



# National Agricultural Youth Show

## Beef Cattle Manual



2017

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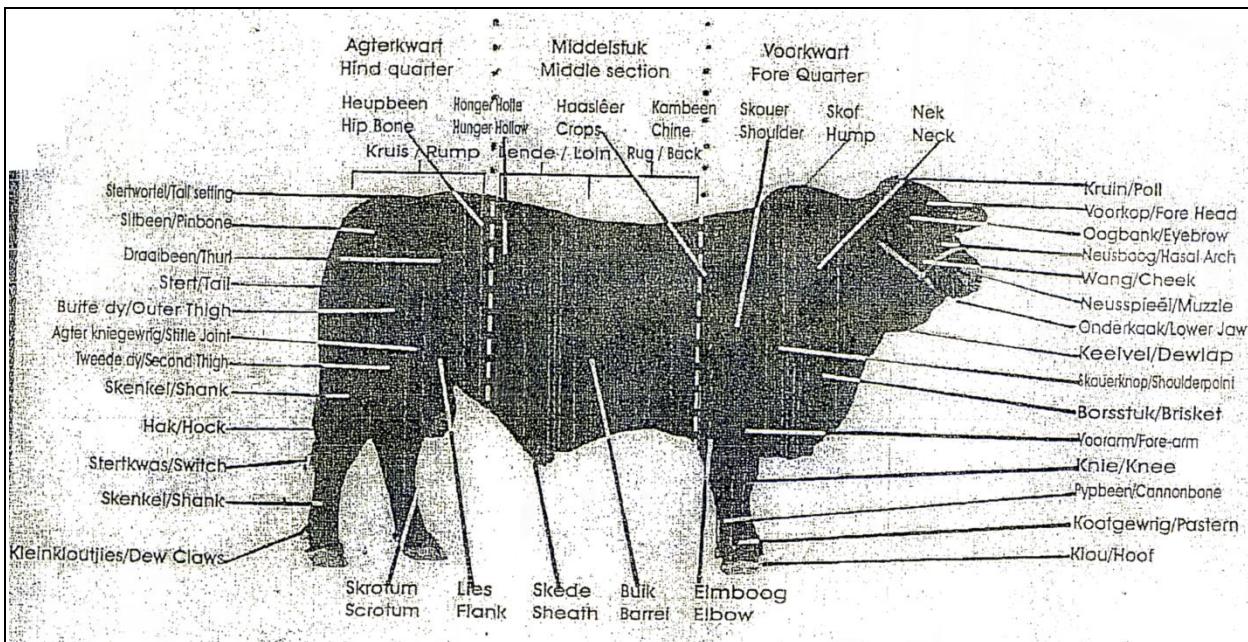
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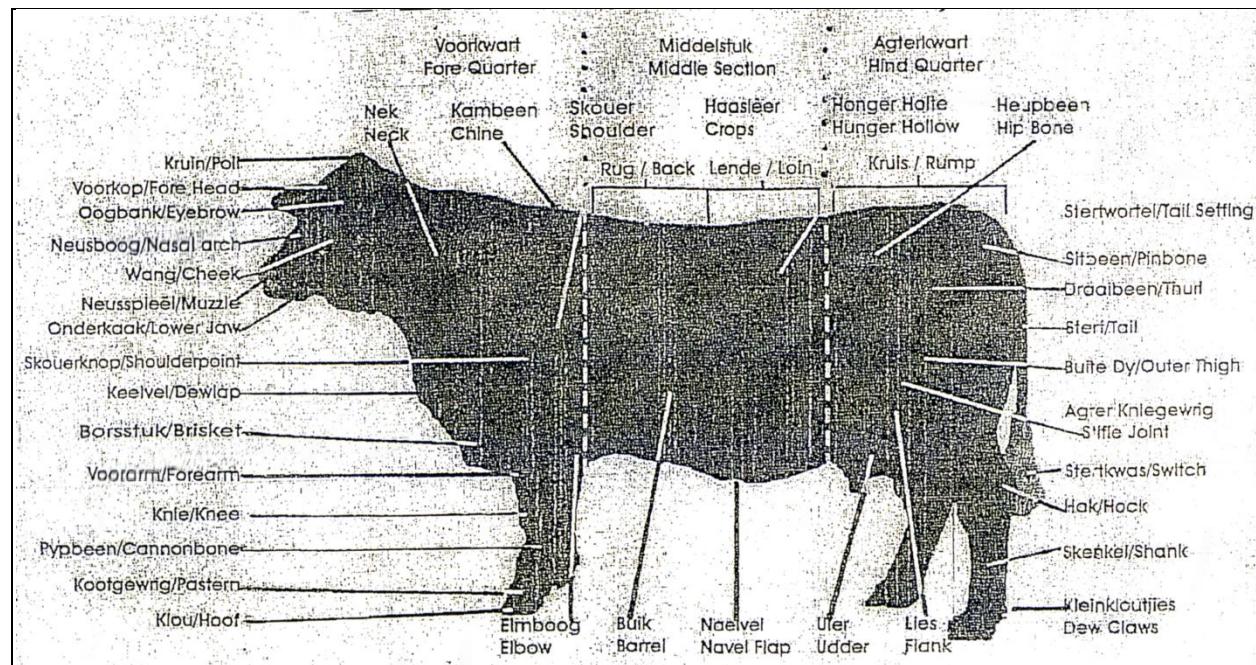
## 1. BODY PARTS OF THE BEEF CATTLE

BODY	LONG ANDN WELL BALACED
BACK	STRAIGHT AND STRONG
TRUNK OR MIDDLE PART	LONG SUFFICIENT DEPTH
HEART GIRTH	NO DEVILS GRIP
RUMP	LONG AND BROAD
LOIN	LONG, BROAD AND WIDE
HEIGHT	ADEQUATE, SUFFICIENT
HIND QUARTER	LONG, DEEP, WIDE AND WELL SPRUNG
SHIN BONE	AMPLE – NOT COARSE OR FINE
RIBS	WELL ATTACHED AND WELL SPRUNG
FLANKS	CLEAN
THROAT	NEAT
SHOULDERS	NOT PROMINENT
CHEST	BROAD
BRISKET	WITHOUT FAT DEPOSITS
FOREARM	MUSCULAR
LEGS	MODERATE LENGTH - STRAIGHT
HEAD	BULLS MASCULINE AND FEMALES FEMININE

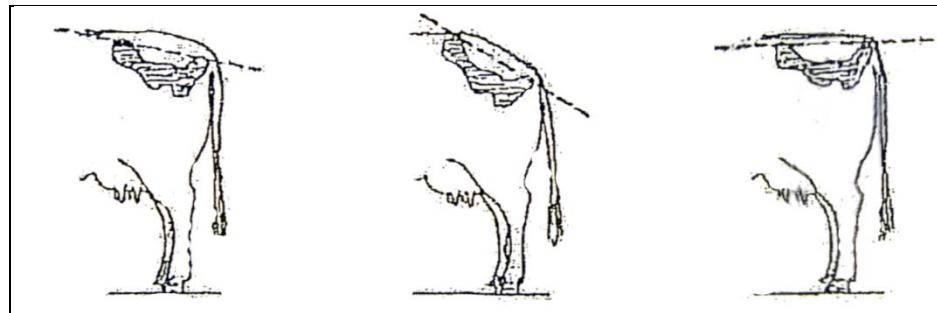
## 2. SKETCHES



**MALE ANIMAL – ANATOMIC DESCRIPTION**



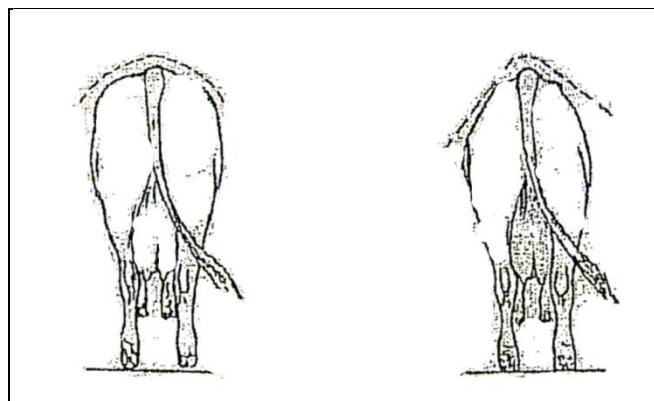
**FEMALE ANIMAL – ANATOMIC DESCRIPTION**



Correct

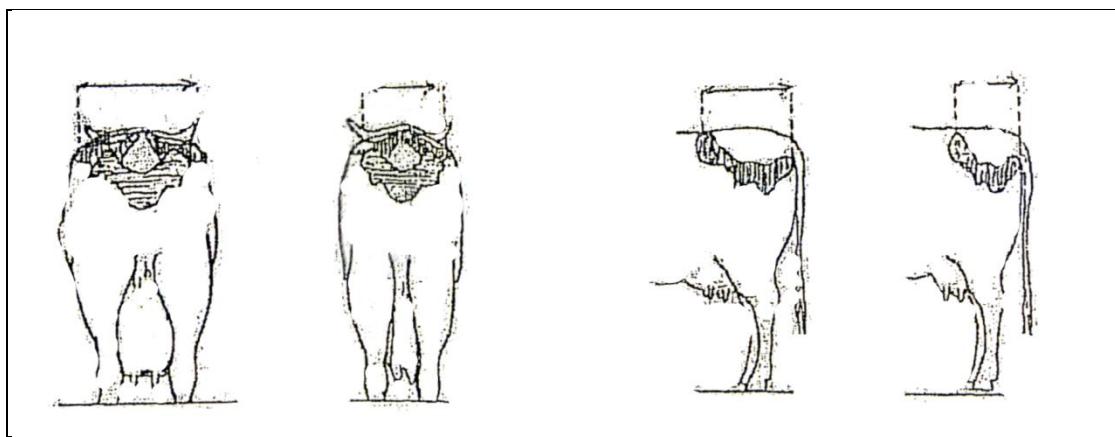
Droopy

Flat



Correct

Roofy

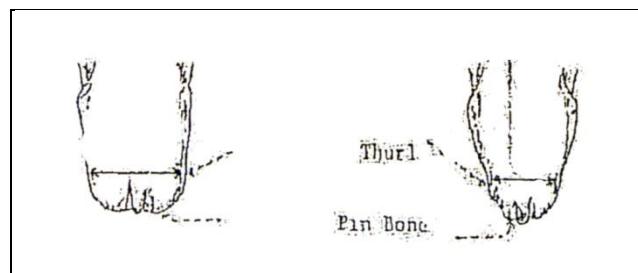


Broad

Narrow

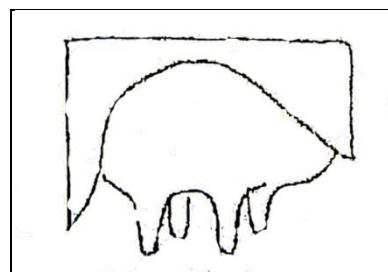
Long

Short

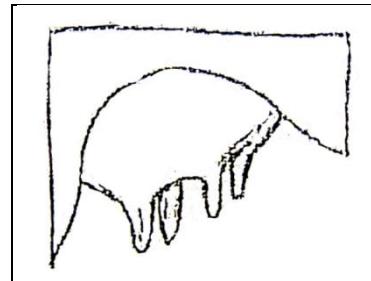


Width of thurl

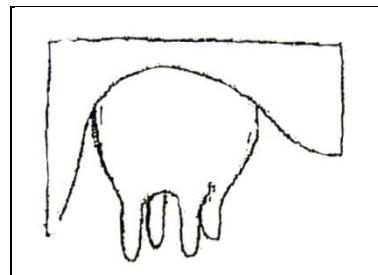
## UDDER FAULTS



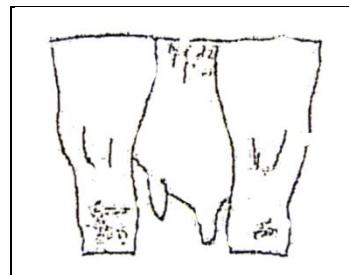
Normal



Out of balance /Droopy

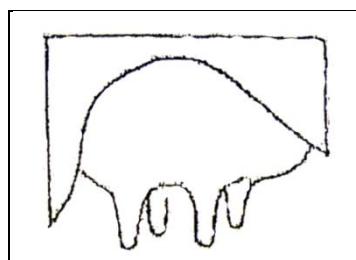


Pendulous udder (front and back)

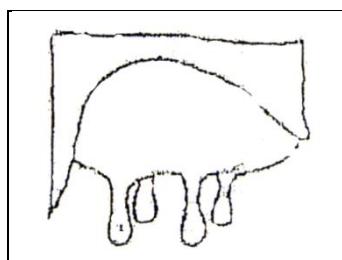


Scissor – out of balance

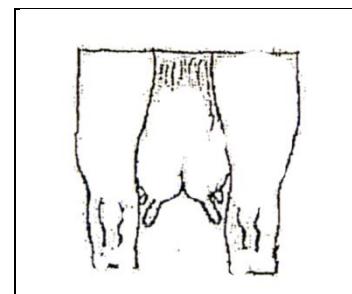
## TEAT FAULTS



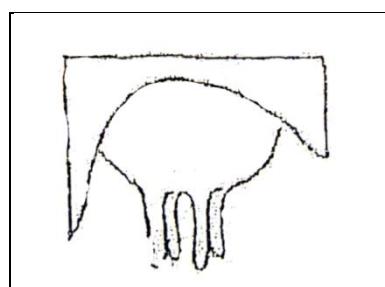
Normal



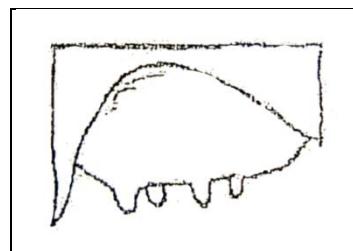
Bell shaped



Splayed teats

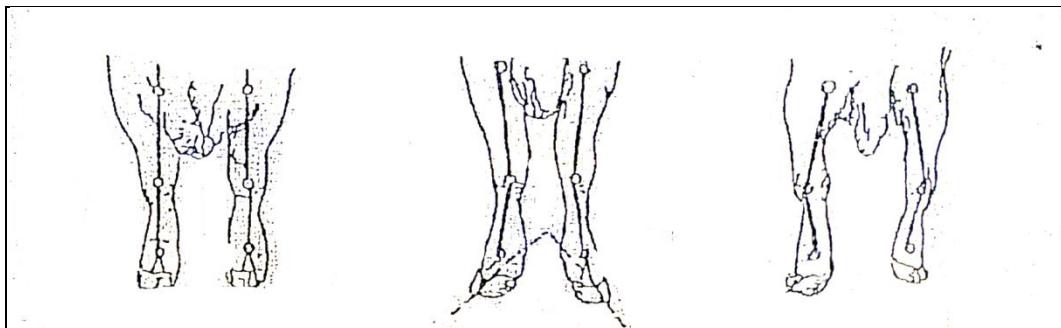


Thin and long



Too short

## FRONT LEGS

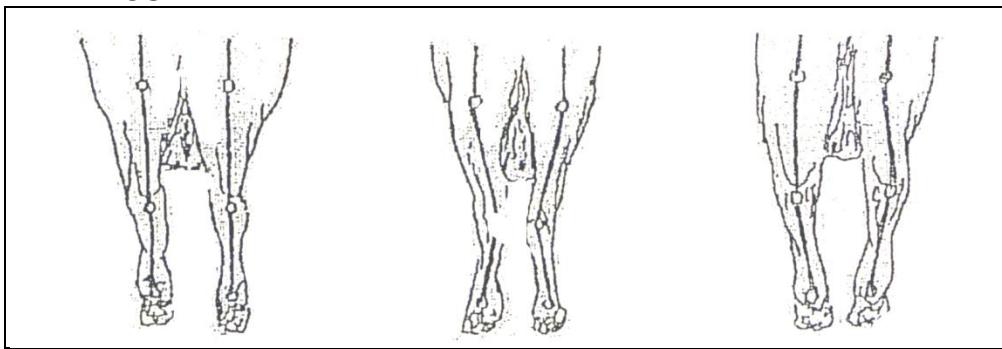


Correct

Knock knees

Bandy

## HIND LEGS

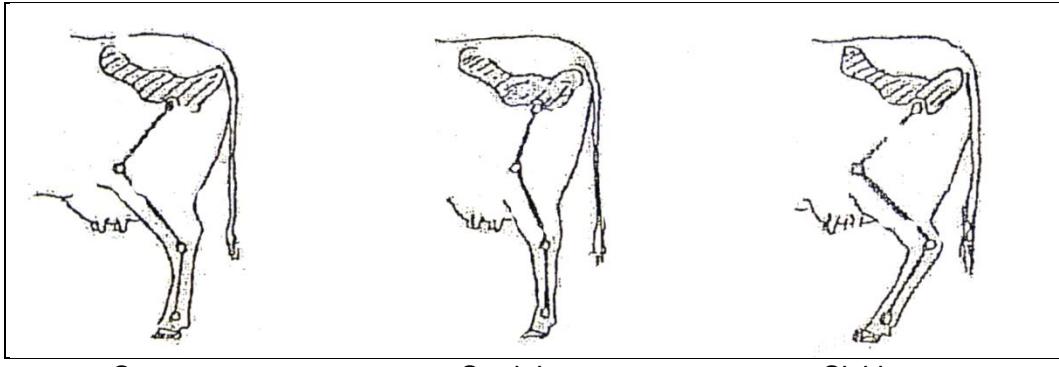


Correct

Cow hocked

Bandy

## HOCKS

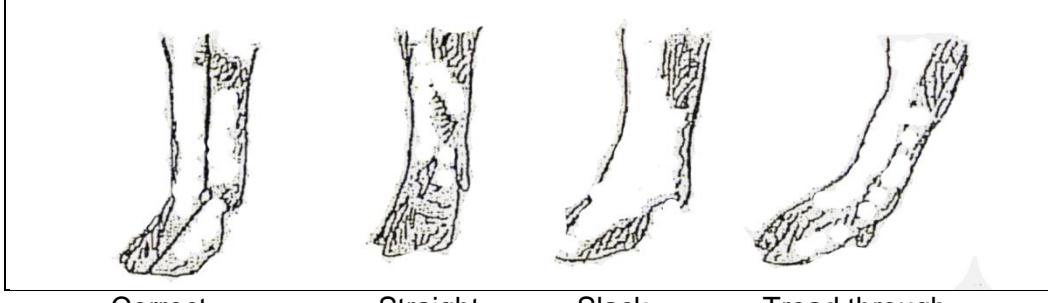


Correct

Straight

Sickle

## PASTERN



Correct

Straight

Slack

Tread through

JAW



Correct

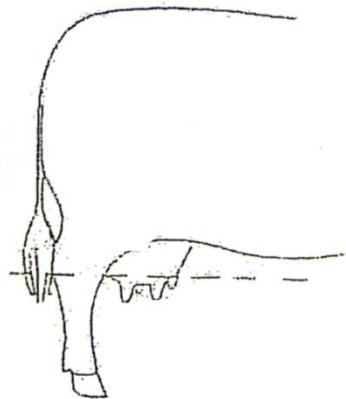


Undershot

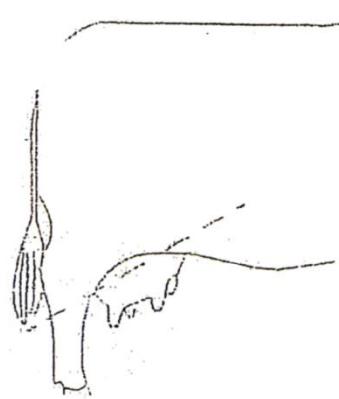


Overshot

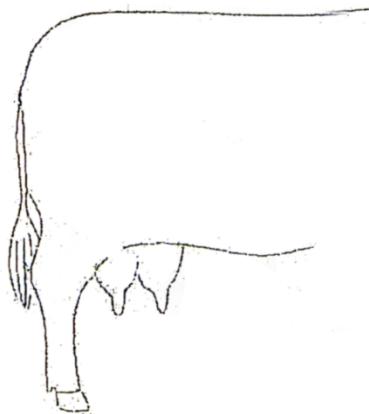
UDDERS



Correct



Unbalanced <45° (To cull)



Goat udder

### **3. FEEDING**

#### **3.1 SCHEDULE OF FEEDING**

Train your animal to a certain feeding time and stick to it. This schedule ensures that your animal eats regularly and normally. Show cattle are usually fed from 05:00 -08:00 and 16:00 - 19:00.

##### **Water**

Is the most important part of feeding. Clean, fresh water must be freely available.

##### **Group feeding**

Show animals can be fed in small groups of 2- 3. Manger space of 80-100 cm per animal is allowed. In case they push one another, tie them apart from each other.

##### **Cleaning of manger**

Animals should eat their food within 30 minutes. Leftovers must be taken out to prevent attracting flies. In the case of too much fodder left in the manger, you must check that the animal is not sick.

##### **Feeding before the show**

Don't change the ration before the show. Train your animal for other feeding circumstances, tie him to the manger. Approximately 4 days before the show, tie the animal before feeding and watering. Cut down his fodder before traveling to give him a better appetite when arriving at the show.

##### **At the show**

If your animal is calm, he will eat immediately, if not, look at the following:

- a) Don't bother him, don't brush him or stand nearby.
- b) Is the tie rope long enough?
- c) Has he had enough exercise?
- d) Is he getting the same food?
- e) Is he thirsty? Give enough water - perhaps he will start eating.

If you have tried everything and he still refuses to eat, try to feed him hay and water. If he refuses to drink water try and dissolve a little bit of molasses in the water or even a handful of salt in his mouth. The most important is to water him out of the same bucket or in the way you trained him at home. If the animal does not drink after two days, ask an experienced cattle man for advice.

##### **Rations**

To put a ration together you must know what nutrients the animal needs for his health. Cattle are ruminants with specialized digestive systems and the most nutrients they need come from hay and grain.

## **3.2 FOOD USES AND FUNCTIONS**

The composition of ration worked out to promote the following:

### Growth

Increase in muscle growth, skeleton and other body parts. The deposit of fat is not growth.

### Maintenance

The maintenance of body functions like digestion, respiration and heart beat. Also the repair of damaged body tissue.

### Fattening

The building of a fat layer between the skin and muscle and in the body. If an animal is fed more fodder than he needs for growth and maintenance, it is put on as fat. Animals fed for the market must be fed for quick growth yet proper maintenance and just enough for a thin layer of muscles and body fat. Fodder varies in different regions of our country but there are enough foodstuffs to serve as components for a well balanced ration.

## **3.3 FOODSTUFF**

A ration should consist of the nutrients carbohydrates (starch), fat, protein, minerals, water and vitamins.

### Carbohydrates

Are for the animal like fuel for a vehicle. It supplies energy for movement of the muscles for walking, respiration and heart beat etc. It supplies heat to keep the body warm. Unused energy deposits as fat until the body needs it. Sugar and starch are simple carbohydrates and are available in grain like maize, hominy chop and bran. Cellulose is a more complex carbohydrate. Grass and hay contain cellulose bran which contains high protein, phosphorus and enough fibre. It keeps animals growing without putting on fat. Hominy chop consists of high energy and puts on fat. In some parts of the country hominy chop is more economical than bran or maize; sorghum and maize is high in energy and gives quick growth and increases condition. It must be coarsely ground.

### Fat

Also gives energy for movement and heat. It produces twice as much energy. As carbohydrates digest more easily but slower than carbohydrates It is not necessary to add fat to the ration.

## **CARBOHYDRATES AND FATS ARE ENERGY FOOD**

## **Protein**

Build body tissue. It is the building block of the body. It builds muscle, internal organs, skeletons as well as blood, skin, hair, hoofs, horns, etc. If more protein is fed than needed, the extra is used as energy. Protein is expensive. Maize supplies protein and soya beans, cottonseed or linseed balance the ration. Other sources are sunflower, oilcake etc. Urea can be used but not more than 1.2% of the total diet.

## **PROTEINS ARE THE BUILDING STONES OF CELLS.**

## **Minerals**

Build bones and teeth and support other life processes in the animal. Animals need 16 different minerals; calcium and phosphorus are the most important. Minerals needed in small amounts are known as trace elements. Bone meal or phosphorous, Dicalcium phosphate is used as calcium and Sodium Chloride and phosphorus. Iodine salt as well as trace element lick, fills the shortage.

## **MINERALS BUILD SKELETON AND TEETH.**

## **Water**

Is the most important part of a ration. Water is actually not a foodstuff but it is part of the animal's diet. The animal's body consists of more than two thirds water and blood which is more than 90% water. Water is important for digestion because it transports foodstuff to the cells. It washes waste products away, cools down the body and lubricates the ligaments. An animal can live longer without feed than without water.

## **WATER SUPPORTS DIGESTION OF FOOD**

## **Vitamins**

Just as important as other foodstuff, but needed in smaller quantities. The animal's body produces vitamins while others must be added to the ration or be absorbed from sunlight. Ready mixed vitamin mixtures are available.

## **VITAMINS BUILD A STRONG SKELETON AND HEALTHY BLOOD**

## **Roughage**

Lucerne hay contains a lot of protein, carotene and calcium. It's a leafy food – if fed alone it may have a purgative effect and cause acidity. Grass hay contains lower protein and must be fed with a heavier grain ration.

## **Silage**

Can be fed in limited quantities. Not more than 3,6 - 4,5 kg per day. Silage can prevent ruminal acidosis - but too much can cause a heavy middle area and lack of rounding off. Grazing must be limited, good grazing gives growth but not rounding.

## **If an animal loses his appetite**

If your animal does not eat all his concentrate ration, cut down the food by half. Continue until he eats all the food . Then you can increase it until he is on his full ration. Give enough hay at all times.

#### 4. ANATOMY OF THE DIGESTIVE SYSTEM

These organs enable cattle, sheep and goats to make use of roughage like eragrostis curamala and veldgrass.

1	TONGUE	Used to eat with, move food around in the mouth, help the chewing process and to drink water.
2	TEETH	Grind the foodstuff and mix the food with the saliva.
3	LIPS AND CHEEKS	Put feed under the teeth to grind.
4	PHARYNX	General path for food and air.
5	EPIGLOTTIS VALVE	Prevent food from going into the lungs.
6	CARDIAC SPHINCTER	Opens to regulate the rumination (chewing of the cud)
	COMPOSED STOMACH	7 PARTS
7	RUMEN	Retains and causes fermentation of fodder as well as digestion and absorption.
8	RETICULUM	Same as rumen.
9	OMASUM	Pushes water out of the food from the reticulum.
10	ABOMASUM	Also called the "milk stomach". Produces digestive juices for digestion and further digests food.
11	SMALL INTESTINE	Absorbs foodstuff for various production functions.
12	LARGE INTESTINE	Further digestion and absorption. Absorption of water.
13	ANUS	Excretion of the undigested fodder.

## 5. DISEASES

<b>SIGNS/ SIMPTOMS/CAUSE</b>		<b>PREVENTION</b>	<b>TREATMENT</b>
<b>1</b>	<b>FOOT ABCESS</b>	This disease infects the hoof and surrounding parts. The tissue between and around the hoof becomes soft because of moisture in stables and surroundings. Open wounds occur and becomes inflamed lameness and painful swelling occurs.	Keep your animal's walking and sleeping places dry and free from articles causing injury.  Disinfect the infected hoof, apply medication and cover the wound to prevent further infection. Antibiotics must be applied. Consult your veterinary surgeon for correct medication.
<b>2</b>	<b>WARTS</b>	This is a viral infection of the skin which causes a growth of tissue that varies in size and causes a blue colour. It occurs on the neck, shoulders and head. It sometimes becomes so large that it breaks off. If the wound bleeds too much it can become infected. Warts spread slowly except for leaving ugly scars, it does not harm the animal.	Groom animals and keep infected animal separate.  Small warts disappear by themselves. Bigger warts can be tied or removed by a surgeon. Ask a veterinary surgeon for the best treatment.
<b>3</b>	<b>DISEASES IF THE STOMACH AND INTESTINE RUMENAL ACIDOSIS (BLOAT)</b>		
	<b>BLOAT INFECTION</b>		
	<b>DISPLAYED ABOMASUM</b>		
	<p>It has different causes. Fermentation of feed causes gas in the rumen. Gas must be broken up to be released. Bloat occurs when animals graze on juicy, green lucerne or young clover or if high concentrates are fed. Inflection that depresses appetite may also cause bloat.</p> <p>Bulging of the left flank between the last rib bone and the hipbone is a sign of bloat. More gas will bulge both sides. The animal will battle to breath, muscle weakness occurs and the mucous membrane becomes blue. Animals may go down and die quickly.</p>	<p>Avoid feed that causes bloat. Avoid quick change of ration. Ample roughage in the ration will, aid prevention. Be sure the animal is never hungry. Always supply enough food to eat. Fermentation in the rumen must be closed down and gas pressure must be relieved. There are products that can be taken orally. In case of an emergency, you can put a hosepipe in the throat to release the gas. Be careful not to push it in the air pipe. A wedge can be put in the mouth to direct the pipe and to prevent the animal from biting it. Avoid too much handling. If the animal is very distressed a trocar can be used. Put it on the highest point of the flank through the skin into the rumen wall, remove the needle from the trocar to release the gas. A sharp knife can also do the job. Contact your veterinary surgeon for treatment.</p>	

<b>4</b>	<b>NEW FOREST EYE (PINKEYE)</b>		
	<p>It is an eye inflammation caused by a bacterial organism and causes permanent blindness. It occurs mostly in summer when flies distribute the organism. A clear secretion will flow from the eye. The eye is red and bulges out and a permanent white spot will occur. Infected eyes are sensitive to sharp sunlight and the animal will lose his appetite, the permanent loss of one eye can be a big burden for the animal.</p>	<p>New forest eye is contagious and infected animals must be kept apart. Fly control is important and regular spraying must be done. Remove manure regularly.</p>	<p>Keep infested animals in a cool, dark place and give enough food and water. Treat eyes with antibiotic ointment as prescribed by the veterinarian.</p>
<b>5</b>	<b>EXTERNAL PARASITES</b>		
	<p>The parasites can cause a real problem like carrying a contagious Disease. Greater parasites like flies and ticks can easily be seen, but lice and mites can be invisible. Be aware of external parasites. The animal will look curly. Stable and other flies prefer warm and damp circumstances. They spread the organism which causes pink eye and females lay their eggs in open flesh wounds and damp curly hair and are soon infected by maggots.</p> <p><b>HORN FLIES, LICE, SCAB.</b> These parasites are often not noticed. Some suck blood through the skin. The skin becomes damaged and inflammation and loss of hair and blood occur. Serious secondary disease can occur which put the animal back a lot.</p>	<p>To minimize the pest, animals must be kept clean and bedding regularly changed.</p>	<p>Animals as well as the stables must be sprayed regularly.</p> <p>Animals must be inspected regularly and sprayed or dipped on recommendation of the vet.</p>
<b>6</b>	<b>INTERNAL PARASITES</b>		
	<p>A great variety of internal parasites affects different organs in the animal and the grade can be low or serious. Coccidia live in the intestine and cause diarrhea, blood loss, no appetite, weakness and death can occur. The disease spreads quickly and young animals are more susceptible. Diagnosis and treatment is very important.</p>	<p>Good sanitation must be applied. Prevent contamination of feed and water by manure.</p>	<p>Discuss a good control programme with your vet. The necessary medicine prescribed for the disease must be applied.</p>

<b>7</b>	<b>TICK TRANSFERABLE DISEASES</b>		
<b>7.1</b>	<b>GALL SICKNESS</b>		
	Carried by blue ticks or mechanically through an injection needle from infected animals.	Inoculate with Anaplasmosis vaccine.	Tetracycline injection. Keep animal in stable with enough water and green feed.
<b>7.2</b>	<b>REDWATER</b>		
	Carried by ticks, especially blue ticks or mechanically through an injection needle from infected animals.	Inoculate	Injection. Keep animal warm and dry with a lot of water and green feed.
<b>7.3</b>	<b>HEARTWATER</b>		
	An acute disease caused by <i>COWDRIA RUMINANTIUM</i> and carried by bont ticks or mechanically through an injection needle from infected animals.	Inoculate	Various dips and medication available.
<b>8</b>	<b>BACTERIAL DISEASES</b>		
<b>8.1</b>	<b>BRUCELLOSIS</b>		
	Contagious, but not a deadly disease for cows. The germ can be picked up from grazing, fodder or contact with other infected animals.	Inoculate with Brucella.	There are no known cures. Keep the herd free from it.
<b>8.2</b>	<b>TUBERCULOSIS</b>		
	Contagious disease spread through contact with infected animal, or fodder. Can be transferred to humans.		
<b>8.3</b>	<b>PASTEURELLOSE</b>		
	Animals pick up a germ from feed, inhalation, wounds or contact with insects.	Inoculate	Treatment is not very successful, sometimes injecting with Sulphur drugs and antibiotics can help.
<b>8.4</b>	<b>ANTRHrax</b>		
	Contamination from fodder and insect bites. Dangerous for humans.	Inoculate	Treat with Penicillin, but preferably by a vet.
<b>8.5</b>	<b>BOTULISM</b>		
	Disease causes paralysis of muscles. This is present in any carcass. Animals with a shortage of phosphorus are inclined to eat rotten carcasses.	Inoculate	Phosphorus licks.

<b>8.6</b>	<b>BLACK QUARTER</b>		
	The germ is picked up through grazing in the veld.	Inoculate	Treatment with antibiotics and sulphers, not often successful.
<b>9</b>	<b>VIRAL DISEASES</b>		
<b>9.1</b>	<b>THREE DAY STIFF SICKNESS</b>		
	Not a deadly disease, spread by bloodsucking insects like mosquitoes.		Injecting Leucotropin and glucose.
<b>9.2</b>	<b>LUMPY SKIN DISEASE</b>		
	Contagious disease carried through contact with infected fodder, water etc. Also carried by insects.	Inoculate	No curing.
<b>9.3</b>	<b>FOOT AND MOUTH DISEASE</b>		
	Highly contagious. Spread through contact with saliva, milk, urine and nasal discharge from infected animals.		Report disease immediately at state vet. Slaughter all infected animals
<b>9.4</b>	<b>BOVINE MALIGNANT CATARCH</b>		
	Carried from Wildebeests and insects.		No curing.

## 6. GUIDELINES FOR THE SHOWMAN

### PICKING YOUR ANIMAL

- The most important is to pick an animal that suites you.
- Both age and height must be considered.
- A non-pregnant heifer can be on heat during the show.

### THE ANIMAL MUST:

- a) Be stylish.
- b) Good balance of different body parts.
- c) Head feminine/Masculine, to carry his head high when walking or standing.
- d) Walk comfortably.
- e) Good set of legs.
- f) Good depth of hoof.
- g) Strong fetlocks.
- h) Shoulders that fit properly to the body.
- i) Well grown for its age.
- j) Long broad rump with the right decline from the hips to the pinbone.
- k) Long, straight topline.

## **AVOID**

- a) Over conditioned.
- b) Short in the body .
- c) Lack of style.
- d) An animal with too many conformation faults.

## **BREAKING**

- a) After an animal has been put on his feed programme he must be broken in to show.
- b) Minimize the human strength to catch the animal and tie him to the manger. Put the animal in a crush and halter him.
- c) Then chase him into a stable where he will sleep and tie him to the manger.
- d) Tie and loosen him a couple of times before handling him.
- e) If he has calmed down try to rub and groom him to lose his fear of people.
- f) Be sure the halter fits properly without choking, chafing or hurting the animal. Then lead him to the water, handle him gently.
- g) Begin to walk longer distances but be careful not to let him get out of hand.
- h) If it is the case lead him in a small arena until his properly halter broken.

## **TRAINING**

- 1) The animal must be trained to carry his head high when walking or standing.
- 2) A show stick with a blunt point must be used for training. Teach your animal the use of the stick by caressing him under his stomach.
- 3) Put the stick on the foot and if he moves his front foot, caress him again.
- 4) In this way he can't get away from you.
- 5) After he has done this satisfactorily, he can be led and trained to place his feet while handling him with the halter.
- 6) To move him backwards, keep the lead rein in the left hand, put your right hand on his wither and push or pull the wither to the opposite position of the foot to be placed.
- 7) The feet must stand square (block) under the body.
- 8) Train your animal to keep his back straight and follow the lead freely with a light right hand (don't push his head up strongly).
- 9) Walk your animal short periods, it's better than long distances.

## **ROUNDING OFF THE HOOVES**

- Hooves must be cut in advance for the animal to walk and stand properly.
- They must be cut at least 3 weeks before the show to give him enough time to recover by the time of the show.
- Hooves must be clean
- Hoof polish is optional.

## **ORGANISING YOUR SHOW EQUIPMENT**

- a) If your show equipment is maintained carefully it can be used for many shows.
- b) A show box, like a tool box and the right size according to the number of animals you are going to show is useful to store your equipment.
- c) It also help too keep the area around the stables neat.
- d) A good idea is to pack your washing and preparation equipment in different boxes.
- e) Decide on a colour and paint all the equipment with lead free paint.
- f) Bear in mind the colour of the bred.
- g) Repair and clean your equipment after each show.
- h) Take stock, and replace any lost stock or the supply of soap, oil, polish, etc.
- i) After the show season the equipment must be painted, cleaned and stored.
- j) Clean your show halter after every show.
- k) Use saddle soap or leather oil and your halter can be kept in good condition for many years.
- l) Make use of a nylon halter when washing your animal.

## **7. GUIDELINES FOR WASHING**

### **Washing Equipment**

- Soft brush
- Hard brush
- Tooth brush/similar
- Hoof brush/similar
- Cloth
- Sponge
- Soap
- Towel
- Bucket
- Sweat scraper
- Nozzle for hose pipe and fittings

Do not pack unnecessary equipment in your box!! No preparation equipment in your box. Be careful not to use a too large box.

**Tie the animal at a convenient height with an easy release knot.**

1. Start by brushing your animal. Start behind the left ear and move backwards, from top to bottom, using a soft brush. Brush all the dust as well as dried manure from your animal. Do not brush over still wet manure.
2. Rinse your washing area. Wet your animal's feet to soften hard and dried manure.
3. Pour soap/shampoo in your bucket and fill half full with water.
4. Start wetting your animal. Always starting on the left side behind the ear. (Prevent water entering the ear). Wet from top to bottom and from front to back, using a brush to wet your animal properly. Start on one side and then move on to the other side. Close the tap and do not waste water.
5. Pour soap or shampoo on your animal. Use ENOUGH to wash the whole left side.
6. Wash the left side of the animal, holding your hand against the animal. From left behind the ear backwards. Work systematically and quickly from top to bottom and from front to back, using a hard brush. Also using the water in you bucket to ease the washing process. Make sure of washing your animal underneath and between the legs up to the hooves. Wash underneath the tail up to the tuft.
7. Rinse the left side of the animal PROPERLY with clean water. Remove all soap, using your hand or brush. A residue of soap causes flaking and a dull hair coat. While rinsing the left side, wet the rest of the animal. Fill your bucket with water.
8. Start at the right side of the animal and repeat steps 2-7.

**Steps 9-10 can be done in a different order**

9. Wash the hooves and dew claws, using a hoof brush or hard brush to clean the outer side of the hooves. Use a toothbrush or something similar to clean between the hooves. Use your bucket's water to wash the hooves. Use clean water to rinse the hooves.
10. Wet the head. Hold the head with your left hand and put the pipe from behind on the crown. Let the water run slowly over the head. Prevent water entering the ear. Only use clean water. No soap. Use your washing brush to scrub the head and rinse again. Also wash the halter. Use a damp cloth or sponge to clean the animal's ears, eyes, mouth and nose. Do not work too deep into the ears.
11. Lastly wash the tail. Wash the tail tuft, using your bucket with soap. Soak the tuft in the bucket. Use your brush to wash the tuft. Rinse the tail properly to get rid of all soap. A residue of soap can cause flaking that will be difficult to control. Make sure the tail area underneath is cleaned properly.
12. Remove the redundant water from the animal with a sweat scraper.
13. Dry with a towel between the forelegs, between the groin as well as the breast area.

**NO WATER SHOULD BE DRIPPING FROM YOUR ANIMAL!!!**

Clean your washing area. Put away your equipment neatly. Roll up the hose pipe.  
Clean your gumboots.

14. Keep some water in your bucket to rinse away manure that may be left behind.

## **8. GUIDELINES FOR PREPARATION**

### **PREPARATION SHOULD BE DONE ACCORDING TO BREED STANDARD**

#### **Preparation equipment**

- Soft brush
- Hard brush
- Toothbrush/similar
- Cloth
- Sponge
- Soap
- Bucket + water
- Oil and hoof oil
- Sheep wool
- Show halter and lead (Show stick)

Do not put unnecessary equipment in your box! No washing equipment should be packed in your preparation box.

#### **Tie the animal at a convenient height with an easy release knot.**

1. Be neatly dressed, according to the rules as if going into the show ring.
2. Tie your animal with an easy release knot.
3. Start brushing the dust from the animal with a soft brush beginning behind the left ear, moving backwards, from top to bottom. Brush the entire body.
4. Use a hard brush to clean excessive dirt.
5. Clean the hooves and dew claws properly.
6. Comb the tail nicely.
7. Rub the hair coat with baby oil on a piece of sheep skin to encourage shine. Oil should be used sparingly as your animal must still be looking natural.
8. Smear the hooves with oil or polish if necessary.
9. Change from your nylon halter to your show halter.
10. Clean your area and pack away all equipment.
11. When you are judged, SHOW your animal to the judge.

## **9. GUIDELINES FOR SHOWING**

- 1) Give your animal food and water early.
- 2) Be sure you rest well the day before judging.
- 3) Start early to get your animal ready.
- 4) If necessary wash the animal lightly and dry off properly.
- 5) Put on the show halter 30 minutes before the start of judging.
- 6) Make sure the halter fits properly and all adjustments are correct.
- 7) Brush off all dust and keep him clean.
- 8) The accent will be placed on care, attention, training and preparation of the animal and the ability of the showman to handle the animal.
- 9) Look where you are walking on your way to the show ring.
- 10) Let your animal drink water before entering the ring. It will make him look fuller.

### **APPEARANCE OF THE SHOWMAN**

- a) The handler must be clean and neatly dressed according to the rules.
- b) Clothing must be appropriate for the event, according to the rules.
- c) White rubber boots must be worn for protection.
- d) Before entering the ring, be sure your number is in the right place.
- e) No number no points!
- f) When you enter the ring, be alert and show your animal to the best of your ability.
- g) Remember the judge's first impression stays.

### **HANDLING**

- a) The animal must enter the ring promptly after the class is called. There should be a ring steward that would let you in.
- b) When you lead the animal, walk him in a clockwise direction in the ring.
- c) Lead the animal on its left hand side, with your right hand.
- d) The lead must be held with your fingers pointing upwards (your hand must be under the lead and not on top).
- e) Always carry the lead neatly.
- f) Fold the lead, so it can't drag on the ground.
- g) It can be held in one or both hands, but must be kept in both hands when the animal moves.
- h) Don't wind the lead rope around your hand.
- i) The show stick must be carried under the left arm.
- j) The animal's head must be kept up through the whole performance.
- k) Move at a moderate speed alongside the animal.
- l) Look around regularly to see where you are going and to maintain a good distance between you and the animal ahead.
- m) One animal's length between you and the animal in front of you.

### **EYE ON THE JUDGE**

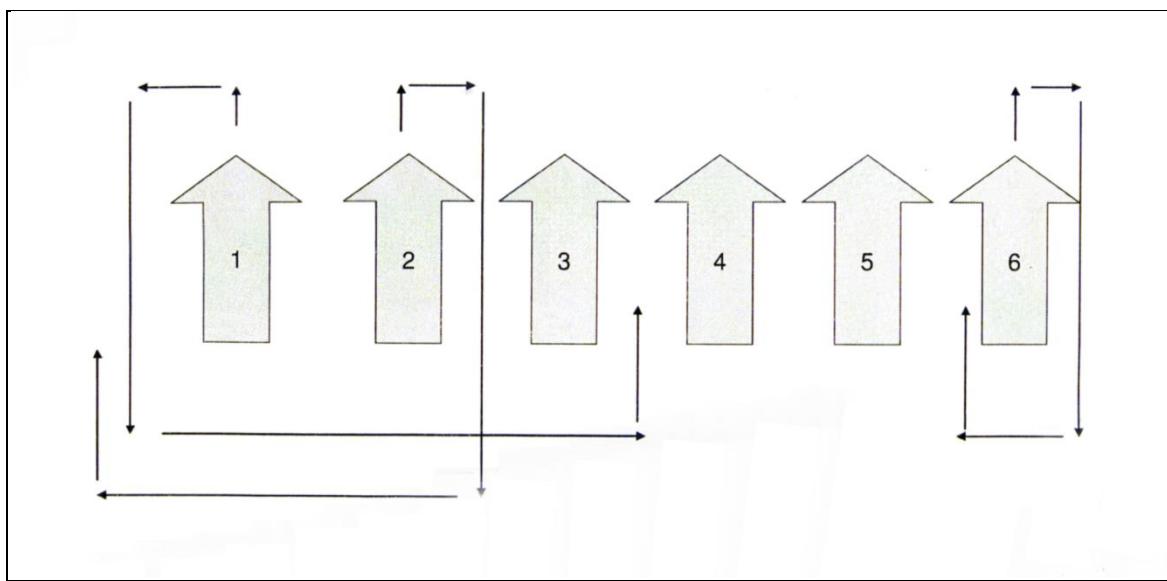
- a) Try to set up your animal as quick as possible in the right position if you are asked to stop.
- b) Keep the lead in the left and the show stick in the right hand.
- c) Pull your animal forward and the head up. Place his front feet together. If the animal is standing normal, the width of his chest will determine how far apart the front legs are to be spread.
- d) Then use the show stick to place the back feet.
- e) Never kick the animal's legs.
- f) Just put light pressure on the top of the hoof, with your foot if necessary.
- g) Allow approximate one meter on both sides for the judge to move past.
- h) Avoid contact with your opponent's animal.
- i) Try again to get your animal in the right position before the judge's inspection.
- j) Keep your animal's back straight, head up and a foot under each corner.
- k) If the ground is not level try to stop with his front feet on higher ground.
- l) The competitor's chest must always face the judge.
- m) Always keep an eye on the judge.
- n) With a quick glance see if your animal is still in the right position.
- o) If the judge is not looking at you, replace your animal (if necessary) in a quick, but disciplined manner, always watching the judge.
- p) Forget about everybody outside the ring (Parents, friends, photographers).
- q) Concentrate only on what you are doing.
- r) Do not obstruct the judge if he wants to inspect your animal. If he wants to inspect your side of the animal, move smartly with your lead under the chin to the other side, still with your chest facing the judge.
- s) Be careful that the show stick does not bother you or other competitors' animals in their movement.
- t) If you are asked to change positions, do it smartly and quickly to the position where the judge or steward shows you. Only leave the ring when the judge or ring steward ask you to do so.
- u) If an animal with conformation faults are shown, ask the trainer how to disguise the faults unobtrusively.
- v) Shows sticks are not compulsory.
- w) Use your show stick sparingly.

### **BALANCE ALERT BEARING**

1. Competitors must be alert and quick at all times but respond carefully to instructions from the judge or the steward.
2. One eye must be on the animal and the other on the judge, both need your undivided attention.
3. The main purpose is to show your animal to the best of your ability.
4. Smoking, bubblegum chewing and chatting in the ring is out of the question.  
**NO CELL PHONES!**
5. Don't start conversations with the judge or steward. Only answer questions in connection with the judging of the animal.
6. All showmanship maneuvers must be done in a quiet comfortable manner.
7. Circus tricks are not allowed in the show ring.
8. Be calm and quiet and enjoy what you are doing.

9. A showman/lady must always be polite and friendly towards stewards and competitors. This gives a pleasant impression that they enjoy what they are doing.
10. Good sportsmanship is important. Be a discreet winner and a courteous loser.
11. A smile can do wonders.

## 10. CHANGE OF POSITION IN THE PRESENTATION LINE



1. The figure shows the correct method to change position in the line up.
2. The first competitor moves out to the left and enters the line from behind.
3. The rest of the competitors in the line move out to right and enter the line in the place where they must stand.

4. Always enter the line from behind.

***ENJOY YOUR SHOWMANSHIP FULLY AT ALL TIMES.***

