Oklahoma 4-H
Horse Project

Horse Quiz Bowl
Parents’ and Leaders’ Guide

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Many different organizations use quiz bowls as part of an educational activity. Activities range from highly competitive events at state and national level competitions to more general, less structured activities at the community level. Regardless of the subject area, the objectives of all quiz bowls are similar: (1) for participants to increase their knowledge in an area of interest, and (2) to demonstrate their ability to competitively answer questions in an open-forum setting.

Generally, quiz bowls use two formats of play during the activity: ‘one on one’ play and ‘all play’. In ‘one on one’, one member on each team is allowed to respond to a question. Questions are rotated so different players are eligible to respond as the activity proceeds. This part encourages all the members of a team to respond, as they are competing with only one other person. In ‘all play’, all members on both teams are eligible to answer all questions. This part challenges members to respond quickly with more opponents.

Point values are assigned to questions from review materials that the participants have previously studied. Some competitions allot similar point values to all questions, whereas other competitions weigh the point value of questions based on degree of difficulty.

Penalties are assessed when questions are answered incorrectly by two methods: (1) a deduction in points, and (2) a ‘free’ chance for the opposing contestant(s) to answer the question. Some competitions use both methods, some with a deduction of points without a ‘free’ chance for the opposing contestant(s).

Many different horse-related organizations use quiz bowls as a learning tool for youth. Although these competitions are avenues to encourage excellence, youth can gain more from less structured, small group activities that use quiz bowl formats at the local level. Parents and leaders should think of the horse quiz bowl as a local project rather than restricting activities to state or national level competitions only.

Local Group Activities that Prepare Youth for Quiz Bowl Competitions

The value of a quiz bowl is relative to the quality and quantity of information a youth learns about a subject, and the methods the youth takes to obtain the information. A major part of the educational value of a quiz bowl is in the preparation rather than the actual competition. There are many different levels of input. Youth who simply learn to repeat answers to specific questions increase their knowledge base about a particular subject. Youth who go beyond this level by researching information build their ability to retrieve, analyze and interpret information. Youth that have assistance from parents and leaders have more motivation and opportunities to expand their abilities.

Youth are motivated to participate in any quiz bowl by having fun while learning about an area of interest. Youth involved with horses enjoy learning about horses, and displaying this knowledge to others.

Parents and leaders have a large impact on the motivation of youth to learn. Here are some ideas from parents and leaders who have directed quiz bowl activities for their youth:

Design a variety of different yet related activities such as crossword puzzles, scavenger hunts, and word searches. This variety of formats helps keep the attention of youth, and individual youth will be attracted differently to different activities.
Develop enough structure so youth have a sense of what to expect in terms of conduct and play, yet keep things flexible enough so the emphasis can be on having fun while learning.

Key in on each youth’s learning style. Some youth like independent study, others have to be in group situations to enjoy learning.

Design your activities around your goals. For example, to develop abilities to research and interpret information, assign small areas of interests to individual youth, and ask them to report back to the group.

Like carrots to a horse, rewards such as candy and ‘cheese-fries’ can be dangled in front of the youth. The opportunity to go places they haven’t been, prizes for participation, the chance to be around youth with similar interests and recognition from peers and parents are all positive rewards that must be included.

Include some ‘competitions’ over silly or fun facts, i.e. *What was the color of Roy Roger’s horse?* Or ‘competitions’ over something fun about the youth, i.e. *Who in this room was seen kissing their horse on the nose at last Saturday’s horsemanship clinic?*

### The Mechanics of a Competition

#### Equipment

A method of identifying the first contestant to respond to a question is necessary. To meet this need, electronic quiz boards (buzzer systems, lockout systems) are commercially available. These systems have individual responders for the contestants and the electronic circuitry designed to identify which responder signaled first. Additionally, most buzzer systems have a time keeping device that allows for a stop watch function. Buzzers, bells and other auditory and visual signaling devices increase the air of competition.

There are numerous commercial outlets of quiz boards. One informative web site that identifies suppliers of electronic quiz boards is at the academic coaches quiz bowl web site, www.dbtech.net/asca/resource.htm. In addition, many schools have information on sources of quiz boards, as they participate in academic quiz competitions.

#### Preparing Questions

Most competitions provide a list of review materials that is used as sources of questions. Identifying resources provides contestants a defined amount of information to review, and serves as an ‘official’ reference to insure accuracy of information.

Competitions may require contestants to provide sample questions to contest officials prior to the competitions. These questions are used to develop the ‘pool of questions’ for the contest. To be usable, questions should be clearly stated, and allow the contestants to provide a single correct answer. Otherwise, the contestants can become confused, intimidated and inactive because they don’t understand questions. For example, consider the following examples.
The heart rate of a horse is_______.
Resting heart rate?, the heart rate after exercise?, in what units of measurement do you mean?

Rewritten to increase the specificity of the answer: The normal, resting heart rate for an adult horse is in the range of how many beats per minute?

Another word for pregnancy is_______.
Gestation?, in-foal?, bred? A better approach might be worded as follows: A feed table indicated that a mare in gestation requires additional protein above what is needed for maintenance of her body. What does the term gestation mean?

Although fill-in-the-blank is the most common type of question, you may want to use formats such as multiple choice. True/false questions are not appropriate because when answered incorrectly, an opposing team’s ‘free chance’ at answering becomes a mute issue. Multiple choice formats may increase the number of attempts by contestants because questions will more clearly identify the intent of the question, and help by providing one correct answer if sources vary. For example:

The normal gestation length of a horse is how many days?
One source might indicate 335 days, another 342 days. Both can be considered correct considering the wide range of reported estimates of gestation lengths. The answer becomes more defined when the question is written in a multiple choice format:

Which of the following ranges is considered normal gestation lengths for mares?
A. 7 to 10 days
B. 250 to 300 days
C. 335 to 345 days
D. 360 to 380 days

There are advantages in using multiple choice, especially when there isn’t access to qualified judges to interpret situations like the above. Contestants do not have to interpret multiple choice questions as much as fill-in-the-blank and the chance of randomly answering a question correctly is increased.

Once a written question pool is developed, read the questions aloud before deciding on the final wording. What appears to flow on paper may sound confusing when read. Also, phrase the questions in as short a form as possible. Short, concise questions that lead contestants to a single answer will be responded to more frequently than wordy, confusing or open-ended questions.

People

Moderators, timekeepers, referee judges and scorekeepers are needed for a competition. A moderator is in charge of reading the questions and enforcing the rules of play. The moderator may also control the quiz board time-keeping device, and can also serve as a judge if qualified.

Another person should be in charge of score keeping. Two score keepers are recommended. It is recommended that one set of scores be displayed so contestants can view them while the match is in progress. Another set of scores can be recorded on a score sheet.
Oklahoma 4-H Horse Quiz Bowl Contests

The main objective of 4-H Horse Quiz Bowl contests is to encourage youth to display their knowledge of equine-related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. The State 4-H Horse Quiz Bowl competition follows rules and regulations of national 4-H contests. Complete rules and regulations are available at Cooperative Extension offices as part of the materials prepared for State 4-H Roundup (The State 4-H Qualifying Contest is part of State 4-H Roundup).

Parents and leaders are cautioned not to limit their activities to the confines of the state contest. The formats, rules and regulations for the contest are not intended to be a guideline for local group activities. Rather, parents and leaders should create formats that allow for feedback, further questions on subjects, and group participation. Regardless of what activities are developed, one overriding principle must be emphasized. MAKE IT AS FUN AS POSSIBLE! Remember that this is a voluntary activity.

Understanding what motivates youth will help to develop formats of activities. Positive reinforcement is the main reward system. Interaction with peers, recognition from adults and peers, and the sensation of excitement are common motivational factors of all ages of youth.

The following will familiarize parents and leaders with the competition format of 4-H Horse Quiz Bowl. Those considering participation in the current state contest need to review the current rules for conduct of play and resource lists, as these change slightly from one year to the next.

Getting Started

Sources of information for questions should be listed in pre-contest participant information materials. For those developing local programs that do not have access to sources of information, a term list such as the one in this guide can be developed. When deciding on sources of information, try to use sources that are current and that have been reviewed by noted authorities in the subject. Use popular press and web based sources of information with caution.

The physical needs of a contest are simple: a quiz board, questions, contest officials and a site. Most contests provide recognition of high scoring teams and high scoring individuals. Score sheets should be developed that allow placement of points in columns allotted to individual team members. An example of a scoring grid follows:
Teams are made up of 4 or 5 members. If a team has 5 members, the team captain may replace a member one time during the match. Teams compete with one another in head to head competition through rounds of questions until through the process of elimination, one team remains. The team pairings should be done randomly and displayed before the contest starts. Some contests use single elimination, whereas, others use double elimination formats.

Questions should be organized into rounds; the first round of questions is used for all teams to reduce the winning teams by half. Obviously, teams should be absent from the competition area until they have competed using that particular set of questions.

A second set of questions would be used in the second round, a third set in the third, etc. The number of teams in the contest and the contest elimination format dictate the number of question sets that must be developed.

Participants should be positioned into teams and sit at tables facing a moderator. Some competitions face the participants to an audience; others face them away from the audience. The moderator reads a question until a responder is activated or to the completion of the question. If no one responds within 5 seconds after reading the question, the moderator moves on to the next question with no points awarded or deducted.

It is usual for there to be changes in conduct of play, resource lists and scoring procedures from year to year as national and state rules are subject to change. The following format and explanation of scoring may not be 100% accurate for a competition year or from one competition to another. As such, use it as a guide, and search for specific contest materials for more accurate and specific scoring and conduct procedures.
Rules of Conduct

A team captain may ask the moderator for a time-out to replace a member of the team with an alternate one time during each match. A team captain may protest a question before or after an answer is given. If the protest is upheld, the question will be thrown out and no points will be awarded or deducted. If the question is upheld, the protesting team receives deduction in point(s). A team captain may also protest an answer. If the protest is upheld, points will be adjusted as appropriate. If the answer is upheld, the protesting team receives point deduction(s).

Moderators and judges must decide on validity of protests. Members are not allowed to talk, unless they are participating in a team discussion associated with a bonus question. Judges or the moderator can excuse members and penalize teams who exhibit inappropriate behavior, unsportsmanlike conduct or talk at inappropriate times.

A team bonus is awarded each time during a match when all the seated players on a team correctly answer a question. This encourages all members of a team to correctly answer a question. As such, a team with four active players may receive several team bonus points in one match.

One on One Play Format (First Half of Play)

One person from each team is eligible to answer a particular question, and the players eligible to respond rotate with each question. For example, the member of each team seated closest to the moderator is eligible to answer the first question (Team Captains). The members of each team seated beside those contestants (Position B players) are eligible to respond to the second question, and so on. To insure each member has the same number of questions, the number of questions should be divisible by 4, i.e. 12 or 16 total questions in the half.

Eligible players have 5 seconds to respond at the completion of the question. The responding player has 5 seconds to provide an answer after signaling. If a player responds before the completion of the question, the moderator stops the reading of the question and the player has 5 seconds to provide an answer.

If neither contestant attempts to answer the question in the allotted time, the moderator moves to the next question and the next two eligible players with no awarding of points or assessing of deductions. Points are deducted to an ineligible player that signals and/or answers a question not assigned to his or her position. The point value for a correct response from an eligible player is +2 points. An incorrect response or lack of a response after signaling results in a –1 deduction.

If one of the eligible players answers incorrectly or signals and does not provide an answer within 5 seconds, the question is given to the other team’s eligible player. This person has 5 seconds to signal, then 5 seconds to respond. If answered correctly, this person receives +2 points. If this person does not respond or incorrectly responds, there are no points added or subtracted from that team (free chance at the question if the other team’s member answered it incorrectly). Some competitions do not allow for a free chance, meaning that if a question is answered incorrectly, the moderator simply moves on to the next two players with a new question.
Conduct of the All Play Format (Second Half of Play)

Any member of either team can respond to a question. There are two types of questions in this format, regular and toss-up questions.

Players have 5 seconds to respond at the completion of a question. The responding player has 5 seconds to provide an answer after signaling. If a player responds before the completion of the question, the moderator stops reading the question and the player has 5 seconds to provide an answer.

A player correctly responding to a regular or toss-up question is awarded +1 points. An incorrect response or failure to respond after signaling results in a –1 deduction. If answered incorrectly or a member fails to respond after signaling, the moderator will allow members of the other team to answer the question. Any member of that team may signal within 5 seconds, and then has 5 seconds to provide a response. If correct, the member is awarded +1 point. If incorrect or no answer is provided, there are no points added or deducted (free chance).

Toss-up questions have an added bonus. If a toss-up question is answered correctly, the team whose member answered it is given a bonus question that has an assigned value of +3 points. The moderator reads a bonus to the awarded team in its entirety. The team members can then discuss with one another to determine an answer for the bonus question. Group discussion is allowed with bonus questions. A member from the team must respond within 10 seconds of the completion of the bonus question, and then has 5 seconds to answer. If answered correctly, the assigned points are awarded. There is no deduction of points with an incorrectly or unanswered bonus question. Opposing teams do not receive a free chance at bonus questions.

List of Terms for Making Horse Quiz Bowl Questions

The following list of terms may be helpful for parents and leaders that need a readily available source of technical information for quiz bowl activities. The terms come from many different glossaries and sources of information including materials identified as sources for national and regional 4-H Horse Quiz Bowl competitions. It is one of the official sources of information Oklahoma 4-H Horse Quiz Bowl competitions. Parents and leaders are encouraged to build their own lists of terms for use in local activities similar to the following. In addition to lists of technical terms and questions, lists can be compiled for other needs such as ‘fun facts’, ‘horses in movies’, or ‘information on locally owned horses, horse businesses, etc’. Even though these lists won’t be appropriate for some contests, they can be invaluable motivational tools.

**Anatomy and Physiology**

- aerobic-capable of functioning in presence of oxygen.
- agent-any substance or principle capable of producing a physical, chemical or biological effect.
- anaerobic-functioning without oxygen.
- anatomy-the science of the structure of the body and the relation of its parts.
- anhydrosis-deficiency of ability to sweat.
- anoxia-absence of oxygen.
- anterior-pertaining to the front part of the body.
aorta—the major artery that carries blood away from the heart.
artery—a blood vessel that carries blood away from the heart.
ataxia—in coordination due to loss of muscular control.
atrophy—a decrease in size or wasting away of a body part or tissue.
bacteria—microorganisms of the class Schizomycetes.
bars—1) in the horse’s mouth, the space in the lower jaw between the molar and incisor teeth, where the bit lies; 2) in the foot, the area along each side of the frog.
benign—doing little or no harm.
bilateral—pertaining to two sides.
biochemical—pertaining to the chemical processes of living organisms.
broad ligaments—the fibrous bands of tissue that suspend the mare’s reproductive tract from the upper wall of the abdominal cavity.
bronchial—having to do with the bronchi of the respiratory system.
bulbs—the two areas at the back of the foot, on either side.
canine teeth—teeth located between corner incisor and first molar most often occurring in male horses, located close to where a bit would rest, also called tusks or tushes.
cannon bone—the long bone between the knee and the fetlock joint.
capillaries—small blood vessels that connect arteries and veins.
cardiac—pertaining to the heart.
cardiovascular system—the heart, arteries, and veins; the circulatory system.
carpal—pertaining to the knee.
cartilage—a tough, fibrous, connective tissue.
caudal—toward the tail.
causative—the situation or condition responsible for a problem.
caustic—having the capacity to burn the tissues.
central nervous system—the brain, spinal cord, cranial nerves, and spinal nerves.
cervical—pertaining to the neck.
cheek teeth—premolars and molars.
chestnut—a horny growth on the inner side of a horse’s legs, just above the knee in front and below the hock in back.
chronic—continuous, long term.
coffin bone—a bone in the horse’s foot, directly under the hoof wall, providing a surface for attachment of blood vessels, nerves and tendons.
colon—the large intestine.
connective tissue—fibrous tissue that binds and supports various body structures.
cranial—of or pertaining to the skull or front end of the body.
craniium-skull.
croup-top of the hip.
cups-deep indentures in the center of the surfaces of young permanent teeth.
cutaneous-pertaining to the skin.
cyst-any closed cavity, especially one containing fluid.
deciduous teeth-temporary or baby teeth.
defecation-excretion of feces.
dentition-referring to the teeth.
diaphragm-the muscle/membrane wall between the abdominal and thoracic cavities.
distal-remote or out away from the point of attachment.
dorsal-pertaining to the back, or toward the back.
duodenum, jejunum and ileum-parts of the small intestine.
dysfunction-impaired or abnormal state.
edema-an accumulation of abnormally large amounts of fluid between cells in the tissues.
emaciated-a wasted condition of the body.
endocrine-referring to glands and structures that secrete hormones into blood or lymph.
endometrium-the lining of the uterine wall.
epiphysis-growth plate of growing long bones.
ergot-growth at the back of the fetlock joint.
erthrocyte-red blood cell.
esophagus-part of the digestive tract between the mouth and stomach.
fetlock-the tuft of hair at the back of the ankle, joint between cannon and pastern bones on hind leg.
flank-the area between the ribs and the hip.
flora-the normal, microbial count of a body part.
forearm-muscles along the upper portion of front leg.
forelock-the long locks of hair that grow from between the ears and hang down over the forehead.
frog-the triangular pad in the sole of a horse's foot.
gaskin-the muscles along the upper portions of the hind legs.
gastric-referring to the stomach.
gastritis-inflammation of the stomach.
gastrointestinal-relating to the stomach and intestines.
gut-the digestive tract.
haunches-the term used to describe the region of the hip, quarter and thigh of the horse.
hemoglobin—substance in red blood cells that carry oxygen to cells.
hemorrhage—excessive bleeding.
hoof wall—the hard outer portion of the hoof.
hoof—common term for the horse’s foot.
hyper-prefix meaning over, above or excess.
hypo-prefix meaning under, beneath or deficient.
immune system—that which controls an organism’s susceptibility to disease.
impaction—blockage of the intestines, similar to constipation, that causes colic.
incisors—the front teeth, horses have 12.
inter-a prefix meaning between.
interdental space—the area on the horse’s jaws where there are no teeth, between the front and back teeth; the bit lies in this area.
intra-a prefix meaning within.
intravenous—within a vein or vessel.
lateral—to the side or along the side.
leukocytes—white blood cells that fight infection.
ligaments—connective tissue connecting bone to other bones or cartilage.
lymphocytes—white blood cells that fight disease.
lyse—to degenerate or disintegrate.
mandible—jawbone.
mane—the long hair that grows along the entire length of the neck of the horse.
medial—at the center or centrally.
metabolic—pertaining to the transformation of energy into a usable form.
metabolism—the process by which all living organisms convert nourishment into energy and waste.
metacarpals—main bone of the lower foreleg, the cannon bone, located from the knee to pastern.
muzzle—the horse’s nose and lips.
nasal—pertaining to the nose or nostrils.
navicular bone—the bone located between the coffin bone and underneath the short pastern bone; functions as a fulcrum point for the deep flexor tendon.
neonatal—pertaining to the newborn.
neonate—a newborn.
neurologic—pertaining to the nervous system.
neuromuscular—pertaining to the muscles and nerves.
normal resting respiration rate—12 to 25 breaths per minute.
normal temperature-99.5 to 101.5 degrees F for the average mature horse.
nucleus-the structure in the cell that contains DNA.
ocular --pertaining to the eye.
olfactory-pertaining to the sense of smell.
ophthalmic-pertaining to the eyes.
oral-by mouth.
ossification-forming or changing into bone.
paralysis--the condition of being unable to move.
pastern-the bones between the fetlock joint and the hoof.
patella-the kneecap.
periocular-around the eyes.
periosteum-the vascular membrane that covers and nourishes the bones.
peritonitis-inflammation of the lining of the abdominal cavity or the lining of the organs therein.
physiology-the functions and vital processes of living organisms.
pigment-coloring matter in cells and tissues.
pleural cavity-the body cavity containing the lungs and thorax.
pleuritis-inflammation of the pleural lining of the lung.
poll-the very top of the horse's head, between the ears.
posterior-behind or after.
prehension-the grasping and moving of food to the mouth.
quarter-on the hoof wall, the mid-section between the heel and toe.
radius-main bone of the foreleg that is above the knee.
respiration-process of taking in oxygen, and ridding the body of carbon dioxide.
respiratory-relating to the lungs and chest.
resting pulse rate-35 to 40 beats per minute in mature horses.
retention-the process or condition of keeping fluids or solids within the body, rather than excreting them.
rupture-a split or tear in an organ or vessel, usually caused by pressure.
saliva-the exudate of the mucous membrane within the mouth.
sclera-the white of the eye.
shock-failure of circulation to outer body parts.
sole-the bottom of the hoof.
stay apparatus-a set of ligaments and tendons in the legs that allow the horse to sleep and relax in the standing position; this system also supports the fetlock, diminishes concussion, and prevents excessive flexion of the fetlock, pastern, and coffin joints.
subcutaneous-beneath the skin.
suffocation-death from lack of oxygen.
superficial-on the surface, not deep.
systemic-within the entire body system, rather than particular parts.
tendon-a fibrous cord of connective tissue that attaches muscle to bone.
throatlatch-the area where the lower jaw meets the throat.
tibia and fibula-bones of the hind leg, above the knee.
trachea-the airway from the nasal passages to the lungs.
umbilicus-the belly button or navel through which a fetus absorbs its nourishment and discards its waste during gestation.
underline-the line from the attachment of the elbow along the belly to the attachment of the hind leg.
uterus-the reproductive organ where an embryo/ fetus develops.
vascular-containing blood vessels.
vasodilatation-dilation or enlargement of blood vessels.
vein-a blood vessel that carries blood toward the heart.
ventral-denoting a position toward the belly or lower surface.
vertebrae-bones that form the spinal column.
viable-living.
white blood cells-part of blood responsible for clotting.
white line-an irregular line around the hoof wall on the bottom of the foot that connects the sole with the wall.
withers-the top of the vertebrae of the horse where the neck meets the back.
wolf teeth-additional premolars, small in size, found in front of the upper premolar teeth in male horses; the first premolar.

Breeding, Genetics, Breeds
alleles-genes are paired in each animal, and each kind of gene at a particular chromosome location is called an allele; alleles are two genes that occupy the same location on homologous chromosomes.
ancestor-an individual from which another individual is descended, as in parent or grandparent.
backcross-crossing a progeny with one of its ancestors, or with another horse of the same genotype.
Blood Horse -an English Thoroughbred.
bloodstock-Thoroughbred horses, particularly racing and breeding animals.
breed-a related group of animals that show inherited characteristics that make them more similar than other members of the same species.
by-sired or fathered by.
carrier—an individual that has a recessive gene for a trait; doesn't show signs of the trait.

chromosomes—bodies within the cell nucleus that are composed of DNA and carry genetic information.

cold-blood—term for horses derived from Occidental bloodlines of ancient Europe, heavy draft and work horses, type developed in the northern regions.

congenital—acquired during prenatal life; exists at birth.

crossbred—the offspring of two different breeds.

crossbreeding—(v.) mating horses of two different breeds.

culling—the elimination of undesirable animals from a breeding herd.

DNA—deoxyribonucleic acid; the material that makes up chromosomes and carries genetic information for every cell.

filly—immature female horse.

full-brother, sister—horses that are produced by the same sire and dam.

gaited horse—a horse trained to perform either one or both artificial gaits known as pace and rack, in addition to the three natural gaits (walk, trot, canter).

gelding—castrated male horse.

gene—the smallest unit, or particle of inheritance—a portion of a DNA molecule.

granddam—second dam or "grandmother" of a horse.

grandsire—father of a horse's sire.

hereditary—being inherited from parents or ancestors.

heritability—a technical term that describes what fraction of differences in a trait is due to differences in genetics rather than environmental factors.

heterosis—beneficial effects on vigor, fertility, and growth as a result of crossing different species or types.

hierarchy—the order of rank from highest to lower; in a herd of horses, known as the pecking order.

hinny—cross between a stallion (male horse) and a jennet (female donkey)

homozygous—having two identical alleles at a single locus on the chromosome.

hot-bloods—term for horses derived from Oriental horses such as Arabian or Barb; this type developed in the southern regions; characterized by speed, endurance, and fine body structure.

hybrid vigor—when two individuals are crossed and the resulting offspring is superior in vigor, size, and resistance to either parent.

hybrid—the offspring of two individuals with different genotypes; i.e., a mare mated to a jack produces a mule.

inbreeding—the mating of closely-related individuals or of individuals having similar genotypes.

jack—male donkey.

jack—uncastrated male donkey.
jenny—a female donkey.
light horse—fine-boned, medium sized horse such as Arabian, Morgan, Quarter, or Thoroughbred.
linebreeding—a conservative program of inbreeding designed to concentrate the blood of a certain ancestor within the linebred offspring.
linecrossing—a breeding program that mates individuals from two distinct families.
locus—region of a chromosome where a particular gene is located.
mare—mature, female horse.
mule—cross between a mare and a jack.
nick—crossing well with certain individuals.
out of—referring to the dam of a horse.
outbreeding—breeding unrelated individuals to each other.
outcrossing—breeding two individuals whom have no common ancestors for 5 generations or more.
paternal—on the sire’s side.
pedigree—record of an individual’s ancestral history.
phenotype—the visual outward appearance of an individual resulting from the interaction of his genotype and the environment.
pony—a breed of horse that will reach a maximum height of 14.0 hands (56 inches) at maturity.
prepotency—term used to describe stallions that consistently reproduce their traits or characteristics in their offspring.
progeny—offspring of either mare or stallion.
purebred—a breed with consistently recognized characteristics maintained through generations of unmixed descent.
recessive—not dominant.
registered—the official listing and documentation, in a particular registry, of a horse of that breed.
registry—an organization that oversees and conducts the registration of purebred livestock or animals.
saddle-type (also “saddle horse”)—horses that are showy, smooth, and pleasant to ride with brilliant gaits and a refined appearance; usually have small heads carried high, long neck, flat back and croup, and high tail set; include Arabian, Morgan, Saddlebred, Tennessee Walking Horse, Paso Fino, etc.
sire—male parent
stallion—an adult male horse capable of producing offspring.
topline—the upper ancestral line (sires side) in a pedigree diagram.
type—1) built well or having a particular talent to do a particular job, regardless of breed (i.e., hunter type horse); 2) having specific characteristics that emphasize or typify a breed.
weanling—a young horse of either sex under the age of one year that is no longer nursing.
yearling—a horse between the ages of 1 and 2 years.

Farrier Science, Horse Shoeing

anvil—a heavy iron block on which horseshoes are shaped.
apron—the protective covering worn by farriers while shoeing horses; usually made of animal hide.
blacksmith (farrier)—a person who works with iron; one who makes horseshoes.
calcs-heel projections on horseshoes used in adverse weather to give traction.
clinch-cut off end of a driven horse shoe nail, located on outer portion of hoof wall.
clinchers-clinching tongs, farrier tool used to draw down clinched nails.
farrier—one who trims and applies shoes to horse's hooves.
heel-the back area of the bottom of the hoof.
hoof knife-farrier tool used to pare away dead sole from the hoof, remove ragged parts from the frog, and remove foreign bodies from the foot.
hoof nippers-farrier tool used to remove the surplus grown of the hoof wall.
hoof pick—a device for cleaning out the underside of the hoof, around the frog.
quick—an injury of the foot caused by a nail driven through the hoof into the sensitive tissue.
rasp—farrier tool used to make a level bearing surface after the hoof has been trimmed with nippers and to dress a distorted or flaring foot.
shod-wearing horseshoes.
shoer-farrier or horseshoer; blacksmith.
shoes-protective pieces, usually made of metal, fastened to the bottom of a horse's hooves that protect the wall.
sliding plates-horse shoes used on back feet of reining horses to help the horse slide across the ground, long and u-shaped.
trailer—an extension of the heel of a horseshoe.

General Terms, Management

acre-unit measure for land: 1 acre = 4,840 sq. yds or 43,560 sq. ft.
agent—one who acts as a spokesperson for a stable or owner; one who has the power to buy or sell horses, or manage business transactions.
arena—the area in which a horseshow or event is held; also, the area where a horse is trained or worked.
barn blind-slang term describing the inability of horse owners to recognize faults or poor breeding decisions in their stock.
barn sour-slang term used to describe a vice of horses that resists leaving the barn area when being asked, or one that consistently wants to return to the barn.
barn—a building used for housing livestock.
bedding—material used to cover the stall floor to provide comfort and absorb moisture.
binocular vision—viewing an area with both eyes.
bloodstock agent—one who represents a buyer or seller of Thoroughbreds at private sale or public auction.
board—1) to pay to stable a horse at a public or private barn; (2) the fee paid for stabling a horse.
body clip—to shear the entire hair coat very closely.
body condition—visual estimation of amount of fat cover on horse’s body, used to estimate degree of health and long term nutritional balance of energy.
bolt—to suddenly run off, out of control; also, to veer away from a straight course.
book—1) to reserve a breeding to a stallion; 2) a stallion’s “book” or reservation sheet; 3) in racing, a jockey’s “book,” or riding commitments.
boot—protective devices that cover the lower leg to guard against strain, concussion, abrasions and other types of injuries.
bot fly—large-bodied black flies that lay their eggs on the hairs of the legs, shoulders, and jaw.
breeder—one who owns breeding animals and practices animal husbandry.
bronc—1) an unbroke horse, one that bucks frequently 2) bucking horse used in rodeo.
brumby—Australian wild horse.
buy-back—term used for the fee paid by the consignor for a horse that did not sell or the minimum price set by the seller, thereby being taken back by the seller.
cast—term used for a horse that rolls in its stall, becoming wedged against a wall so that it cannot get up without help.
colt—a young ungelded male horse.
concussion—shock from impact.
cow kick—a kick forward or out to the side, rather than straight back.
cross-tie—to a tie horse from two sides, with ropes running from the wall to the halter on either side.
curry—the act of combing or brushing a horse’s hair coat, usually to remove coarse dirt or loose hair.
dam—the mother of a horse.
dark horse—in racing, an unknown horse.
dirt track—in racing, a track with a surface made of sand and soil.
disposition—the temperament of an animal.
easy keeper—a horse that doesn’t require much feed in order to stay fit.
environment—all the external conditions that affect and influence an individual.
equine—1) family of Equidae, including horses, asses, and zebras; 2) a horse; of or pertaining to horses.
equus-zoological classification that includes horses, zebras, and asses.
feral-pertaining to animals in the wild.
foal-a nursing young horse; to deliver a foal.
full mouth-referring to a horse that has grown all its permanent incisors.
grade—a non-registered horse.
groom-term for the person responsible for the daily care and exercise of horses; bathe, clip, brush, and generally clean a horse.
hand—4 inches; the unit used for measuring the height of horses from the withers to the ground.
handicap—in racing, a race where weights are carried; to select horses based on their past performances on the track.
handicapper—one who determines the weight that horses will carry in handicap races.
hay bag—a suspended mesh or net bag for feeding hay.
hay rack—a wooden or metal feeder designed to feed hay.
head-shy-term used for a horse that fears being touched around the head.
herbicide—a preparation for killing weeds.
herd bound—unwilling to be away from the herd.
herd instinct—the built-in desire for horses to band together for safety.
herd—the natural grouping of a band of horses.
high-headed—term for horses that have a very high head carriage.
hip rope (also come along)—a long rope brought around behind the horse's rump; used for training foals to lead and also for teaching horses to load onto a trailer.
hoof black—a shiny black polish that is applied to the hooves of show horses.
hoof dressing—polish or paste applied for appearance, health, or protection.
horse -member of species Equus caballus.
hot-walker—1) a stable helper who walks horses after exercise to cool them out; 2) a motorized structure with arms that horses are tied to so they can be walked in a circle without handlers.
husbandry—farming; animal farming.
IU—international unit; a unit of measurement of a biologic substance such as vitamin or antibiotic.
Jockey Club—administrative body for Thoroughbred racing.
kilo—a prefix that multiplies the basic unit by 1,000, as in a kilocalorie (1000 calories).
leash -(v.) to "rent" a horse for a contracted period of time; (n.) the terms stipulated and agreed upon for the "rental" or use of a horse.
loafing shed—a one to three sided shed allowing horses to move in and out of when housed in a paddock or pasture.
manure-term for solid waste produced by horses.
maternal-on the mother’s side.
meconium-the foal's first stool, consisting of digested fetal fluids, glandular secretions and mucus.
milli-a prefix that divides a basic unit by 1,000 such as a milliliter (1/1000 of a liter).
muck-bucket--a large tub with rope handles; used for collecting manure during stall cleaning.
mucking out-cleaning stalls.
mudder-a horse that races well on muddy tracks.
muzzle-a device that covers the nose and mouth to prevent eating, biting, chewing or cribbing.
nag-slang term for a horse, usually meaning one of low desirability.
offspring-the product of a mating.
on the forehand-when the head is low and forward, with most of the weight on the front legs.
ouchy-having a sore foot.
outside horses-in a breeding or boarding facility, horses that are owned by other people that are taken in for services.
paddock-1) fenced area for keeping a horse; 2) in racing, area where horses are saddled and paraded before a race.
pasture rotation-pasture management system which livestock move from one pasture to another regularly in order to preserve the forage and ground.
pasture-fenced-in land having grazing available.
plow rein-guiding a horse by lateral pull.
pre-purchase exam--veterinarian examination made prior to purchase to determine the overall soundness and health of a horse.
pressure point-areas on the horse's head that are sensitive to the bridle and therefore useful for giving signals to him; included are the poll, corners of lips, bars of mouth, chin groove, tongue, roof of mouth, and nose.
professional trainer-a person whose vocation is training horses and for which that person is paid.
quick-release knot--a knot tied in such a way that it will hold the horse under normal circumstances, but which can be jerked loose in a panic situation.
record-a documented history of a horse's breeding and/or show record.
remuda-a band of working saddle horses.
reserve-a minimum price placed by the consignor on a horse for auction.
roaching-cliping the mane completely down to the neck.
rolling-when a horse lies down and rolls back and forth, either for pleasure, or due to pain.
shavings-stall bedding composed of particles of wood, pine wood shavings a common example, particle size larger than sawdust.
shying-quick, unpredictable movements by a horse that has become frightened or "spooked."
shy—to suddenly leap or move to one side or the other; usually in response to something that is threatening.
siblings—brothers and sisters.
sound—healthy and usable.
spook—term for the unpredictable actions of a horse that becomes frightened by something, either real or imaginary.
stable—housing area for horses, includes barns, usually arenas and services for horse management.
stake out—to tie a horse on a long line attached to a stake driven into the ground.
stall—a barn enclosure for holding horses.
stock—1) a restraining chute; 2) term for livestock.
supple—relaxed and flexible; able to bend and turn with ease.
tattoo—a permanent mark on the inside of the upper lip used for identification of horses, especially in racing.
temperament—nature, disposition, frame of mind.
trainer (also "handler")—an individual who trains horses for other people.
trait—a distinguishing quality or characteristic.
turn out—to put horses out to pasture when not being used.
turnout—the area in which horses are kept when not in the barn.
twitch—to tightly squeeze the skin on the end of a horse's nose for restraint.
untried—1) in racing a horse that has not been raced or timed for speed; 2) in breeding a stallion that has not been bred.
vice—a bad habit.

Health, Veterinary Medicine

abrasions—superficial skin wounds resulting from rubbing or scraping against an irritant surface.
abscess—an inflamed, swollen area in which pus collects.
acute—of short duration and relatively severe as in an acute illness.
adhesion—firm, fibrous abnormal attachment between two tissues.
allergen—a substance capable of causing an allergy or hypersensitivity.
allergic—hypersensitive to a specific substance.
analgesic—a drug that relieves pain without causing a loss of consciousness.
anesthetic—a drug or agent that is used to abolish the sensation of pain.
anhydrosis—a deficiency of or inability to sweat.
athelmintic—dewormer; drug used to destroy or remove internal parasites.
antibiotic-a chemical substance produced by a microorganism that has ability to destroy or inhibit the growth of other microorganisms.

antibody-a protein produced in the body in response to contact with an antigen, with the specific capacity of neutralizing the antigen and creating immunity.

antigen -protein substance that the body recognizes as being foreign; when present, the body produces a specific antibody against the antigen.

antiseptic-an agent that prevents the breakdown of tissue by inhibiting the growth and development of microorganisms.

arthritis-inflammation of the joints.

ascarids-parasitic roundworms, Parascaris equorum.

autopsy -the postmortem (after death) examination of a body.

biopsy-removal of tissue from living organisms for diagnostic examination or the sample obtained by biopsy.

bleeder-a horse that suffers from nosebleeds.

bog spavin-swelling of the capsule around the hock joint.

bone spavin-a lameness originating in the hock characterized by either exostosis or bone destruction on the inner surface of the hock.

booster-regularly repeated immunization that restores or increases the amount of immunity in the body.

bot-the larva of the bot fly that attaches itself to the lining of the horse's stomach.

bowed tendons-tendons that have taken on a bowed shape as a result of severe leg strain.

bute-common term for the anti-inflammatory drug butazolidin.

capped elbow -swelling at the point of the elbow caused by trauma.

capped hock-inflammation of the hock joint caused by trauma.

carrier- the organism, animal, or insect that transmits a disease without being affected by that disease.

castration (also "gelding")-removal of the testicles.

cauterize-to destroy dead or unwanted tissue in order to prevent the spread of infection.

chiropractic-treating disease and/or pain by the manipulation of joints and bones to restore proper nerve function.

choke-term used to describe an obstruction of the breathing passages.

clinic- veterinary office.

Coggins test-a test for the virus causing Equine Infectious Anemia.

colic-abdominal pain.

colicky-having the symptoms of colic.

congenital-a condition present at birth; these defects may or may not be hereditary.

contagious--able to be passed from one individual to another.
cribbing-vice where horse grasps an object with the front teeth, arches neck, pulls back and attempts to swallow air.
cribbing strap-device used on the horse's neck that prevents air swallowing, used to prevent cribbing.
cryptorchidism-failure of one or both testicles to descend to the scrotum after birth, testes may be retained within the abdominal cavity or inguinal canal.
culture-a diagnostic test in which microorganisms taken from an individual are grown in a special medium under controlled conditions.
curb-thickening of the ligament that runs along the back of the hock; caused by strain.
cut—to geld.
cystitis-inflammation of bladder.
D.V.M.-Doctor of Veterinary Medicine.
deprivation-weakness.
degenerative-of a deteriorating nature, breaking down.
dehydration-abnormal depletion of body fluids; loss of water.
dermatitis-inflammation of the skin.
deworm-to give medication to reduce the level of internal parasites in the horse.
distemper-strangles.
dope-to illegally administer drugs to a horse to either improve or hinder its performance.
endoscope—an instrument used to examine internal organs or body cavities.
deritis-inflammation of the intestinal lining.
euthanize—to kill an animal for humane reasons.
fever—abnormally high body temperature indicating an infection or other health problem.
float—rasping or filing down molars or back teeth to remove rough edges; the instrument that is used to rasp the teeth.
founder-laminitis.
gut sounds—the noises heard in a horse’s abdomen; used to determine possibility of or state of colic.
hematoma—a bruise, usually accompanied by swelling.
hoof tester—a tool that is used to test for tender spots in the hoof by applying pressure in various places.
hyperthermia—overheating, heat exhaustion, heat cramps, heat stroke or sunstroke.
IM-medical abbreviation for "intramuscular," meaning into a muscle.
immetry—having resistance to disease.
immunization—vaccination; the administration of antibodies to particular diseases.
impaction colic—abdominal pain from a blockage of the intestinal tract.
incised wound—cuts with clean straight edges.
inflammation—a reaction to injury, infection or irritation characterized by redness, swelling, heat, and pain.
IV—medical abbreviation for "intravenous," meaning into the vein.
lacerations—wounds with torn edges, irregular in shape
laminitis—"founder"—inflammation of the laminae in the horse's foot; crippling condition of the feet.
lavage—medical term for "washing out" by flushing with water.
lesion—injury or damage that results in impairment or loss of function.
liniment—a medicated liquid for topical use on strains and sprains.
lockjaw—Tetanus.
mastitis—inflammation of the mammary glands.
modified live virus—a vaccine prepared from suspensions of live virus particles.
morbidity—infection rate.
mortality—death.
navicular disease —degenerative disease and changes in the navicular bones, causing lameness.
osselets—lesions that affect the fetlock joint, usually caused by a torn joint capsule.
parasite—any organism that lives off of another organism.
parrot mouth—conformational defect where upper incisors overhang the lower incisors excessively.
passive immunity—disease resistance acquired through the transfer of antibodies to the newborn.
pathogen—any disease-producing microorganism.
pharmacology—the study of drugs and their uses.
pinworms—intestinal parasites that cause irritation and tail rubbing.
plasma—fluid portion of the blood, containing clotting factors.
pneumonia—a disease of the lungs causing fluid to accumulate within them.
prognosis—the predicted outlook of a disease or condition.
prolapse —displacement of an organ from its normal location.
proud flesh—excessive granulation tissue in wounds.
puncture wound—characterized by a small skin opening with soft-tissue penetration to variable depth.
purulent—containing or forming pus.
pus—the liquid matter produced in infections, consisting of bacteria, white blood cells, serum.
put down—euthanize."
quarantine—isolation; official removal of diseased animals to a restricted area for treatment or observation.
quidding-dropping partially chewed feed from the mouth, sign of bad teeth.
radiographs-x-rays.
Rhinopneumonitis—a highly contagious disease causing abortion in pregnant mares or mild upper respiratory infection in young horses.
ridgeling-term for a horse that is either a cryptorchid or monorchid.
ringbone-form of arthritis settling in the pastern bones; can cause progressive lameness.
ringworm—a highly-contagious fungal infection affecting the skin; there are no worms involved.
roaring—a loud whistling, raspy noise made by a horse during exercise; caused by paralysis of certain laryngeal muscles.
rotavirus—a virus that causes severe diarrhea in horses.
saddle sores—abrasions caused by the saddle rubbing against a hair coat that is not clean.
scabs-hard crusts composed of debris, pus, and serum that form over a wound.
scar tissue-tough, white or gray, non-elastic tissue that forms over an area of injury.
scours-bout of diarrhea.
septic—having an infectious nature.
serum-fluid portion of the blood without clotting factors.
shin splints (also "shin buck")—irritated or torn periosteum on the front of the cannon bone.
snots-term for thick mucus discharge that is a symptom of Rhinopneumonitis in foals.
spasmodic colic—abdominal pain due to muscular spasms of the intestinal tract.
splint—bony growth between the cannon bone and the splint bone, resulting from excessive concussion.
sprain—a severe strain; pulled or stretched muscle or ligament.
stethoscope—an instrument used for listening to internal sounds.
stocked up-term for swelling in the lower legs of a horse.
stomach bots—parasitic larvae of the bot fly.
strain—a mild injury to muscle or ligament.
strangles—an infectious and highly contagious disease, occurring most commonly in young horses; high temperature, thick nasal discharge and swelling of lymphatic glands of the head, which eventually abscess.
strongyles—parasitic bloodworms.
suturing—the closure of an open wound by sewing it closed.
sweeney—atrophy of the shoulder muscles as a result of strain or trauma induced paralysis of the suprascapular (above the scapula) nerve.
therapeutic—beneficial; pertaining to treatment.
thrush—inflammation of the frog of the foot, characterized by a foul-smelling discharge caused by unclean, damp bedding or pasture, and lack of proper hoof cleaning.
tincture— a medicinal substance that has been lightened with alcohol or a water/alcohol combination.
tincture of iodine — medicine used to treat umbilical cord of newborn.
topical — applied to the surface of the skin.
torsion — being twisted.
toxicity — being poisonous.
toxicosis— poisoning.
toxin— a poison.
toxoid — a toxin that has been made nonpoisonous without impairing its ability to stimulate antibody formation.
trauma— bodily injury, wound, or shock.
tube — insertion of a naso-gastric tube into the horse’s nostrils and down into the stomach for administering medication.
tumor— a new growth of tissue that is independent of its surrounding environment and has no function.
ulcerated— tissue having an open sore.
umbilical hernia— a condition in which the intestines protrude through the abdominal wall, in the area of the navel; commonly seen in foals.
vaccination— the artificial stimulation of antibody production or introduction of protective antibodies into the body.
vaccine— a preparation that promotes active immunity.
veterinarian— doctor trained and licensed to practice veterinary medicine on animals.
viral— pertaining to or caused by a virus.
warts— bump-like structures caused by papilloma viruses.
weaving— addictive stable vice where horse sways rhythmically back and forth, shifting the weight from one front leg to the other; caused by boredom.
wood chewing— stable vice similar to windsucking/cribbing, but without air swallowing; thought to be caused by boredom.

**Judging, Identification, Gaits**

back at the knee— conformational fault where the knee is behind the upper and lower leg when viewed from the side.

balance— 1) a desirable movement quality when the horse’s length of stride of front and hind legs are the same with the center of balance underneath the horse. 2) a conformational when body parts are proportioned to one another in a way to enhance movement.

baldface— a white face marking covering one or both eyes and extending toward the nose.

base narrow— a conformation fault where there is greater distance between the horse’s legs at the top than at the bottom.

base wide— a conformation fault where there is greater distance between the horse’s legs at the bottom than at the top.
bay-body color ranging from tan, through red to reddish brown; mane and tail black; usually black on lower legs.

blaze-white face marking that begins on the forehead and extends down the muzzle.

blemish-change in conformation or function that doesn't interfere with a horse's use or ability to perform.

brand—an identification marking of the horse's skin by making contact with an extremely hot or cold branding iron.

bridlepath—the area directly behind the ears where the headstall lies.

buckskin-body color yellowish or gold; mane and tail black; usually black on lower legs.

calf-horse --horse specially trained for calf roping.

calf-kneed--slang term for back at the knee.

call judge—the judge who conducts a class.

canted-moving down the rail in a class with the hindquarter positioned to the inside of the arena, an undesirable trait judged against in Western Pleasure.

canter—the hunter or English gait in which the hooves strike the ground in a three beat per stride.

chestnut-body color dark red or brownish-red; mane and tail usually dark red or brownish-red, but may be flaxen.

conformation-structure of the horse's body.

coronet—any narrow marking around the coronet above the hoof.

cow hock—conformation fault when hocks are inside the column of bones when viewed from the rear.

cow horse—a horse trained for herding cattle.

cross-firing—gait abnormality in which the hind foot strikes the opposite forefoot; out of lead in the hind legs at the canter or lope.

cutting horse—a specially-trained horse used for separating cattle from a herd.

dappled—having spots of different colors on the haircoat.

dun-hair coat of a sandy yellow, reddish, or brown color, sometimes with darker legs and a dark stripe down the back (dorsal stripe); often with dark mane & tail.

engagement or "engaging the hocks"—a condition where the hind legs are well under the body and the haunches are lowered through flexion of the stifle and hocks.

fault-in conformation, weak points; in show-jumping, scoring unit used to record a knockdown, refusal or other offense.

flat walk—a 4-beat gait that is faster than a normal walk; it is the natural gait of Tennessee Walking Horses.

forehand—the term used to describe the head, neck, withers, shoulders and forelegs of the horse as a unit.

forging—the term used to describe a gait defect when the back feet strike the heels of the front feet on the same side.
fox trot—a slow, short, broken trot usually accompanied by nodding of the head with the
forward movement.
freeze brand—an identification left by a cold marking instrument that causes the hair to be
removed or grow in white.
gait—any of various foot movements of a horse, such as gallop, trot, etc.
grullo—body color smoky or mouse-colored; mane and tail black; usually black on lower legs.
gymkhana—games for horses and riders.
half-stockings—white color that only reaches to the mid-cannon bone.
halter horse—a horse that is trained to show in in-hand or conformation classes.
hand-gallop—a gait that is faster than a canter, but slightly slower than a full gallop.
head carriage—the position of the horse’s head in relation to its withers.
head set—the position of the horse’s head in relation to the ground.
hunter-type—long, bodied horses that move with long, low strides and exhibit speed, fluidity,
and jumping ability; usually are taller and lighter than stock horses.
impulsion-forward motion.
lead change—changing the leading legs of the front and rear pairs, at a lope or canter, when
changing the direction of travel.
lope—the western gait equivalent to the canter.
offset knees—conformation fault in which the leg does not follow a straight line through the
radius and cannon bones when viewed from the front.
over at the knee—conformation fault where the knee is in front of the vertical alignment of
bones.
overo—a parti-color horse that appears to have a dark haircoat with white coloring.
over-reaching—when the hind toe strikes the heel of the forefoot or fetlock.
pace—two beat gait where legs on same side move together.
paddling—faulty action of the front leg in which the foot swings to the outside.
palomino—1) a yellow colored hair coat over black skin, with white mane and tail; 2) a breed of
horse with palomino coloring.
pastern marking—white color from the hoof to the bottom of the ankle.
performance prospect—a horse that is thought to have good potential to show in performance
classes; i.e., driving, jumping, etc.
piebald—a horse with a black hair coat spotted with white.
pinto—common term for a parti-color horse.
rack—an exaggerated, 4-beat very fast walk where each foot hits the ground separately at
equal intervals.
racking horse—common term for a horse that has been trained to perform the racking gait.
refinement—having fine, delicate features especially about the head, neck and legs.
road trot—an extended trot that is faster than a normal trot and covers more space in each stride.

roan—a hair coat that is a combination of white and colored hairs that progressively increases white hairs as animal ages.

running walk—a natural gait of the Tennessee Walking Horse in which three feet are on the ground at any time during this gait.

sidepass—a maneuver where the horse steps sideways by crossing over the front and hind feet at the same time.

skewbald—a parti-color horse with a hair coat in a non-white color spotted with white.

snip—a single white spot near the nostril.

sock—white color marking that extends from the hoof to the mid-point of the cannon.

sorrel—a term for chestnut color.

star—a white face mark on the forehead.

stocking—white color that extends from the hoof to the knee or hock.

stock-type—horses with large, well-developed hindquarters and strong forearm muscles; compact, short-coupled, and agile for quick starts and stops; not usually tall or long-legged.

strip—a narrow band of white that extends the length of the face.

sway back—sign of weak conformation through the spine, being concave just behind the withers and usually accompanied by low-slung belly.

tobiano—a parti-color horse with large amounts of white on the body.

trot—two beat diagonal gait.

walk—four beat gait.

wall eye—blue, white, or colorless eye.

way of going—the manner in which a horse travels.

Nutrition

amino acid—organic compounds that when linked together make up protein.

balanced ration—the daily feed allowance, mixed to include suitable proportions of nutrients required for normal health, growth, production, reproduction and well being.

bran—the seed coat of wheat and other cereal grains, which is separated from the flour and used as animal feed.

carbohydrates—group of nutrients including sugars and starches used for a source of energy.

complete ration—feed that contains all the nutrients required by the horse without addition of hay or pasture.

concentrate—a feed that is high in energy and low in crude fiber.

creep feeding—providing additional nutrients to a nursing foal.

crude protein—the protein content of a feedstuff, expressed as a percentage of the ration on feed tags.
digestibility—percentage of feed taken into the digestive tract which is absorbed into the body.
digestible energy—portion of energy in feed which can be digested or absorbed into the body.
electrolytes—certain minerals that are needed in small amounts.
energy—fuel for the body, many compounds in feed are used for energy.
essential amino acid—an amino acid that cannot be made in the body in sufficient quantities for the body's needs.
fat—high energy containing compounds found in small amounts in most feedstuffs, excess energy consumption is stored in the body as fat.
fiber—carbohydrates that are mainly associated with the plant cell wall instead of the cell contents, they are less digestible than cell carbohydrates, found in large amounts in hay and grazed plants.
flake—one section of baled hay.
forage—pasture, hays and other forms of plants fed to animals that are relatively high in fiber as compared to grains.
hard keeper—a horse that requires more feed than is usual to stay fit.
hay—long stem, harvested and cured forage.
herbivorous—pertaining to animals that subsist on grasses and herbs.
ingest—to take in food or digestion via the mouth; to eat.
legume—a forage such as alfalfa, trefoil, or clover; these plants manufacture nitrogen while growing.
lipids—fats and oils used for a source of energy.
lysine—one of the essential amino acids.
minerals—inorganic compounds, some needed for the body to function normally.
off feed—having ceased eating from a healthy and normal appetite.
palatability—the degree animals prefer the taste of a particular feed.
pasture—plants, such as grass, grown for feeding or grazing animals.
pelleted-feed mixture that has been ground, mixed and reformed by pressure, heat and moisture to form a pellet form.
protein—substance composed of amino acids used in the body for muscle development and hormones.
starch—a type of carbohydrate found in plant cell contents, highly digestible, found in largest amounts in grains.
supplement—any one or combination of ingredients added to the horse's regular feed that increases the feed’s nutritive value.
sweet feed—mixed grain feed that contains molasses.
textured-feed mix that has intact grains or grains that have only been coarsely processed as compared to a feed mix that has received a larger degree of processing.
vitamins—a class of nutrients that mainly function to catalyze essential bodily processes.
Reproduction

anestrus—time period or condition when a mare is not in the estrous season.

artificial insemination (AI)—a procedure where semen is placed in the mare's vagina by artificial means.

artificial vagina (AV)—a device used for collecting semen from the stallion.

bagging up—slang term used to describe the mare's udder as it begins to enlarge prior to foaling.

barren mare—non-pregnant mare that was bred in previous breeding season.

birth canal—the uterus, cervix, vagina, and vulva of the female reproductive tract; the passageway of a fetus from the uterus to the outside.

boss mare—the dominant, most aggressive mare in a herd.

breaking water—a common term for the expulsion of the allantoic fluid surrounding the fetus during the birthing process.

breech presentation—abnormal position of delivery in which the hindquarters of the foal are presented first.

breeding contract—a legal and binding document or agreement between the stallion owner and the mare owner; contains detailed obligations of both parties and payment terms for services rendered.

breeding shed—the building where breeding of horses takes place.

broodmare sire—the sire of the dam of a horse; term for stallion that produces desirable broodmares.

broodmare—a mare used solely for breeding purposes.

Caslick's operation—a procedure where the upper section of the vulval lips are stitched together to prevent air and contaminants from entering the mare's reproductive tract.

colostrum—first milk, rich in nutrients and immunoglobulins (antibodies).

conceive (also "settle")—become pregnant.

cooled semen—semen obtained through collection with an AV that is placed in a cooled environment in preparation for shipping or storage; cooling semen extends the life span of spermatozoa for several hours to a couple of days.

covered—bred, mated.

cycling—describes the mare's reproductive state when she is in the estrous season.

diestrus—the period of a mare's estrous cycle when she will not accept a stallion.

donor mare—the mare that produces and contributes the embryo for embryo transfer procedure.

dummy mare—a padded structure that is mounted by the stallion when semen is being collected, also phantom mare, breeding dummy.

dystocia—difficult birth.

early embryonic death—death of the embryo before day 30 of gestation.

ejaculate—the discharge of semen during breeding; the seminal fluid of one collection.
embryo transfer—procedure that takes a developing embryo from its natural mother and implants it in the uterus of a host mother for the remainder of the gestation.

embryo—an organism during the earliest stages of development; in the horse, up to approximately 40 days of gestation.

estrous cycle—the reproductive cycle of the mare, lasting about 21 days.

estrous season—the time of the year a mare is cycling, typically the long day length months of the year.

estrus—heat period of mare’s estrous cycle, usually lasts 3 to 7 days.

extended semen—sperm that has been collected via an AV that has been combined with a solution (extender) containing a source of nutrition for the sperm cells, antibiotics and buffers; done to extend the life span of sperm cells for short term storage or in combination of cooling or freezing for longer term storage prior to use.

failure of passive transfer—a condition in which the foal does not receive or utilize the antibodies from the mare’s colostrum.

fertile—reproductively healthy.

fertility—the ability to reproduce.

fertilization—when sperm and egg join together.

fetal—having to do with a fetus.

fetus—an unborn organism during the later stages of growth and development.

flagging—the rhythmic waving of a stallion’s tail as he ejaculates.

Flehmen response—the horse’s reaction to novel or pleasurable smells; characterized by curling back the upper lip and inhaling deeply.

foal—young, unweaned horse.

foal heat—short estrus period following foaling.

foaling—birthing or delivery of a foal.

follicles—structures on the mare’s ovary that encases and nourishes the egg as it develops.

fresh semen—sperm collected with an AV that is used without storage; fresh semen is used for breeding within several hours of collection.

frozen semen—sperm collected with an AV that is subjected to extreme cold for long term storage prior to use; freezing semen can extend the potential of use for many years.

gestation—pregnancy.

get—offspring of a sire.

gravid—pregnant.

hand-breeding—a mating where the mare and stallion are controlled by handlers.

heat—term used to describe the time that a mare is receptive to the stallion, or in estrus.

impotency—in a stallion, the inability or lack of interest to breed.

in foal—designating a pregnant mare.

infertile—reproductively inactive or non-productive.
infertility—being reproductively inactive or non-productive.

insemination—introduction of semen into the mare's reproductive tract.

lactating—producing milk.

let down—in the mare, when the mare’s udder fills with milk.

libido—the urge or desire to mate.

live foal—in breeding, term meaning a foal who stands and nurses on its own.

maiden mare—a mare that has never been bred.

mammary—pertaining to the milk-secreting glands of the mare.

mare care—board costs of a mare incurred while housed at a breeding farm.

milk replacer—a liquid milk formula for foals.

open mare—non-pregnant mare not bred in previous breeding season.

outside mare—a mare to be bred that is not one of a breeding farm's own mares.

ovaries—two gonads in the mare that produce the eggs and reproductive hormones.

ovulation—process of releasing an egg from a mare's ovary.

ovum—egg.

palpation—manual inspection of internal organs.

parturition—foaling.

pasture breeding—breeding system where the stallion is permanently turned out with the mares and allowed to tease and breed as each mare comes into heat.

placenta—afterbirth; a vascular organ that surrounds the fetus during gestation and is connected to it by the umbilical cord; the fetus receives nourishment and excretes waste matter via this organ.

postnatal—after birth.

postpartum—during the period following delivery of the foal (parturition).

recipient mare—the mare in which an embryo transfer is implanted.

semen—fluid containing stallion’s sperm cells.

short cycle—to bring a mare back to receptivity sooner than the 21 days standard; this is done by administering hormone therapy.

sire—father.

slipped—in breeding, a term meaning spontaneous abortion.

smegma—oily secretions that accumulate under the sheath of the stallion's penis.

sperm—the male sex cell which carries the genetic information.

stand—to make a stallion available for breeding for commercial purposes.

stud fee—the charge for breeding to a stallion.

stud—1) a stallion used for breeding; 2) term for a breeding farm.
teaser—a male equine used to detect heat in a mare.
teasing—the procedure for evaluating a mare's readiness to be bred.
trimester—one-third of a full-term pregnancy.
udder—the mammary gland of the mare; also called the bag.
ultrasound—machine using ultrasonic waves to diagnose estrous status or pregnancy detection.
waxing—term used to describe the small drops of waxy material that form on the ends of the nipples very close to foaling time.
wean—separating a mare and foal, so the foal cannot nurse its dam; usually done at 4-6 months of age.

**Tack**

appointments—term used to describe the various equipment or tack used for horses, as well as the attire of the rider or driver.
back pad—the saddle portion of the harness.
back strap—on harness, a strap that runs from the saddle back to the crupper and helps to keep the saddle positioned properly, as well as holding the hip strap.
bell boots—rubber bell-shaped cuff that fits over the foot and hoof to protect them from damage while moving or performing.
bike—a two-wheeled racing vehicle.
billet—the three straps on an English saddle, located under the skirt, to which the girth attaches.
bite—the part of a bridle that is used to control the horse by applying pressure in and around the mouth, usually made of a metal mouthpiece with rings or shanks on each end.
bitting harness (also "bitting rig")—training aid used to teach the horse how to position its head.
blanket—a heavy, insulated winter covering; to cover a horse with a blanket.
blinkers—eye shields on harness or bridle, used to restrict vision along the side of the body.
body brush—medium-stiff bristled brush used for removing dust & hair.
bosal—part of a hackamore bridle consisting of a braided rawhide or rope loop around the horse's nose.
bot comb—a comb with tiny, very sharp teeth used for scraping bot eggs off the horse's hair.
breastplate (also "breast collar")—piece of tack positioned around the horse's chest; it is attached to the saddle to keep the saddle in position.
breeches—riding pants worn for huntseat or jumping.
breeching—the harness strap behind the horse’s legs that acts as the brake on the load being pulled.
bridle—the series of leather straps, reins, and metal bit which give the rider or driver control over the horse.
browband—the part of a bridle that lies across the forehead.
brush box—in jumping, a fence consisting of a low box filled with greenery or shrubs.
buckboard- a four wheel vehicle, having flexible floorboards that rest directly on the axles of the vehicle.
bucks--wooden crosspieces that are part of a pack saddle.
buggy-a wheeled driving vehicle with a single seat, drawn by one horse.
cantle-the flared back part of the seat of a saddle.
carriage--four-wheeled driving vehicle made to comfortably carry passengers.
cart--a 2-wheeled driving vehicle for racing and/or pleasure driving.
cavesson-noseband of English bridles.
chaps-leather leggings used for protection, warmth, and to provide a secure seat in the saddle.
cinch -the girth strap on a saddle; holds the saddle in place.
collar-on harness, a leather collar that fits over the horse's head and rests on the shoulders.
cooler-a blanket used on a horse after a workout.
cricket-a small roller in the port of a curb bit.
crop-a riding aid consisting of a short stiff stick.
crown piece-the bridle strap that runs across the crown of the horse's head.
crupper (also "croupier")-part of harness that goes around the tail and is then attached to the back strap to keep the saddle in proper position.
curb bit-bit that works off leverage pressure, mouthpiece connected to shanks and a curb strap.
curb chain or strap-a metal chain or leather strap attached to a curb bit, lying in the curb groove of the horse's jaw, providing leverage.
currycomb-grooming equipment used to remove dirt and hair from a horse's coat; has a flat back with the front containing several rows of rubber or metal teeth.
double bridle-bridle equipped with both curb and snaffle bits, also called full bridle and bridoon bridle.
fenders-leather panels that cover the stirrup leathers on a Western saddle.
flat saddle-English-type saddle, one without high pommel or cantle.
grazing bit-a traditional western curb bit with shanks that angle backward so that they will drag on the ground while the horse grazes.
gullet-the open area on the underside of a saddle, directly under the seat.
hackamore-a bitless bridle that works on the horse's nose and jaw; used most frequently when training young horses; two common variations are the breaking hackamore and mechanical hackamore.
halter-a webbing or leather headstall without a bit or reins.
hame strap-the strap that connects the hames.
hames-in driving two rigid pieces on the sides of a horse collar, through which the traces run.
harness-the equipment (tack) used for hitching and driving a horse.
head check-the part of the harness bridle that is used to control the head carriage.
hobbles—lower leg straps or ropes used to restrict movement.
hood—a head covering used along with a blanket.
hunt boot—a low-heeled English style riding boot reaching to just below the knee.
hunt cap—protective headwear for English riding and jumping; usually black velvet with a chin strap.
irons—metal English riding stirrups.
lap robe—a square of material that covers the driver’s lap and knees.
lariat—a rope with a running noose.
leg wraps—bandages used on the legs for either therapeutic, preventive, or cosmetic reasons.
martingale—a training device used to control the position of the horse’s head.
mecate—a rope made of horsehair, cow hair, or mohair; used as the rein on a hackamore bridle.
mechanical hackamore—a potentially severe leverage-type hackamore that acts like a curb bit, but works on the nose and chin.
neatsfoot oil—an oil obtained by boiling the feet and shinbones of cattle; used for dressing leather.
neck rope—in roping, a rope around the horse’s neck through which the catch rope is threaded and then tied to the saddle; acts as a guide for the horse to move back.
New Zealand rug—a heavy horseblanket that has a canvas covering.
Newmarket boot—a waterproof English-style tall riding boot.
noseband—part of the bridle used to prevent the horse from evading the bit by opening his mouth.
overcheck—on a bridle, the strap that connects the bit to the harness saddle.
pelham bit—a bit that is a combination of a curb and snaffle, having double action depending on which pair of reins are used.
piggen string—a 6 foot rope used to tie the calf in the calf roping event.
pommel—the front portion of a saddle.
port—the curved portion of the mouthpiece of a curb bit.
racing sulky—a light two-wheeled vehicle used in harness racing.
reata—a rope made of rawhide.
reins (also "lines")—the leather lines attached to the bridle with which the rider or driver directs the horse.
romal—leather strap attached to a ring holding the rider ends of both reins.
rowels—on western spurs, a wheel with blunt points.
russet—a yellowish or reddish brown color used on saddlery and harness.
saddle blanket—a sturdy, soft covering that protects the horse's back under the saddle.
saddle tree—the framework of a saddle.
sawbuck (also "crossbuck")-common pack saddle consisting of 2 pair of crosspieces called "bucks" that fit over the horse's withers; they are then fitted onto the saddle tree and secured with two cinches.

shafts-the long poles extending out from a driving vehicle, to which the harness is attached.

shank (lead shank)-rope, leather or webbed lead attached to halter or the sidepieces of a curb bit; these can be of various lengths for more or less leverage.

shedding blade-a blade with short teeth that removes loose hair from the coat.

sheet-a covering, designed like a blanket, but made of lighter weight.

side reins-used to teach a horse to set his head; attached to the bridle at one end and the saddle or harness surcingle at the other.

sidepull-a Western noseband fitted with a side rein attachments.

silks-in racing, a shirt that displays the farm colors or the post position.

singletree-a bar hung between the shafts of a carriage, to which the ends of the traces are attached.

skirt-on a saddle, the flap of leather covering the stirrup bar attachment on each side.

slicker-riding raingear with a wide skirt that covers the saddle.

snaffle bit-bit with reins attached to mouthpiece via rings, acts with direct pressure.

spurs-riding aids that are attached to the rider's boot; made of metal or very hard synthetic materials; used for urging the horse forward.

stirrup-the foothold on a saddle.

sulky--a two-wheeled driving vehicle used for racing.

surcingle-a wide strap attached to a pad and buckled into place; used as part of a bitting harness.

surrey-a 4-wheeled light carriage having two seats and a flat top.

sweat-a neck wrap used to tone the neck by sweating.

sweat scraper-a metal or plastic dull strip used for removing excess foamy sweat or water after a bath.

tack-all the leather equipment used for training or using a horse, such as halter and harness.

tacking up-saddling and bridling a horse to go riding.

tail wrap-material used to wrap a horse's tail for protection and cleanliness such as during breeding, examination, or foaling.

tapadero-a leather hood over the front and top of a Western stirrup.

terrets-metal rings on a harness through which the reins pass.

tie-down-1) a western version of the standing martingale that attaches to a bosal or noseband; 2) on harness, the strap that secures the shaft in the tugs.

traces-the lines attached to the breastplate that run back and attach to the driving vehicle.

Weymouth bit (also “bit and bradoon")-English riding bit consisting of thin snaffle and a curb bit, each attached to its own headstall and reins.
Use, Horsemanship

all on-in hunting, the term used to indicate that all the hounds are up with the pack.
also-ran—in racing, a horse that does not finish first, second or third in a race.
amateur—a person whose avocation is showing or exhibiting horses for enjoyment and prizes, and for which that person receives no payment.
balk—to refuse to perform a maneuver or obey instruction.
bareback riding—riding a horse without saddles or blankets.
barrier—the point behind which the roper or steer wrestler waits until the stock is out of the chute.
behind the bit—an action describing the horse positioning his head to the chest area in efforts to avoid contact with a bit or bit pressure.
blow up—1) in the show ring when a horse breaks or misbehaves; 2) to start bucking.
break—1) to train a young horse 2) in racing, to leave the starting gate; 3) in showing, when a horse moves into another gait before being asked, such as from a trot to a canter.
breakaway—a roping activity where the rope falls free of the saddle once the loop has tightened; the animal is not tied.
bulldogging (also "steer wrestling")—in rodeo, the contestant rides his horse alongside a loose steer, then jumps on to the head of the steer and wrestles it to the ground.
cadence—beat, or measured movement.
calf-roping—event where the contestant ropes the calf from horseback, then jumps down and ties the calf by three legs.
cavaletti—a series of poles laid on the ground; used to encourage a horse to adjust its stride and pick up the feet.
chukker—in polo, a period of play lasting about 8 minutes.
claiming—in racing, when a person purchases, for a predetermined price, a horse that is entered in a race; ownership takes effect after the race begins.
class—an event at a horse show.
clear round—in show jumping or cross country, a round completed without faults.
clinic—an educational meeting to provide information on some aspect of horse related care or training.
collection—the condition of engaging the hindquarters, positioning the head just in front of the vertical, and moving forward in a free, but controlled manner.
combination obstacle—in show jumping, two or more jumps that are numbered and considered and judged as one obstacle.
combined training competition—a competitive event for horse and rider, consisting of three phases: dressage, cross-country, and show jumping.
course designer—one who designs and supervises the construction of jumps and layout of a jumping or eventing course.
cross rail—in jumping, a fence that looks like a flattened “X".
crow hop—slang term to describe bucking with small quick jumps where all four feet are off the ground.
cue—a signal given by the handler.
cutter—term for a horse used for cutting cattle or the cowboy who does cutting.
dead heat—in racing, a tie for any of the first three places.
dismount—to get down from the saddle.
dogger—in steer wrestling, the cowboy on the left side of the steer that drops from the horse to the steer to wrestle the steer to the ground.
dressage—training horses to perform movements with balance, suppleness, obedience, and brilliance.
engaged—in racing, a horse that is entered in a particular race.
entry—term for a horse and/or exhibitor that will compete in a class.
equestrian—one who rides horseback; pertaining to horsemanship or horsemen.
exhibitor—in showing, the person riding, driving, or presenting the horse.
estension—movement that lengthens the stride.
far side—in horsemanship, the right side of a horse; the side opposite the handler.
favorite—in racing, the term for a horse that is likely to win a particular race; the horse having the shortest odds offered against it.
field—1) in hunting, the mounted followers of a hunt; 2) in racing, all the horses running or all the horses not individually favored in betting.
flat racing—a competition in which there are no obstacles to jump.
flat work—riding or schooling a horse on flat ground, rather than jumping.
flexion—bending.
flying change—changing leads at the canter or lope without breaking stride.
footing—the material used on the floor of an arena, ring, or track.
forward seat—English-style riding where the rider keeps his weight over the horse’s withers; also used in jumping.
four-in-hand—a hitch or team of four horses.
furlong—in racing, one-eighth of a mile, 220 yards, 660 feet.
futurity—an incentive program for breeders wherein their foals are "nominated" and kept eligible by a series of fees paid at specific times; these horses are then eligible to compete in futurity classes or races.
gallop (run)—the canter or lope speeded up to a gait of four beats.
gate—1) in jumping, a fence made of white planks or pickets between two side poles; 2) term for the, entrance to a show ring or arena.
green (also "green broke")—untrained or inexperienced horse.
ground line—a pole on the ground set at the base of a jump; allows the horse to see and gauge the distance better.
hazer-in steer wrestling, the cowboy on the right side of the steer that directs the steer for the
dogger.

header-1) in driving, the person who handles the horse's head while the driver is making
adjustments or is
outside of the carriage; 2) in team roping, the partner who ropes the horns of the steer.

heat-preliminary race or class to determine finalists.

heeler-in team roping, the partner who ropes the legs of the steer.

hitch-1)term for a team or pair of horses that are used together for driving; 2) attaching the
horse or team to a driving vehicle.

in-hand--showing a horse at halter in a conformation class.

in-gate--the entrance to a show arena or ring.

lead-1)a sturdy rope or line, 5-6 feet in length, with a snap attachment at one end or a length of
chain and snap at one end; 2)sequence of legs during a canter which describes which foreleg
strikes the ground first.

lead change-changing the leading legs of the front and rear pairs, at a lope or canter, when
changing the direction of travel.

leg up-assistance from the ground in mounting a large horse.

lines-in driving, the term for reins.

line-up--in showing, when all exhibitors line up in the center of the ring for the judges' final look
and placing.

loose rein-putting no pressure on the bit unless the reins are pulled.

lunge line -long lead line (20-30 feet) used for exercising a horse in a circle through various
gaits.

lunge-to exercise a horse at the end of a long line attached to the halter; horse is trotted and
cantered in a circle going both directions.

mount- 1) a horse that is ridden; 2) the act of getting up into the saddle.

neck rein-in western riding, laying the opposite rein against the horse's neck toward the
direction you want to go.

novice-person who is new to showing or exhibiting; a beginner.

off course -when the horse moves out of the designated pattern in an event, such as jumping or
eventing.

on the rail-in showing, when the horse is traveling next to the barrier that surrounds the arena; in
racing, when the horse is next to the inside rail, which is the shortest distance around the track.

pack-1) a group of hunting hounds; 2) carry supplies by horseback.

picket line-in trail riding a manner of tying horses to a strong rope stretched tightly between two
or more trees.

pivot-to turn in place.

plow rein-used to make the horse turn its head; rein is held out from the body and then pulled
back in the direction the rider wishes to turn.
pole bending—a western pattern that tests the horse’s ability to make repetitive turns to the right and left while weaving in and out of poles.
polo—a sporting game similar to hockey, played by teams on horseback.
pony—to lead a horse while mounted on another horse.
post entry—in showing, an exhibitor that enters a class after the deadline.
post time—the time a race is scheduled to begin.
posting (also "posting at the trot")—the motion of rising to the trot; a forward and back motion on alternate beats at the trot.
post—starting point for a race.
qualifier—a show, race, or trial that earns qualifying points toward a larger show, such as a national or international show.
racing secretary—one who arranges racing and stabling activities at a racetrack.
rail—term for the barrier around the outside of an enclosed arena, or the railing around the infield of a racetrack.
refusal—a horse stopping in front of a fence rather than jumping over it.
riding habit—English-style riding attire consisting of breeches jacket, shirt, stock tie, hunt cap, and high boots.
ring steward—in showing, the person who acts as a liaison between exhibitors and judges.
ring—common term for the area where a horse is worked or where classes are held in a horse show.
rodeo—an event where cowboys gather to compete in tests of skill such as calf roping, bronc riding, etc.
rollback—in reining, a 180 degree reversal of forward motion.
runout—in jumping, when a horse approaches the fence, then turns and runs away from it to avoid jumping.
saddle up—the act of putting a saddle on a horse.
schooling—training a horse.
show—an equestrian event where horses are exhibited in various types of activities.
showmanship—a type of class that exhibits the skill with which an exhibitor presents his or her horse.
sliding stop—in cutting and reining, a stop where the horse drops down on its haunches and plants its feet firmly.
sprint—a race that is less than one mile.
sprinter—in racing, a horse that performs best over short distances at speed.
stakes—in racing, a race where the owner pays a fee to run a horse.
steeplechase—a race where horses jump a series of obstacles on the course.
steer wrestling—bulldogging.
supple—flexible, but strong.
three-day-eventing-event comprised of dressage, cross country and stadium jumping competitions

trail ride-an event staged for either pleasure or competition, in which horses are ridden out in the natural environment.

transition-to change from one gait to another, or change in speed during a gait

triple bar-a jump composed of 3 rails of different heights in stair-step fashion.

tuned up-term for a horse that has been worked or warmed up slightly to make it alert and ready to respond.

under harness-being worked in harness; driven.

under saddle-being worked with saddle and bridle; ridden.

unsound-a term for a horse that is not physically fit for the intended use.

vaulting-equestrian activity consisting of exercises and balanced movements on a moving horse.

wire-in racing, the finish line.