church.
- Volunteer to care for mounted patrol horses.

As you can see, there are lots of different ways we can all give back to our communities. Undoubtedly you and your youth members will come up with dozens more exciting and creative ideas.

Remember, community service and volunteerism is an all-season activity. Many of us think of it during holiday times, but many organizations are in need of help and donations 365 days a year!

Chapter Four

Fundraising Projects



Help! My Club Needs Money To Do All These Great Projects!

So, your youth members have come up with an exciting list of projects and activities for the coming year. Now what? Your club will most likely need to figure out a way to raise some cash to pay for that great calendar of events, but how?

With so many charities asking for donations, and so many school groups holding brochure sales, how do you get your share of the money? The key may be to get creative. Candy bars and baked goods are the old standbys that most every group uses. Change it up a bit by selling homemade horse and dog treats instead of chocolate chip cookies. What else can you do? Here are a few ideas.

Fundraising Suggestions

Tack Swap – Organize a swap meet type sale where local horse enthusiasts can sell extra or unwanted saddles, and find that bridle they've been looking for. Charge per table, plus have your youth members find things they have that they can donate to the club to sell.

Rent-A-Groom – Youth members can rent themselves out at horse shows to clean stalls, bathe horses, clean tack, and other odd jobs. Create a price list ahead of time.

Silent Auction – Donated and created items can be arranged at a show, trail ride, banquet, or other function.

Raffle – Either a 50/50 raffle or raffle off a donated item. Sell tickets throughout the year or at a weekend event.

Truck & Trailer Wash – Set up a washing station at a horse show or auction.

Concession Stand – Set up a concession stand at a horse show, trail ride, clinic, fair, or other event.

Stallion Service Auction – Encourage stallion owners to donate a breeding to their stud and auction it off either at a live auction or online.

Can Drive – Collect cans in your neighborhood or at a horse show.

Community Garage Sale – Get your youth and their parents to clean out their garages and attics!

Community Supper – Host a chicken BBQ, spaghetti dinner, or pancake breakfast.

Horse Bingo – Divide a section of yard into squares, sell the squares. Wherever the horse leaves its mark, the “owner” of that square gets a cash prize.

Send-A-Trainer-To-Jail – At the next horse show “lock up” some volunteer trainers. Their friends and clients will have to post their “bail” to get them out.

Christmas Tree/Wreath Sale – Check with a local nursery or tree farm, they may be willing to donate a portion of their crop.

Chinese Auction – Get club members, parents and local businesses to donate items and set up at a banquet, show, or other event with a can or bag in front of each item. Sell tickets and participants place their tickets in the can or bag in front of the items they would like to win.

Bake Sale With a Twist – Bake horse and dog treats and sell throughout your community and at horse shows. Use horse and dog themed cookie cutters to add to the appeal.

Dog Walking/Washing Services – Most horse people also love dogs, capitalize on that by offering dog walking or dog washing services.

Chapter Five

Breed Promotion



Celebrate The Morgan Every Day!

Breed promotion is an important part of every Morgan youth club. There are literally hundreds of ways each and every one of us can promote the breed on a daily basis.

AMHA recently has introduced the Celebrate The Morgan program. Clubs and groups across the country have taken part since its inception in 2005 with great success. But, even before that breed promotion was happening all around us. Here are some ideas to get your group thinking and promoting!

Promotion Suggestions

Talk, Talk, Talk – Simply talking about the Morgan breed every chance you get is the easiest, and sometimes the most effective, way to ignite interest in others. Tell your friends, your family, the person in line in front of you in the grocery store. Why do you own and love Morgans? What makes them special? Why a Morgan versus any other breed?

Wear Your Pride – Wearing t-shirts, hats, and other clothing emblazoned with your club name and logo, or any of the great Morgan pieces you can find through AMHA or other retailers, will attract attention, and encourage others to ask you about the Morgan horse. Don't save your favorite Morgan sweatshirt just for the next breed show. Wear it to the tack shop, to the mall, or to the next sporting event you attend.

Morgan Promotional Booth – Booths can be set up at county fairs, church bazaars, in front of the local grocery store, and of course at equine trade events. Be sure to have lots of color photos of Morgans in action as well as lots of hand outs. AMHA has a large variety of promotional materials available to help you with this type of project.

Host a Youth Horse Judging Contest – Invite area 4-H and FFA teams to participate and show them a full slate of Morgan classes. Many may have never seen a Morgan in action. You can obtain copies of the Morgan Horse Judging

Standards and Morgan Youth Judging Guide from AMHA.

Host an Open Barn – Get the club members to spruce up the barn, and the horses and invite the local townspeople to enjoy a day on the farm. Have some organized demonstrations as well as some Morgans running free in the pasture. A parade of Morgans showing different disciplines is already a great hit too.

Organize an Open Show – Be it a schooling show, youth show or part of a local summer show series. Hosting a show at your barn or the local arena can be a great outlet for breed promotion, not to mention a fantastic fundraiser for your group. Take the opportunity to have a drill team or flag presentation on Morgans. Another idea that has been successful is reading a portion of the Morgan Judging Standards prior to each Morgan class; this gives onlookers a better understanding of what is expected.

Morgan History Demonstration – Prepare a demonstration on the history of the Morgan. These can be great tools to use with elementary schools, 4-H clubs or Girl Scout Troops. If you have a historical society or museums in your area see about presenting your demonstration at one of their events as well.

March On! – Get a group of club members together to participate in area parades. Be sure to practice ahead of time with noise, loud music, crowds, flags, and any costumes your group may choose to wear.

Organize a Trail Ride – Whether it's a casual ride or a competitive one, invite local equestrians and be sure to have lots of Morgans with their riders wearing hats or shirts showing off their Morgan pride.

Horsebowl Competition – Offer a horsebowl contest and invite local 4-H teams. Doing this early in the year will help you get more teams as they can use it as practice for their county and state competitions. Be sure to follow the local 4-H rules, use Morgan references in addition to the 4-H ones.

Host a Clinic or Demonstration – Invite noted Morgan horse trainers, instructors, or breeders to conduct a clinic. Advertise in area newspapers and invite local equestrians to attend. **Members of the AMHA Professional’s Clinic will provide their services at no charge; you may only need to pay their travel expenses. You can contact AMHA for more information on this program.**

Art & Photo Gallery – Set up a gallery type exhibit of Morgan artwork and photographs.

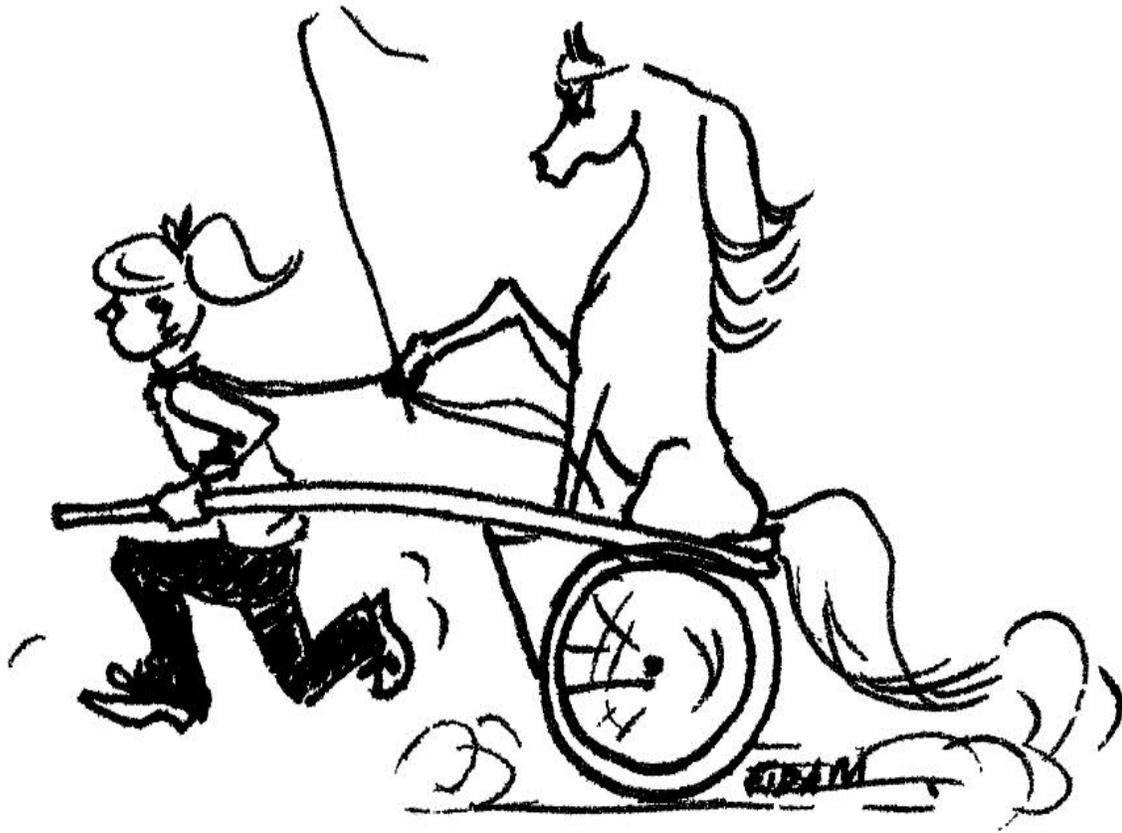
Coloring Contest – Provide a Morgan coloring page to local children and have Morgan themed prizes.

Literary Contest – Come up with a fun and creative topic and invite local children to write stories and poems. Topics could include “My Favorite Morgan is...” or “If I Had My Own Morgan...”

Don’t forget that AMHA has a great selection of promotional materials, many are available at no charge to members, you may have to pay only shipping and handling fees. Several brochures and “how-to” manuals are available as well as a variety of “give-aways” like pencils, buttons, post-it notes, and more. You can also get cases of *The Morgan Horse* magazine to hand out to libraries, doctor’s offices, and other places.

CHAPTER SIX

SOCIAL ACTIVITIES



Keeping It Fun

Don't forget that amongst all that learning and promoting, if your youth members and their families aren't having fun they won't keep coming back. Listen to your members and you'll figure out what they like to do and what they get excited about. If you get really stuck, or just want to try something different, here are a few ideas that have been popular in the past.

- Potluck Suppers
- Family Trail Rides
- Hayrides
- Christmas Caroling on Horseback
- Sleigh Rides
- Sports on Horseback – Think basketball, football, soccer and of course polo
- Egg & Spoon
- Sit-A-Buck
- Gymkhana Events
- Horse Movie Marathon
- Scavenger Hunts
- Morgan Birthday Parties – Bake a carrot cake and put a goofy hat on your favorite Morgan!
- Stall Decorations – Make decorations either for use at home or the next show
- Pedicure Day – First paint each other's toes then paint your Morgan's hooves! Use some of the great colored and sparkly hoof paint available at your local tack shop.
- Field Trip – Take a trip to local farms, veterinary clinics, or even to nearest water park!

A group that gets along well and has fun together will work well together. Keeping everyone laughing and having a good time will help keep their interest and enthusiasm high.

It is also important to remember that the friendships our youth make today can last them a lifetime.

For some clubs it may difficult to get together just for social activities. Geographical distances and busy schedules may not allow for such activities. If that is the case, then be sure you

infuse a little fun into each gathering. Meetings don't have to be all business. Also, use times when the members are all at the same event, like horse shows or banquets, as an opportunity to do something fun.

CHAPTER SEVEN

ANNUAL CLUB AWARDS



Club Awards

AMHA offers a variety of award programs including awards for recognized youth clubs. Youth clubs can vie for Club of The Year honors as well as Blue Ribbon Club and Educational Display contests. Entry deadline for these contests is January 15; awards are announced at the AMHA Annual Convention.

Club of the Year

The purpose of the AMHA Youth Club of the Year Award is to honor AMHAY clubs with well-rounded programs as depicted in a yearbook created by club members.

The seven required chapters of the yearbook are:

1. **Club History** – A brief history of your Morgan Youth Club. Include in this chapter when and how the club began, past activities and accomplishments and fun with Morgans, information on your leaders, and the outstanding achievements of individuals in your club.
2. **Member Autobiographies** – A brief autobiography and picture of each club member including: horse oriented and non-horse activities, the level of horsemanship achieved and the school and community activities participated in.
3. **Meeting Program** – Include how often you meet, the types of activities done and what has been learned.
4. **Educational Activities** – Include any educational activities participated in, including youth judging contests, horsebowl, clinics, and demonstrations.
5. **Community Service** – Explain any and all community service projects completed by the club.
6. **Fund-raising Projects** – How did the club raise money throughout the last year?
7. **Promotional Activities** – What did the club do to promote the Morgan breed in the last year?

Yearbooks are also scored on artistic layout and neatness. Additional points can be earned for a slide or powerpoint presentation or for participation in the Educational Display Contest.

Powerpoint or slide presentations should contain 10-30 slides that tell a story or teach a lesson. The script and narration must be done by a club member and the slides should be in order.

Special achievement awards will be given in the following categories:

- Best Artistic Layout
- Best Photographs
- Best Slide/Powerpoint Presentation
- Best Breed Promotion
- Best Community Service
- Best Educational Activities
- Best Yearbook Cover
- Best Fundraising Efforts
- Special Effort
- Most Original

Educational Display Contest

The Educational Display Contest is a chance for clubs to put together a visual lesson on a topic of horsemanship they wish. Topics can range from medical to training, nutrition to tack repair, and anything in between. Remember, creating an educational display for the contest will earn an extra five points for your Youth Club of the Year entry.

Entries will be displayed at the AMHA Annual Convention. Each entry must teach a lesson in an area of horsemanship and should include photographs as well as display samples. Two-dimensional display boards must not exceed 3' x 4'. Overall awards are presented through tenth place in the categories of:

- Best Photography
- Most Educational
- Most Original
- Best Artwork
- Most Attractive
- Best Display Sample

CHAPTER EIGHT

AMHA YOUTH PROGRAMS



AMHA Youth Program

AMHA Youth Advisory Council

The AMHA Board of Directors annually appoints a member of the Board to be chairperson of the AMHA Youth Advisory Council. The chairperson then appoints a committee to help plan and implement the youth program. The committee is composed of representatives from across the country. These people are dedicated to improving and promoting the Morgan youth programs in order to offer challenging and rewarding programs to all youth members.

Youth Advisory Council members can be a great resource for club leaders. Most members of the council either currently lead an active youth club or have in the past. They also are aware of all of the great opportunities and programs available to AMHA youth members. Advisory Council members can also be a great resource when you are looking for new ideas for fund-raising, need some activity suggestions or would like a reference for a clinician.

An annual advisory council meeting is held at the AMHA Annual Convention. Members are also able to communicate throughout the year via email and facebook.

AMHA Youth Council

The AMHA Youth Council plays a major role in determining the goals and objectives of the youth program. These young people are an important link between the AMHA office and the local youth clubs and members.

Council members should be able to explain AMHA youth programs to local clubs, help organize new clubs, assist with local Youth of the Year contests, and help with the planning and organizing of various AMHAY activities including those held annually at the Grand National & World Championship Morgan Horse Show.

Regional Directors or Representatives should be available to the youth clubs in their region to assist with activities, attend meetings, or lend suggestions. If at anytime you have any concerns, comments or ideas for the AMHA Youth Program, please let your Regional Director or Representative know.

Annual meetings are held at the Grand National & World Championship Morgan Horse Show. Youth Council members are also able to communicate throughout the year via teleconferences, email, and facebook.

For information on how a youth becomes a member of the AMHA Youth Council please contact the AMHA Office, Regional Youth Council Director, or Representative. A list of contacts for these individuals is available on www.morganhorse.com.

AMHA Youth Horsemastership Program

The AMHA Youth Horsemastership program is designed to help youth become competent horsemen and women. This program is organized into five levels. Each level is designed to give the youth member goals to work toward. Upon completion of each level they will receive special recognition from the AMHA Youth Department.

The five levels of the program are Bulrush, Woodbury, Sherman, Black Hawk, and Justin Morgan. Each level will build upon the ones before it, providing opportunities for youth to increase their knowledge and skill level in all areas of horsemanship including anatomy, training, stable management, safety, grooming, breed history, tack and equipment, diseases, parasites, and nutrition. The program even provides opportunities to improve public speaking and writing skills. There is also a pre-Bulrush workbook available called "Figure-It-Out."

To receive recognition for their achievements in this program, youth must be members of AMHA

and should use a Morgan horse to complete all requirements. Youth may work on level requirements in a club or as an individual member. Level requirements do not need to be completed all at the same time, but each level must be completed before progressing to the next.

The Horsemastership Manuals serve as a text for the program and provide instruction and information. Contact the AMHA Youth Department for copies of these materials.

Tests for the first two levels, Bulrush and Woodbury, are to be administered by local club leaders or other knowledgeable persons. Test for the top three levels, Sherman, Black Hawk, and Justin Morgan, must be administered by official horsemastership examiners. A list of official examiners can be obtained by contacting the AMHA Youth Department. Examiner application forms also can be obtained.

Upon completion of all requirements for a level, a Horsemastership Achievement Report Form should be filled out and submitted to the AMHA Youth Department. Achievers will receive a certificate and pin and will be announced on the AMHA website and in *The Morganizer*. Black Hawk and Justin Morgan achievers will receive additional awards as determined by the Youth Steering Committee.

AMHA Youth of the Year Contest

The AMHA Youth of the Year Award is one of the highest honors presented to Morgan young people. Each local and regional club is encouraged to sponsor a Youth of the Year contest and thus give young people the opportunity to demonstrate their skills in a variety of areas.

Along with the honor of winning a local or regional contest, the winner of the senior division of a contest can qualify to compete in the Youth of the Year Finals. The Youth of the Year Finals are held each year in conjunction

with the Grand National & World Championship Morgan Horse Show.

At the Finals a variety of awards are presented to winners of each of the four phases of the contest as well as to the overall champion and reserve champion. The individual named the AMHA Youth of the Year Champion receives a month long trip to the country of his or her choice to serve as an ambassador of the Morgan breed. The Reserve Champion receives a week stay with the Morgan breeder or trainer of their choice within the continental United States. These trips and awards are made possible through generous sponsors and supporters of the AMHA Youth Program.

Local and regional contest coordinators are encouraged to offer divisions for walk/trot riders as well as junior and senior youth members. Three of the four phases of a contest must be offered in order for the winner to qualify for the national event. The four phases of a Youth of the Year contest are:

- Oral Presentation
- Horsemanship Pattern
- Written Exam
- Horse Judging

A Youth of the Year Contest Coordinators Handbook is available from the AMHA Youth Department. This handbook will detail the rules and suggested guidelines for organizing a contest at the local or regional level.

AMHA Medal Class Program

The AMHA Medal Class program is a chance for young riders to showcase their riding skills on a higher level. In addition to regular rail work, entrants must be prepared to execute a prescribed pattern individually. The partnership between a rider and his or her Morgan horse is of the utmost importance.

USEF and CEF recognized shows may apply to AMHA to host any of the six classes that are a part of the Medal Class Program. The six classes included in the program are:

- Saddle Seat
- Western Seat
- Hunter Seat on the Flat
- Hunter Seat Over Fences
- Dressage Seat
- Reining Seat

Any AMHA member may enter the medal classes, provided they are also a member of USEF, and meet the age requirements. Medal Classes are open to riders aged 21 and under.

Winners of recognized Silver Medal Classes will receive an engraved silver medal from AMHA and will be qualified to enter the Gold Medal class at the Grand National & World Championship Morgan Horse Show.

Complete AMHA Medal Class rules can be found in the Morgan Horse Judging Standards or in the United States Equestrian Federation Rulebook. For information on how a recognized horse show can apply to host the Medal Class Program, please contact AMHA.

Youth Horse Judging Contest

A Horse Judging Contest can be a great way to help your youth members hone their judging skills, as well as a fantastic breed promotional tool when you take the opportunity to invite other youth such as 4-H or FFA teams. Hosting a contest, however, can be a daunting task if you are not familiar with the format. It is wise to organize your event, even if it is meant to be just a practice or training session, following the established format. When your youth members participate in a formal horse judging contest they will benefit from being familiar with the routine of the contest.

Why a youth horse judging contest?

Through horse judging programs we teach our owners and breeders of the future to evaluate horses and select the most ideal horse in a class. Youth are introduced to a logical, step by step method of looking at each horse. They are also

taught vocabulary to explain in a positive manner the reasons why one horse should be placed over another.

A great advantage of such an activity is that any young person can participate regardless of age or ability to own or handle a horse. Participation in such a program gives youth exposure to yet another dimension of the horse industry. Learning how to judge a group of horses gives one a new perspective on what it is like to stand center ring, and may even ignite a desire to become a licensed horse show judge later in life.

A variety of skills can be gained from participating in a youth horse judging program.

- Increased proficiency in understanding the anatomy of a horse and its functions.
- Ability to understand what blemishes and unsoundness are and to detect them.
- Ability to observe the horse in motion so that action can be understood and evaluated.
- A method to quickly, yet completely evaluate a horse and make comparative evaluations and judgments.
- A method to take notes in an organized manner, recording only the important comparative points.
- Public speaking skills.
- Time management skills.
- Analytical thinking and decision making skills.

What is a horse judging contest?

A horse judging contest is an activity where youth can compete individually and/or as a part of a team to evaluate and place a class of horses. Classes usually consist of four horses and can be from any division appropriate to the breed or type of horse being judged including halter, equitation, reining, jumping, carriage driving, Western, and English. Contestants may even have to present a set of oral reasons explaining and supporting why they placed the class the way they did. All placings and oral reasons must be done individually, without help or collaboration with coaches or teammates.

Contests can consist of any number of classes depending on time and number of horses available. It is recommended to have at least four classes. A well-rounded contest will have at least eight classes split between halter and performance divisions. It is acceptable for a smaller contest to have four halter classes and no performance classes but if you are inviting other groups to your contest it is wise to advise them of the number and type of classes you expect to offer.

How is the contest conducted?

If you are completely unfamiliar with the world of horse judging contests, you may wish to check with your local 4-H or FFA group. Observing a contest in action, or better yet volunteering to help at one, can go a long way to understanding the process and being better prepared to host a contest yourself. In lieu of that we offer you some guidelines here to help you organize your event. A helpful resource is the National Horse Judging Team Coaches Association. Their website is www.nhjtca.org; there you can find the Official Handbook of the National Horse Judging Team Coaches Association. These are the accepted rules and directions for holding a horse judging contest. What follows is taken in part from the handbook and in part from experience. For specific rules and directions, it is wise to download a copy of the handbook.

First you need to decide what type of event you will be holding. Will it be a training session for your youth club, an informal practice event for local teams or a more formal contest? Next you will need to determine a date and location that can accommodate your event. When planning on inviting other teams, be sure to check their competition schedule. Depending on the area 4-H and FFA teams may start competing early in the spring, others not until mid-summer. Scheduling your contest before their regular competition begins may encourage them to join you to tune up for later contests.

You'll also want to be sure that the location you select can accommodate the number of contestants and horses you expect. If having a

training session with just your club then the small parking area out front and the half dozen horses you have available at the farm may be enough. However, if hosting a formal contest be sure you have enough parking space, room in the arena for all of the contestants and the horses, and a wide enough of variety of horses so that contestants are not seeing the same four horses over and over again.

You may need to solicit other Morgan owners to loan their time and their horses for the day. Be sure to do this well in advance of the contest date and let everybody know when and where to be and what is expected of them. It is recommended to request that all horses and handlers be presented as though they were at an actual show. Exhibiting horses in clean, proper tack and handlers in attire appropriate to the division makes for a more realistic experience and also makes a much better visual impression when inviting other teams and groups to your event. When assigning horses to classes try to provide a "placeable" class. This means that horses used should match the specs or requirements for the class they are entering and ideally should be comparable to other horses in the class as well.

After you have decided on the what, who, when and where you'll want to figure out the how. How many classes you will have should probably be the next decision made. Knowing this will help you to be able to develop a schedule for the event.

A suggested time schedule overview follows for a contest consisting of four halter classes:

8:00 a.m. contestant registration
8:30 a.m. contestant briefing
9:00 a.m. begin classes
10:30 a.m. contestants move to oral reasons area
11:15 a.m. contestants begin oral reasons
12:30 a.m. presentation of official placements and reasons
2:00 p.m. awards presentation

A suggested time schedule overview follows for a contest consisting of four halter classes and four performance classes:

8:00 a.m. contestant registration
8:30 a.m. contestant briefing
9:00 a.m. begin classes
12:15 p.m. contestants move to oral reasons area
1:00 p.m. contestants begin oral reasons
2:30 p.m. presentation of official placements and reasons
4:00 p.m. awards presentation

It is wise to either ask contestants to bring a bag lunch, have a concession stand available, or provide lunch such as pizza or sandwiches.

You'll also need to identify official judges for your contest. It is recommended that you have at least two judges, preferably ones who are USEF licensed, or that at least have experience judging horses and working with youth. Many folks will donate their time when they know it is for a good cause, like developing the skills of our youth.

Next you will need to obtain, and learn, a scoring system. The scoring for a horse judging contest is actually quite complicated but once you become familiar with the system it can be easily managed. A hand held "Hormel Scale" can be purchased but if you have a large contest it can be far too time consuming to use. Check with your local or state 4-H or FFA departments to find out how they score their contestants. You may even be able to get them to agree to help out by scoring your event. Other options include:

Websites do the tabulations for you. You simply enter the official, or correct, placing, and the cuts. It then gives you all the possible placings and their scores.

www.worldaccessnet.com/~normans/hormel.html
www.calaged.org/caescripts/Judging/Scoring.asp

Handheld Hormel Scales can be purchased. The Hormel Scale is the accepted standard for scoring livestock and horse judging competitions. This website offer scales for sale:
[www.enasco.com/ProductDetail.do?sku=C07437\(Y\)N](http://www.enasco.com/ProductDetail.do?sku=C07437(Y)N)
The scale is product# C07437(Y)N

Additionally, this website offers a downloadable program for scoring a horse judging contest. It can be complicated to learn but works well, recommended for large horse judging contests.
<http://www.calaged.org/Tabulations/Index.htm>

The Utah State University Extension offers a detailed explanation that is helpful when scoring without the use of a Hormel Scale or computer program. It can be found at their website <http://extension.usu.edu/> in the search engine type the words "scoring livestock judging classes"

Finally you should determine if awards will be given. This is highly recommended for a formal contest and encouraged for all events. The more formal your contest is, especially if you have invited outside groups to attend, the more effort you will want to put into your awards program. If you have Morgan and non-Morgan youth participating you can either split them up and award them separately or keep them together, this may depend in part on the size of your contest. You may also want to divide your contest into age groups. Most 4-H teams are used to competing against similar aged contestants and teams; however, at the contest hosted by AMHA at the Grand National & World Championships Morgan Horse Show we do not separate Junior and Senior teams and this has been well accepted. When it comes to individual awards, contestants are divided by age group. Possible age groups could include 13 & under, 14-17, 18-21, or 14-21. It can also be fun to offer an adult division for the parents and coaches!

Possible awards can include individual and team awards for:

- High-point Halter/In-Hand
- High-point Performance
- High-point Reasons
- Overall High-point Individual by age group
- Overall High-point Team

Contestant Management

It is advisable to divide your contestants into groups and to have several adult volunteers act as group leaders. Teams can consist of up to

four members, which will make dividing into four groups easy. Generally teammates would not be in the same group. Establish ahead of time how you will place contestants into groups.

Usually contestants should have a designated number depending on their position on the team. For instance if you receive an entry for a team named “Morgan Miracles” and it is the first entry you receive you might designate that as team #1. Its contestants would then be numbered accordingly.

Team Name: Morgan Miracles **Team No.:** 1
Contestants: Abby Smith **Contestant No.:** 1-1
Rebecca Jones 1-2
Tom Peterson 1-3
Mark Johnson 1-4

As you can see, Abby would be team member 1 of team 1, Rebecca team member 2 of team 1 etc. Name badges can be made up with these numbers ahead of time for use the day of the event. Contestants should not display their names or tell the oral reasons judges their names so using these numbers can help keep everybody organized. These contestant numbers will also go on their judging cards and will be used in some of the scoring systems available.

To determine contestant groups you can have all of the team member #1s in one group, #2s in another, etc. Group leaders will be responsible for keeping their groups together, ensuring that everyone is following the rules (especially the no talking rule), collecting judging cards after each class and escorting groups to various locations as necessary. Make sure your group leaders are well aware of their responsibilities ahead of time; it is helpful if they have experience with these types of contests as well.

The Halter Class

Each halter class should last either 15 or 17 minutes. A non-reasons class would be 15 minutes. This would be a class that is not designated as one for which contestants will have to give a set of oral reasons, or answer questions on. A reasons class should last 17 minutes. The

following is a breakdown of how the halter class should be conducted and the time allotments for each section or view.

	Time (minutes)
Side view	3.0
Front view	1.5
Rear view	1.5
Close inspection 2 min./group	4.0
Move class providing a front, rear and side view	4.0
Side view	
Non-Reasons	1.0
Reasons	3.0
TOTAL	
Non-Reasons	15.0 minutes
Reasons	17.0 minutes

During a halter class the contestants are generally in the ring with the horses. Contestants may need frequent reminders not to crowd the horses; this can be done by your announcer and by the group leaders as well.

Contestants already will have been split into four groups; one group should be sent to each corner of the ring before the horses are brought in. The contestants should be told to turn to face the wall or railing, backs to the judging area so that the horses can enter and set up without being judged.

As horses enter the ring remind your contestants what class they will be seeing (is it Morgan Mares, Morgan Stallions, etc.) and if it is a reasons or a non-reasons class.

Handlers should have back numbers designating them as entry #1, 2, 3 or 4. Horses should line up in numerical order, head to tail. This will provide the first side view. At this point contestants should be told to stay on whichever side of the horses they begin. For example, if groups 1 and 2 are on the right side of the horses they should remain on the right side of the horses, not crossing in front of or behind the horses.

After the three-minute side view, handlers will be asked to turn their horses 90 degrees to the right. At this point one side of the arena will have the front view and the other side the rear view. After one and a half minutes ask handlers to turn their horses 180 degrees so they are facing the opposite direction. This will afford the opposite view for the contestants. After another minute and a half you will announce it is time for close inspection.

Each contestant will be allowed two minutes for close inspection. Please make sure the horses are spread apart enough to allow contestants to walk between them but remember to remind contestants of the need to practice safety.

The best way to run the close inspection is to have half the contestants go in at a time. So again, if groups 1 and 2 are on the right side of the arena, allow them to go in for close inspection. After two minutes they must back out again and allow groups 3 and 4 their two minutes. Following the time for close inspection will be an opportunity for the contestants to see each horse move.

Ask the contestants to back out to the railing to allow horses room to move. The best practice is to have each handler move their horse one at a time. Each handler should first walk the entire ring and then trot the entire ring before returning to line. Many horses tend not to cooperate with trotting on the line on demand. Please make sure handlers are aware that they should execute a complete pass at the trot, it may mean going around the ring a little extra if the horse didn't start trotting right away. This ensures that each contestant is able to get a clear view from the front, rear and side of each horse at the walk and the trot. This portion of the class may take more or less time than the four minutes allotted. If it takes less time you can move on to the next portion and use your discretion as to whether you will allow extra time for the final evaluation. If it takes more than four minutes that's OK, but be sure that contestants get at least the allotted time for the remainder of the class.

After each horse has completed the movement section of the class they should line up head to tail again facing the opposite direction that they did in the beginning. This allows the contestants to have the view of the opposite side from which they started the class. This is also their opportunity to make final comparisons and decisions. You will see in the chart that this is the section where the time difference comes into play depending on whether the class is a reasons or non-reasons class.

Depending on the size of your contest, and the size of your facility, it may be best to run two halter classes at once. If you have a large number of contestants having them all encircle a small group of horses at the same time could be scary for the horses, and dangerous for everyone. Instead you could run two classes simultaneously, having half the contestants judge each class. In this case your halter entries would actually perform two classes, one for each half of the contestants. This could be accomplished in a split ring or even in two separate rings if necessary.

If running two classes simultaneously it is wise to group reasons classes together and non-reasons classes together due to the difference in running times. For example, if you are offering four halter classes, two of which will be reasons classes and two of which will be non-reasons classes then Class 1 and Class 2 will be your non-reasons classes running at the same time and Class 3 and Class 4 will be your reasons classes running at the same time.

The Performance Class

Following the halter section of your contest participants should be escorted by their group leaders from the ring. Seating them in bleachers would be ideal, but in lieu of that, they can stand around the outside of the ring. Wherever the contestants are placed be sure that they will have optimum viewing of the horses. If there is a high wall between them and the horses, have the horses ride off of the rail a few yards to improve visibility for the contestants.

There is no prescribed time pattern for the performance classes as there is for the halter classes. Time allotted will depend on the type of class and should be at the discretion of the official judges. Please try to ensure that equal amounts of time are allowed for both directions of the ring; if the class trots for two minutes the first direction then they should do so the second direction as well.

If you didn't announce prior to the contest what the performance classes would be, then you should have announced it during your contestant briefing. This gives contestants a chance to refresh themselves on the requirements for each class. For practice and informal events you may want to read the class specs prior to each class. As each class enters the ring, be sure that at least the name of the class and if it is a reasons or non-reasons class is announced.

Ask exhibitors to enter the ring in numerical order, they should again have back numbers designating them as entry #1, 2, 3 or 4. Following execution of all required gaits entries should line up center ring, again in numerical order. At this time horses should be backed individually if required by class specs. After the horses are excused from the ring contestants should have one minute to finish marking their judging cards and turn them into their group leader.

Oral Reasons

The oral reasons phase of a horse judging contest is an opportunity for youth judges to explain to a reasons taker or reasons judge how and why they placed the designated class. In the appendix of this handbook, you will find an "Oral Reasons Form," this is meant to be a learning tool to help inexperienced youth judges learn the proper format for giving a set of oral reasons.

Generally notes are not allowed when a contestant is giving oral reasons; it can be allowed for younger contestants if stated ahead of time. Otherwise a penalty may be applied to contestants using notes, generally a five-point deduction.

Contests that are designed specifically as a training exercise may elect to forgo the reasons portion of a contest and instead ask questions of the contestants to evaluate their observation and retention skills. Depending on the age and experience level of your participants, questions may range from the simple to the difficult. Examples may include:

"What color halter was the #4 horse wearing?"
"Which horse was a bay with a white hind sock and a star?"
"Which horse had a parrot mouth?"
"Which horse least fit the standard for this class?"

Questions can also be used to replace the oral reasons portion of a contest held in conjunction with a Youth of the Year Contest, but is only recommended for use with the Walk-Trot and Junior divisions. Senior division contestants should use this opportunity to practice giving a formal set of oral reasons.

Because each set of reasons given is based on a 50-point scale it is advisable to keep that in mind when planning your questions. For example, you may decide to ask five questions worth ten points each or ten questions worth five points each. Keeping the points basis the same will be easier in the long run. Questions can be asked of the group with individuals writing down their answers and then turning them in, or could be asked individually and scored by "judge." If using formal oral reasons for your contest it is important to have reasons judges who are familiar with the format. Again, check with your local 4-H or FFA departments, they may be able to give you some leads of people in your area. You can also ask older, experienced youth who have participated in contests in the past.

Try to provide a quiet, comfortable area for the oral reasons portion of your contest. Separate areas for the judges is ideal, this can be stalls, offices or even just sectioned off areas of the arena. Contestants should be provided with chairs and informed of their order of go and the order of the classes for which they will be giving their reasons. Be advised however, that once this

is done many contestants will not stay seated for long. Many will want to move around to practice their reasons out loud. This is acceptable within reason; you and your volunteers will have to use your judgment. Contestants still should not be talking to each other or to their coaches or advisors.

Once contestants have been placed in the room or area they will be giving their oral reasons in it is important that they have at least 20 minutes to prepare and practice their oral reasons before the judging begins. With larger groups it may be wise to again split contestants up, having two or more sets of reasons being judged at once. For example if the reasons classes were Morgan Mares In-Hand, Morgan Stallions In-Hand, Western Equitation and Pleasure Driving you could have two or four reasons judges. With a large contest it would be wise to have four judges and have four groups of contestants. Each group will start with a different class and rotate through their reasons in an orderly fashion. This will keep things moving along nicely and help to prevent long delays.

Placing Cards

For the purposes of keeping your contest looking official, and for making scoring easier, you will want to provide uniform placing cards. Generally one card for each class plus one extra as a "just in case" card is enough. You may wish to copy cards onto different colored paper to differentiate between Morgan and non-Morgan teams if you have separated them for awards purposes. A set of placing cards can be found in the appendix of this handbook for your use.

Horsebowl Contest

A horsebowl contest can be a fun, interactive way to learn about all areas of horse knowledge. Set up much like a game show, two teams of four contestants sit across from each other and attempt to be the first one to answer a question asked by a moderator. At the end of the game the team with the most points wins.

Questions are asked on a variety of topics including:

- Nutrition
- Genetics, Colors & Breeding
- Bones, Physiology & Endocrinology
- Anatomy & Teeth
- Conformation, Gaits, Unsoundnesses & Way of Going
- Breeds
- Showing
- Diseases
- Parasites
- Horse Psychology
- Tack & Equipment
- Trivia
- Morgan History & Registration Rules

A horsebowl contest can be a great addition to a club meeting, year end banquet or even a formal event with area 4-H teams invited to participate. If inviting outside teams to join your event it is wise to follow standard operating procedure for a horsebowl contest. If doing an event just for your club, feel free to be a looser with the rules and get creative. For example, in a formal contest a set of electronic buzzers are used, a contestant must activate a buzzer and be recognized before answering a question. To make it a bit more fun try using bells, kazoos, or leftover noise makers from the New Year's Eve party! If you wish to use the standard buzzer system check with your local 4-H department, you may be able to borrow or rent their systems.

AMHA recognized references for horsebowl competition are:

The Complete Morgan Horse by Jeanne Mellin
The Morgan Horse Judging Standards Manual
The AMHA Registration Rules
The AMHAY Horsemastership Program
The United States Equestrian Federation Rule Book
Horse Owners Guide to Lameness by Ted S. Stashak, DVM MS
The Horse 2nd Edition By JW Evans
Feeding & Care of the Horse 2nd Edition by Lon Lewis

The Illustrated Veterinary Encyclopedia for Horseman through Equine Research Labs
The following are the AMHA Youth Department Horse Bowl Competition Rules.

AMHAY Horse Bowl Rules (revised 2/2003)

The purpose of the Horse Bowl Contest is to provide an opportunity for youth to demonstrate their knowledge of horses and equine related subject matter in a competitive setting. Contests should be an educational experience for both participants and spectators. Teams are not separated by age or organization, rather are positioned on the competition grid by lottery.

Equipment

Game panels-an appropriate device shall be used which clearly indicates which contestant responded first.

Time Recorders-Two devices shall be used; one to measure total elapsed time with stop/start features and an accuracy range of at least 15 minutes and the other to measure response time in seconds and fractions of seconds.

Score keeping device-blackboard, flip chart or an electronic light display system.

Packet of questions-the contest will be divided into two halves. The first half (20 questions) will be one-on-one questions and the second half (20 questions) will be toss-up.

Officials

Moderator-The moderator will assume direction of the contest, ask all questions, and designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator shall designate the start of total time, the start and stop of time-outs, the winner of each match and shall at all times be in control of the game.

Referee Judge-At least one referee judge should be used. He or she should be knowledgeable horse people capable of determining the acceptability of answers.

Time Keepers-At least one individual should be used to time the 15 minute round and the five-second limit to respond to each question.

Score Keepers-At least one individual shall keep score for each contest and at least one person will keep a score sheet on individual players. Points should be recorded in such a way that each point can be checked and the scores are clearly visible to the moderator, the contestants, and if possible, to the audience. Scorers should reconcile each team's scores between the two halves of a round. After each round all score keepers should be in agreement.

Teams

Each team shall consist of four but not more than five members. The alternate will not be seated at the panel or participate in the questions and answers unless:

- The moderator deems it impossible for one of the regular members of the team to continue

or

- The captain of a team requests a time-out and the replacement of a team member with an alternate.

If an alternate is seated following the removal of a regular contestant, the team member removed becomes the alternate but is ineligible to return to that particular match.

Team Play

Team play is divided into two halves. The first half consists of 20 one-on-one questions worth two points each. The second half consists of 20 toss-up questions worth one point each.

During the first half, one-on-one play, only one member of each team is eligible to respond to a question. This eligibility will rotate with each question starting with the number one players of each team and passing to the 2nd, 3rd, and 4th players, respectively. Two points will be awarded for a correct response, one point subtracted for an incorrect response. The moderator will indicate prior to the reading of the question which two players are eligible to respond. If the first player answers the question incorrectly, the corresponding player may

answer the question. If the second player answers it correctly, they get one point. If the second player answers the question incorrectly, there is no penalty. If neither player to whom a question is addressed responds in five seconds, the question will be discarded without loss of point. The next question will be directed to the subsequent contestants of each team.

Second half questions are toss-up questions and will be addressed to all team members. One point will be awarded for a correct response, one point subtracted for an incorrect response. The first person to push the responder button will be able to answer the question upon being acknowledged by the room moderator. If no response or an incorrect response is given then the other team/individual may respond with no penalty for the wrong answer. If a response is not started in five seconds, the team activating the responder will lose a point. If five seconds after the completed reading of the question no buzzer has been activated, the question is discarded with no loss of points.

Bonus Points- A team bonus of two points will be awarded if all four members of a team answer a question correctly.

Bonus Questions-A team correctly answering a question to which a bonus question is attached will be given a bonus question. Members of the team may confer on bonus questions for 10 seconds. At the end of 10 seconds, the captain or designated player must give the answer. Incorrectly answered questions do not go to the other team. One to three bonus questions will be found attached to toss-up questions. Team members and coaches should remain seated until scores have been reconciled with all score keepers and are accepted as final. At that time they will be excused from the round. Teams and individual team members or coaches who do not comply will be considered to be exhibiting poor sportsmanship and may be excused from competition.

Procedure

Starting the contest. Teams are assembled and seated at their respective panels. A team captain is designated and is seated nearest the moderator. At the signal of the moderator or as the first question is started, time begins.

The moderator reads the first question until the completion of the question or until a contestant activates a buzzer. If a buzzer is activated during the reading of a question, the moderator will immediately stop reading the question and recognize the respondent. The contestant activating the buzzer will have five seconds to begin the answer based on the part of the question read. If the answer is incorrect, the other team/individual may respond with no penalty for the wrong answer upon activating their buzzer and being recognized by the moderator.

If the moderator fails to ask the other team a missed question, a substitute question of equal difficulty will be substituted to the team not having the opportunity to answer.

Following the final answer, the team with the highest number of points shall be declared winner. In the event of a tie, a packet of five questions will be used to determine the winner.

Once the moderator has declared a winner based on the scores, there shall be no protest.

Protests-Protests may be made only by the team captain or the coach, and can only be made at the time the question is read or the answer is given. Only one coach and one captain will be recognized for each team. When a protest is raised, time will be called. The protester will have three minutes to cite the reference. Only one designated member of the team may research the protest, either the team captain or the individual answering the question which is being protested. The team coach may only research a protest which they have raised. If two references disagree, the referee judge's decision is final. The moderator and referee judges will consider the protest. Their decision is final. Protested

questions may be discarded if the referee judges and the moderator so decide.

Abuse of protest provision may result in one or more of the following:

- Dismissal of team coach from contest area.
- Dismissal (or replacement) of team captain.
- Dismissal of entire team with forfeiture of any points or standing.

Individual Scoring

Individual awards will be presented to six places in the junior and senior categories. Individual point totals will be based on the individual's top three rounds.

Where a tie for an individual award is present, the following will be considered:

- Higher placing will be given to individual who answers the most questions in one round. If still tie, the following will be considered.
- Higher placing will be given to individual who answers the most questions in the fourth round.

Miscellaneous

Teams shall remain in a designated holding room when not in competition.

No one shall be allowed in the holding room other than competing team members and contest officials. Coaches and parents are not allowed in the holding room and are not allowed to interact with their teams once competition has begun.

Once a team has been eliminated from competition, they are excused from the holding area. They may watch other rounds.

Once competition has begun, the members of a team may not be changed. If a team member has to be excused from competition for any reason they may not be replaced. If a team has an alternate (fifth member) at the beginning of the contest, that person may take the position of the excused member.

Sportsmanship shall be considered very important throughout the competition. Poor sportsmanship, including but not limited to, rudeness to any contest officials, teams, coaches or spectators, leaving a round before being excused by the moderator, or excessive celebration may result in the following penalties, at the discretion of contest officials:

- Forfeiture of round
- Dismissal of individual from round
- Dismissal of individual from contest and contest area
- Dismissal of coach from contest and contest area
- Dismissal of team from contest and contest area

AMHI Scholarships

A variety of scholarship opportunities are available through the American Morgan Horse Institute to help young equestrians further their academic and equestrian pursuits. Information and application forms can be obtained by sending a self-addressed, stamped (60¢) envelope to: AMHI Scholarships, PO Box 837, Shelburne, VT 05482-0519, specify which scholarship(s) you are interested in. Or, find out more on the Forms & Publications page of www.morganhorse.com. The scholarship opportunities include:

AMHI Educational Scholarships

Five \$3000 scholarships are available annually. Selection is based on the ability and aptitude for serious study, community service, leadership, financial need, and achievement with Morgan horses.

AMHI Graywood Youth Horsemanship Grant

Provides one to two Morgan youth members per year the opportunity to further his/her study in the mastery of horse care and receive tutelage from breed professionals in the categories of breeding, management, training, and or riding and driving Morgan horses.

AMHI van Schaik Dressage Scholarship

One annual award of \$1,000 to a Morgan individual wishing to further his or her skill, knowledge or proficiency in classically ridden Dressage. Selection of candidates emphasizes helping a rider move from the lower levels of Dressage to Fourth Level and above.

AMHI Grand Prix Dressage Achievement Award

\$2,500 award available to amateur Morgan riders who compete at the Grand Prix level, receiving five Grand Prix scores with a median of 60% or better while riding a Morgan.

Paul J. Stephan Memorial Award

The AMHI Paul J. Stephan Memorial Award is made each year in memory of Paul J. Stephan, who bred, trained, and presented fine Morgan horse champions. An award of \$1000 will be granted to a young man who is interested in working in the Morgan horse industry. The award is open to young men from any state and any financial background. It is not limited to show ring exhibitors but to young men who hold the goal of active professional involvement with the Morgan breed in any capacity.

Other Youth Awards and Honors

Youth Person of the Year Award

Each year the AMHA Youth Program recognizes an adult who has made outstanding contributions to the Morgan Youth Program on a national level. Nominations are accepted from all AMHAY members through November 1. The award is presented at the AMHA Annual Convention.

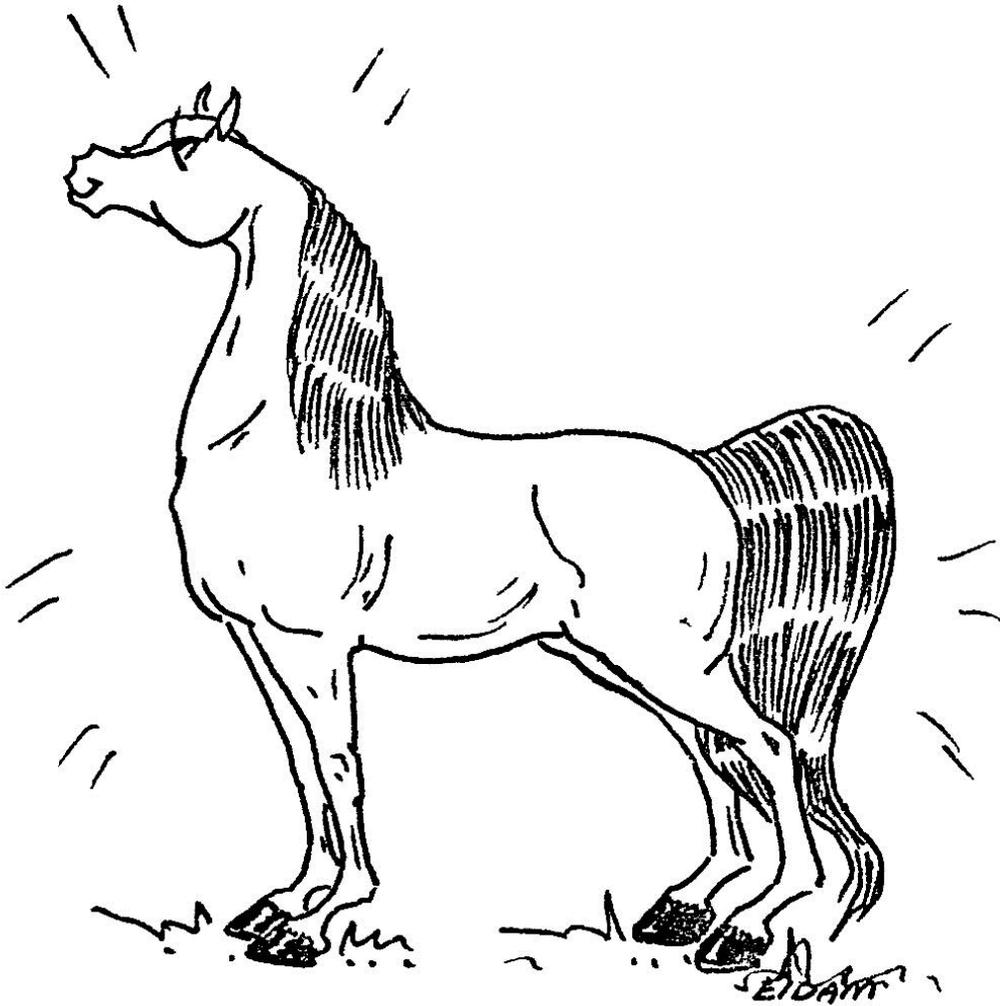
Youth Achievement Award

The AMHA Youth Achievement Award was designed to honor the accomplishments of a youth which illustrate support of the Morgan breed through education, promotion, youth activities, special projects, local or regional club activities or activities on a national level. The award is presented at the AMHA Annual

Convention. Contact the AMHA Youth department for more information on how this award is achieved.

CHAPTER NINE

AMHA'S ROLE



AMHA Membership

It is hoped that all Morgan youth will become youth members of AMHA and thus become part of a national organization dedicated to promoting, preserving and improving the Morgan breed.

Youth membership in AMHA is open to all youth. A youth is defined as someone who has not reached his or her 22nd birthday as of December 1st of the previous year. The age of an individual on December 1st shall be maintained throughout the entire year. Persons born on December 1st shall assume the greater age on that date. For example, if a 13-year-old child turns 14 on December 3rd, their age for the enter year (December 1 through November 31) will be considered to be 13.

All youth that are interested in improving their horsemastership skills and management knowledge are invited to become members. Owning a Morgan, or any horse, is not a requirement for membership.

An AMHA annual membership is good from January 1st through December 31st. Youth membership is \$15 per year or \$100 for a lifetime membership. A youth lifetime membership is valid under December 31st of the member's 22nd year.

Publicity

AMHA can be an invaluable resource when it comes to publicity for your club and club events. New and renewing youth clubs which annually submit a \$10.00 fee with their application with their application will be listed in AMHA membership directory, online at www.morganhorse.com, in *The Morgan Horse* magazine, *The Network*, and in the youth newsletter *The Morganizer*.

Additionally, letting the AMHA Youth department know of upcoming activities such as clinics or shows will allow us to publicize your event online and in upcoming issues of AMHA

publications. Also, letting the youth department know when your club or its members receive special recognition or awards will allow us to spread the good news for you as well.

Be sure to keep the office up-to-date on the happenings of your club, and encourage your club members to submit artwork, stories, photographs, games, and puzzles for inclusion in *The Morganizer*.

AMHA Programs

Open Competition Program

The Open Competition Program is designed to showcase some of the Morgan breed's best ambassadors. AMHA recognizes Morgans competing in events against all breeds with two special awards, the AMHA High-Point Award and the Morgan Medallion Award.

The AMHA High-Point Award presents a year-end award for outstanding performance by a Morgan horse in each of the program's 34 divisions. The Morgan Medallion Award is a lifetime award presented to each Morgan meeting medallion requirements. Bronze, Silver, Gold, and sometimes Platinum medallions are presented in seven areas: Carriage Driving, Eventing, Competitive Trail, Dressage, Endurance, Show and Working Western. Additionally, horses who earn five of the seven bronze medallions are presented with the Morgan Sport Horse Award, a trophy presented at the Annual AMHA Convention.

Junior Exhibitor High-Point Awards are presented in four divisions: Carriage & Show, Competitive Trail, Dressage and Eventing.

Enrollment in the Open Competition Program is \$15 per year per horse, or a horse can be enrolled for a lifetime fee of \$40. For more information, contact AMHA.

Pathways Program

The Pathways Program provides a fantastic way to earn awards and recognition for having fun with your Morgan. Simply keep track of the time spent riding or driving your Morgan horse non-competitively, such as on trail rides, during lessons or training sessions or working the farm. Complete the official Pathways log sheet and turn it in to AMHA. Awards are presented for accruing 75, 150, 300, 500, 1500, 2000, 3500 and 5000 hours. Enrollment for members is \$15 per year and there is no limit to the number of Morgan horses that may be used to accrue hours for this program.