

Parts of a Collar and Hames Harness:

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|--------------|---------------|---------------|
| 7 Blinder | 1 Lazy Strap | 17 Britchen |
| 4 Pole Strap | 16 Hip Straps | 15 Spider |
| 3 Belly Band | 8 Line | 12 Forewale |
| 11 Hames | 6 Collar | 14 Back Strap |
| 13 Back Pad | 10 Afterwale | 9 Check Rein |
| 2 Trace | 5 Pole | |

Riding Further Activity - Swing Your Partner “Dance of the Draft Horse”

You may choose to complete this activity in several meetings. Youth will need a location to work with face paint and old clothes or aprons to protect their clothes while face painting. Have youth create ears, tails and paint faces prior to the start of dance. You will need to select a caller if the music you are using does not have one. The leader or another adult may also be the caller depending on the age of the youth. Be sure that any youth that are callers have the opportunity to trade out with others and experience being a horse.

Square dance music and a player for the music will be needed at the location of the dance. No square dance music available? Select some appropriate country music songs and a group caller. Dance location will need to be a large open area and can be inside or outside. Discuss the dance steps and practice the dance moves before attempting the dance with the music. Some youth may be familiar with square dancing. You may wish to have some small prizes for best matched team, best dancers, or best caller.

Riding Further Activity – More Fun with Draft Horses

Provide youth with the opportunity to participate in a game of “Driving Me Crazy” that the intermediate level group has created. They may also be an “extra horse” in teams for the intermediate activity “Driver’s Ed.”

Activity Level: Intermediate

Expected Time Needed to Complete This Activity: 3 hours

Equipment/Resources:

- Copies of Driving Images Worksheet (6 color copies of each page)
- Writing utensils
- Copies of activities
- Blank index cards 4 x 6
- Glue or double stick tape
- Scissors

want to require that they lock elbows with the “horse” next to them and/or put a hand on the shoulder of the “horse” in front of them. After completion of the activity lead a group discussion. What did youth find easy to navigate through, and what were the challenges? Discuss how the following affected negotiating the course: hitch position in various types of hitches, difference in height of horses in a team, inside versus outside horse in a team when negotiating a turn, etc. What was most challenging for the drivers?

Riding Further Activity – Driving Me Crazy

Youth will create a version of the game Spot It! Make 6 color copies of each of the driving images worksheets for the youth to use (see youth handout). Youth may also use additional images they find on their own. Encourage youth to make the combinations on them as unique as possible. Want cards to last longer? Laminate them. Review the game rules with the youth and then it is time to have some fun! Want to make this more challenging? Print the worksheets in black and white instead of color.

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Good Friday Farm

Draft Exhibition (cart to 6-horse hitch)

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Photo Credits:

1. Six-Horse Hitch - Tena L. Collier, Hamilton, OH. Digital Image
2. Combined Driving - Peggy S. Brown. Digital Image
3. Plowing Contest - Sultan van't Hoogiende owned by Brian & Christina Dickinson, Wind Dance Farm. Digital Image
4. Parts of a Breast Collar Harness (diagram) - Rachel Shore. Illustration
5. Parts of a Collar and Hames Harness (diagram) - Rachel Shore. Illustration
6. Parts of a Breast Collar Harness (color photo) - Lisa Borg, www.minitack.com. Digital image retrieved from www.minihorsesales.com/DrivingSupplies.html
7. Parts of a Collar and Hames Harness (color photo) - MyDraftHorse.com. Digital image retrieved from www.mydrafthorse.com

Riding Further Activity – Driving Me Crazy

Create a version of the game Spot It! Use the driving images worksheets. Your leader will provide you with several color copies of each page of the worksheet. You may also use additional images of your choice. Cut out the images. Using blank index cards, you will paste or tape the images to the index cards. All cards must have the same number of images (suggest 7 images depending on the total number of photos available). Each image on a card must be a different image and may be any size of that image. Each card should not only have a different combination of images but should also display the images in a different order. Images are intentionally in different sizes to make the game more challenging. Images may be upside down or sideways. Each image has a name associated with that image. You will need to make 56 cards. Try to make the combinations on them as unique as possible.

Game Rules: You will need 2 or 3 players. Deal the players an equal number of cards, and leave one card out on the table with the image side up (discard pile). Players are not to look at the cards in their hands and should place them face down on the table. On the signal to begin the game the players may turn one of their cards image side up. They are to find an image on their card that matches an image on the card that is face up. When they match the image, they are to **call out the name of the image** and place their card on top of the discard pile. A match would be any size of a particular image. This card becomes the new card to match. Players may only turn over a new card from their hand after they have played their current card. The goal of the game is to be the first player to get rid of all cards. Once you have created and had the opportunity to play your game, share the game with younger youth and let them join in the fun.