



# MEAT GOAT MANAGEMENT TIPS

- Have a clean spacious pen available upon the goat's arrival that will protect from predators and environmental conditions
- Allow the goats to settle in by feeding alfalfa hay and a limited amount of grain for the first few days to get over stress from relocating
- If possible feed the goats in pairs according to weight when possible
- · Provide fresh, cool water that avoids direct sunlight
- . Hand feed your grain ration at least two times daily
- Feed your goats at least twelve hours apart, make sure you feed about the same time daily, including weekends to avoid stressing the animal
- When making feed changes in either rations or amounts fed, do so gradually over several days time to avoid causing rumen disruption
- Closely monitor for any signs of illness. Consult a veterinarian as needed, make sure and follow directions and observe withdrawal times on any therapy used
- Goats should be vaccinated against Tetanus and Enterotoxaemia
- Goats should be treated for internal and external parasites, 60 and 30 days prior to reaching end point
- Weigh goats regularly and monitor gains. Average daily feed intake should total approximately 3 –5 % of your goat's body weight
- It is good to avoid feeding diets formulated for horses, excess calcium can lead to urinery calculi. Sheep diets can be used when copper is supplemented to the diet make sure they contain ammonium chloride to help prevent urinary calculi; it is ok to feed diets that contain Monensin to help prevent coccidiosis.
- If your goat is approaching the fairs maximum weight limit several days before the fair, provide exercise, limit feed intake, and introduce a vitamin and mineral, protein supplement to the diet. This will help keep the animal fresh and help prevent losing muscle tone
- In the case where your goat is to lean prior to the show, you may consider adding rolled grains as a percentage of the diet to increase the energy level of the ration
- Practice showing your goats in different environments prior to the show to allow the animal to adjust without causing undue stress

# INTRODUCTION

The purpose of this handbook is to assist your in successfully raising a market goat project. The information contained in the following pages will act as a guideline. Some of the statements may not pertain to your project since individual situations may be different. It must be understood that this material is not the only information you will need to raise your animal, but it does cover the most common aspects of the project. Refer to this handbook often. Should any questions arise concerning your projects don't hesitate to contact your project advisor for help.

Good luck on your endeavor of raising a market goat project. With hard work and dedication, your project will be a success!

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# WHAT YOU SHOULD KNOW BEFORE BUYING A GOAT PROJECT

- 1. A goat project can be a very exciting and rewarding experience or a very frustrating and discouraging project depending on the amount of time and energy you put into the project.
- 2. The duration of a market goat project is anywhere from 3-4 months. It is important that as much attention be given to your project during the last months as is given during the first months.
- 3. Raising market goats is not a hit and miss proposition, you must be consistent in how you raise your animal. In other words, you get out of your project what you put into it.
- 4. It is critical that a person understands that the animal will be dependent on you for every aspect of its well-being including feed, water, shelter, health, exercise, etc. You must be willing to provide for each of these areas on a daily basis for the duration of the project.

# GETTING READY FOR YOUR GOAT PROJECT

- 1. If you are housing your animal at the Hilmar Ag Farm facility, you will need to fill out a Pen Rent Contract.
- 2. If you plan to raise your animal at home, make sure your pen meets the following requirements:
  - a. Protection from cold drafts, rain and the sun. It should be large enough to allow your animal to exercise (About 15' x 20'). It should be tall enough to prevent jumping out (about 5").
  - b. Shade/shelter should be provided in the pen, with straw for bedding (during cold weather) at a location away from their feeder and water bucket so the sleeping area remains clean and dry.
  - c. Adequate feeding and watering facilities must be provided.
  - d. The fencing and floor should be free of loose wire nails and boards. The fencing should also not have spaces big enough for the goat to squeeze through.
  - e. It should be sturdy enough to prevent the animal from getting out.
- 3. You should purchase the appropriate feed prior to receiving your animal. Check with your advisor on the kind of feed to purchase and from whom.

# PURCHASING YOUR ANIMAL

- 1. There are different ways to purchase a goat project. No one way is right or wrong, You need to determine what is best for you in terms of your budget and willingness to work with your animal. The most common ways of buying an animal are:
  - a. Purchase your animal through your advisor. Your advisor will travel to various goat producers to select and purchase market animals. He then brings them to school where students pick their animals.
  - b. Purchase an animal on your own. You MUST have advisor approval.
  - c. Purchase your animal through a livestock sale. Sometimes you find good deals at sales, but usually you end up paying a little more for your animal. However, this is the best way to obtain a superior animal.
- 2. Whichever way you choose to purchase your animal, make sure that you consult with your project advisor prior to buying it.

# STARTING OFF RIGHT

- 1. Good quality market goats should possess:
  - 1) adequate size for age and market readiness
  - 2) be up-headed with the neck extending up from the shoulders
  - 3) heaviness of skeleton
  - 4) structurally correct front and rear legs placed squarely under the body
  - 5) level top with a long rump that slightly slopes from hooks to pins
  - 6) length, width, and depth of body
  - 7) expression of loin and leg muscle
  - 8) legs set well apart between front and rear
- 2. As soon as you get your animal, it is imperative that you observe your animal closely for any signs of illness. Generally, if animals hauled a long distance, the chance of illness is greater than those hauled shorter distances. Signs to watch for include runny eyes and /or nose, droopy head, and inactivity. It will take a few days for the animal to acclimated itself to its new surroundings.
- 3. Your animal may not want to eat the first day or so. This is normal. However, if it is not eating by the second day, you should contact your advisor. (Refer to the section on feeding for more information).
- 4. Training the animal to brace and walk as early as possible is important. It is much easier to teach a smaller animal to work than a larger one. **DON'T WAIT!**

# EVALUATION OF MARKET GOATS SCORECARD

The following is the evaluation criteria and applicable "points" for each attribute of the animal.

# STRUCTURAL CORRECTNESS, STYLE AND BALANCE 30 POINTS

- Up-Headed With Neck Extending Out Of Top Of Shoulders
- Strong Level Top
- Long Rump With Slight Slope From Hips To Pins
- Front And Rear Legs Should Be Straight And Placed Square Under The Body
- Strong Pasterns; Strong, Well Formed Feet; Quality Of Bone
- Proper Blending Of All Body Parts

# VOLUME AND CAPACITY 25 POINTS

- Length Of Body
- Depth Of Body
- Width Of Body (Spring Of Ribs, Width Through Chest Floor)

# MUSCLING 35 POINTS

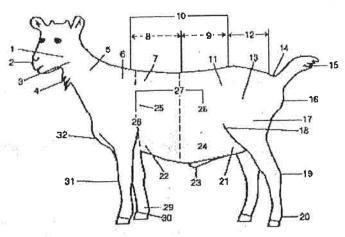
- Deep, Thickly Muscled Leg And Rump, Stifle Thickness
- Broad, Thick Back And Loin
- Bold Shoulders, Wide Chest Floor, Prominent Forearm
- Width Between The Front And Rear Legs

# CONDITION 10 POINTS

Thin, Uniform Covering Of Fat Over The Loin, Rib And Shoulder

# **100 TOTAL POINTS**

Information by: Frank Craddock, Extension Sheep and Goat Specialist, San Angelo, TX www.boergoats.com

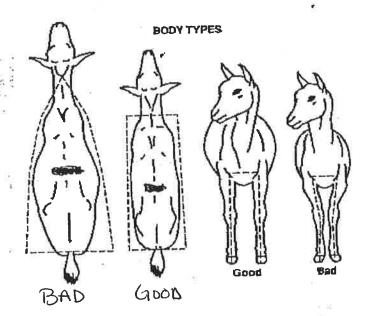


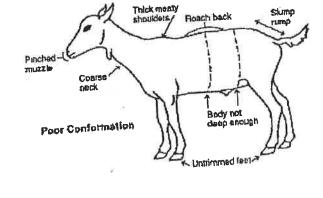
1.	Jaw	<u>.</u> 1.	9.	Loi
2.	Muzzle	٠,٠	10.	Βe
3.	Throat		11.	
4.	Wattle	Ņ,	12.	Rι
5.	Neck		13.	Th
6.	Withers		14.	Тε
7.	Crop		15.	Τŧ
θ.	Chine		16.	Pi

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	7	
9. Loin	17. Thigh	25. Fore Rib
10. Back	18. Stifle	26. Rear Rib
11. Hipbone	19, Hock	27. Barrel
12. Rump	20. Dew Claw	28. Heart Girth
13. Thurl	21. Rear Flank	29. Pastern
14. Tail Head	22. Fore Flank	30. Hoof
15. Tail	23. Sheath	31, Knee
16 Din Rone	24 Belly	32. Chest

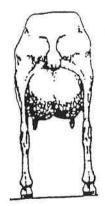
# Parts of a Meat Goat



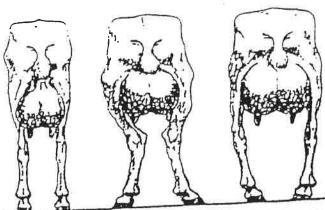


http://boergoats.com/articles/meat-news/meatgoatselection.htm

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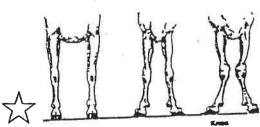
Good legs are perpendicular and set wide apart giving her feet point forward ample room for a capacious and ber legs are vertical udder. Her feet point straight but the udder gets ahead and the hocks are wide squeezed. apart when she walks.



With a narrow leg set

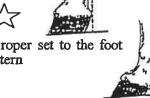
Cow bocks leave the doe narrow between the bocks; when the udder deepens the hocks bump it as she moves.

Although less injuries to the udder than cow hocks bowlegs strain the hacks and nastern inints.



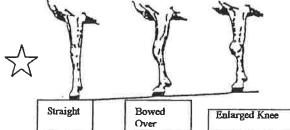


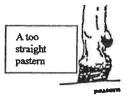
The proper set to the foot & pastern

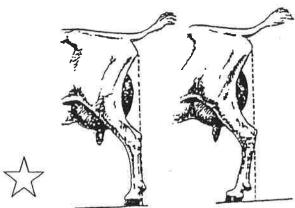


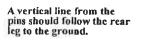
Knocked Kneed Well Set Narrow Set

This pastern is a little too springy





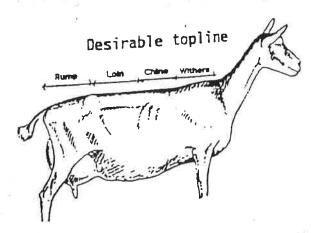


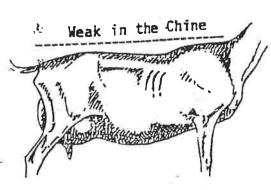


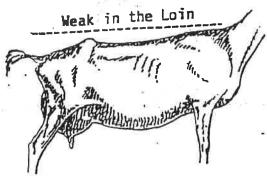


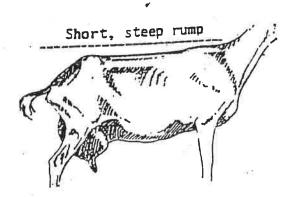
"Sickled Hocked" legs can shorten a goats useful life.

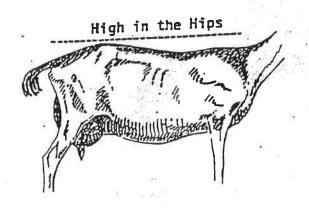
A "posty" leg has no give in the stifle and hock joints jarring the body with each step. Very painful, the condition often swells these joints and cripples the goat.



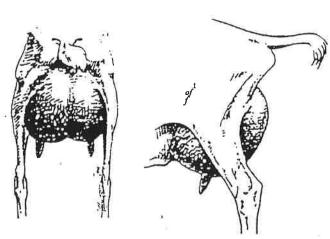




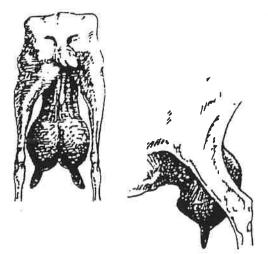




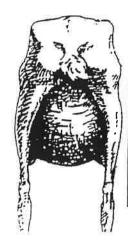




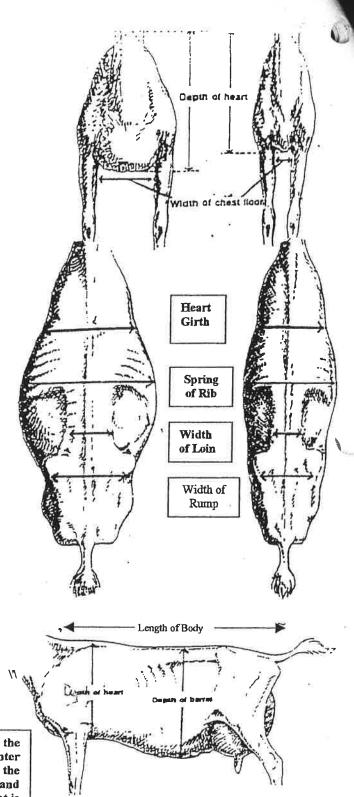
A good udder. attached tightly on the sides and high and wide at the rear. suspended from a wide escutcheon

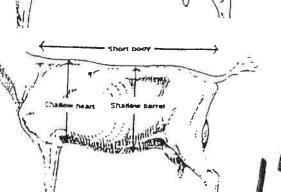


A very pendulous udder, held only by strings of skin and connective tissue, The stretched medial ligamem lets It hang dangerously low.

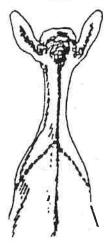


A weak medial ligament lets the whole udder fall down at the center leaving no division between the halves: the teats point up and sideways and the rean attachment is giving way under the strain.

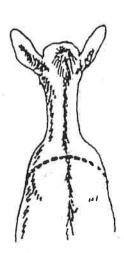




**Shoulder Types** 

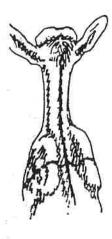


Sharp



Meaty

Drawings by Sara Emond



Loose

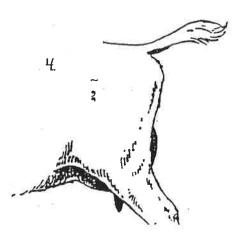
HIP TYPES

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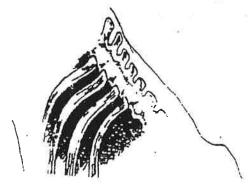


Sharp and angular - thighs thin and Incurving



Meaty - thighs coarse and fleshy

# RIB TYPES



Good ribs are wide and flat, set well anart



Unsatisfactory "pencil" ribs are thing and round

# **DUTIES OF GOAT EXHIBITORS**

- 1. Follow all instructions given to you by your advisor. Communication is the key to a successful project.
- 2. Clean your pens daily. Rake the dried manure and straw into a pile and remove it from the pen.
- 3. Make sure your animal does not go without feed (even for one feeding). Plan Ahead!
- 4. During hot weather, hose down the pen to help keep the animal cool.
- 5. If you are utilizing the Hilmar Ag Farm facilities you will be required to keep the facility clean and well kept and to take care of your animal in an appropriate way at all times.
- 6. All exhibitors will be required to meet with their advisor periodically to discuss the progress of their animal, to weight the animals, and for informational meetings. These meetings will be scheduled as much as possible around the students schedules.
- 7. The Hilmar FFA Advisors employ a "three-strikes" system. If for any reasons you do not abide by any of the rules and/or guidelines set forth in this handbook, you will receive a "strike" for each violation. After three "strikes", YOUR'RE OUT!
- 8. We also require students to write thank you letters for their buyers. These letters must be written within two weeks of selling the project or forfeit the opportunity to show for one year.
- 9. If you encounter any problems at all concerning your market sheep project, some other person's animal, or the facilities, please contact your advisor immediately!

# CARING FOR YOUR GOAT PROJECT

- 1. Clean your pen at least once a day. Make sure the water and feed are OK.
- 2. Observe your goat for body condition (fat), alertness, appetite and signs of scouring or respiratory symptoms (fast or labored breathing, coughing). Watch the way it walks, for swollen joints, sores or cuts, runny nose or droopy ears. A drop in weight along with slight coughing may indicate worms. Limping may indicate foot rot. If any of these occurs, consult your advisor immediately.
- 3. The four main disease symptoms that you could encounter in raising goats include
  - 1) respiratory
  - 2) scours or diarrhea
  - 3) changes in body condition
  - 4) fever
  - Most disease symptoms are precluded by going off feed and changes in behavior. When in doubt, take the goats temperature and then notify your advisor.
- 4. Do not administer any medications without consulting your advisor or a veterinarian first,

# NEW YORK STATE 4-H MEAT GOAT PROJECT FACT SHEET #22

by Dr. tatiana Stanton April 1999 Cornell University, Ithaca , NY 14853



# GETTING YOUR MEAT KID READY FOR A SHOW

Some people really enjoy exhibiting their goat project to the general public. A good opportunity to do this is by participating in your county and even your state 4-H livestock show. However, in order for a judge and the general public to fairly evaluate your meat kid, your kid needs to be properly prepared. Preparation includes teaching your kid to lead and stand quietly when being handled by people, and having your kid well groomed so that the judge can really see his conformation and not have to look past a muddy coat or long shaggy hair. All this preparation needs to start several weeks before the show.

Training your kid – the first step to training your kid to behave well at a show is to familiarize him with people. You want him to trust you and other people rather than panicking at the sight of people. Take the opportunity every day when you feed and water him to approach him quietly rather than chase him. Scratching him between the ears, brushing him, and feeding him some of his food directly out of your hands will help to make him want to be around you.

Once he learns not to panic when you come into his pen and pet him, you can start to let him follow you on short walks around your land. Many tame goats will follow you without a leash. The next step is to buy him a collar and leadrope and teach him to tie. Tie him to a stout fence or post and stand close by while he struggles to free himself. You can use a quick release safety knot used for tying up horses if you know how to tie one. Gradually walk farther away as he becomes more resigned to being confined to one spot. However, do not leave a tied goat unattended. He could accidentally strangle and die. Practice this for about 10 minutes daily.

Next you can start to teach him to lead. Do not take a steady pull on the rope. This just makes it easier for him to lean against you. Instead give and take on the rope with short jerks. When he steps forward reward him by slacking up (giving) on the rope and praising him. Keep his head up with his collar or halter while you lead him. If he gets his head down it is easier for him to get out of control and run away with you. Teach him to lead with his front shoulder even with your leg. His head should be out in front of your body. Sometimes it helps to have a friend or family member assist you by pushing forward on his rump if he refuses to move for ward with you. Try to get him used to having his legs stroked. This way you can start to teach him to properly set up. Every time you halt, set his front legs up first. Then set up his hind legs. Use the collar or halter to keep his body and head straight while you are setting him up. You want his legs to be square, i.e. the front legs should be directly under his body and legs can be slightly spread apart and stretched back a little so he looks proud and alert and his body is really on display. Gradually he will learn to set himself up without waiting for you to move his legs around. You can also use pressure on his shoulders to train him to set up.

Be sure not to overwork your goat. Work him several times a week but never for more than around 10 to 20 minutes at a time. Try to stop at a high point when he is really behaving well. Familiarize yourself with the different rules for showing your goat in front of a judge. Find out whether you are expected to wear all white clothes or just a clean, neat pair of blue jeans and nice shirt or blouse. Be sure not to wear a hat or cap and don't get between your goat and the judge (i.e. move to the other side when you are passing into the view of the judge). If you can, get ready for the show by practicing with a group of friends and their goats. Be sure to take turns handling each other's goats.

Making sure your goat is well groomed – take the time to brush your goat several times a week. This will help keep his coat shiny and also help to tame him down. Trim his hooves regularly and time one trimming to be about 7 to 10 days before the show. Check the clipping rules for the show you are showing him at. Usually you want to give your kid a hair cut (clip him) about two weeks before the show. This way it will be easy for the judge to observe how well he is put together (his conformation) and how well muscled he is. If you wait and do him too close to the show, the clipper marks will show and he will look less smooth and be more susceptible to chilling if the weather turns cold. Also if he going to be slaughtered immediately after the fair, most buyers prefer a goat that has a neat short hair coat rather than one that looks shaved and half naked.

Make sure your goat is clean before you clip him. You can give him a bath with mild detergent first if he is really dirty. Otherwise, brushing should be enough. Use a pair of well oiled, large animal clippers with a blade that will leave his hair about ¼ to ½ "long (usually a 83AU top blade and a 84AU bottom blade). Run the clippers in the direction his hair grows rather than against it. This means you will usually be running them parallel to his body rather than vertical. Hair below the hocks and knees is usually not shorn (especially with your big clippers!), but you can touch them and the tail up with small animal clippers. Be sure to leave the tail with a natural look rather than bobbing it off at the tip as you would for dairy goats. Also use small clippers around the eyes, ears, pasterns, and other sensitive areas.

Once your goat is washed and ready for the show, be sure to bed his stall well so he does not get manure stains.

Making sure your goat is in shape – keep good records on how your kid is growing to make sure that your kid is getting the right amount of food for his age and build. Make sure your kid gets plenty of exercise to help develop his muscles. It also helps to keep track of his body condition score so you can tell how ready he is for slaughtering for the various goat meat markets. You need to keep in mind that the judge is going to evaluate your goat on how ready for slaughter he appears on show day. You kid may still be growing rapidly and not quite ready for slaughter on show day. Or you may have a kid that has finished a growth spurt and has started getting too fat or overfinished at show time. If your goat does not show well, try to evaluate what you might want to do differently next time. Remember that there is a lot more to a market kid project than just showing so try not to overemphasized the importance of the show.



# **Suggested Activities**



1. Take time several times a week to brush your goat and teach him to lead and stand.\*



# Check list for your animal project

1 Items to do at least twice daily
Feed, water, clean pen
Check health
Notice any changes in behavior

2 Items to do weekly
Change bedding
Check fence and security
Inventory feed (don't run out)
Walk your animal 3-5 times at least 20 minutes each time
Stop and stand your animal in a show pose.
Brush your animal 2-5 times a week
Wash your animal as needed (don't let it get too cold)

3 Items to do monthly
Check and trim feet
Check weight and calculate average daily gain
Project show day weight and make adjustments

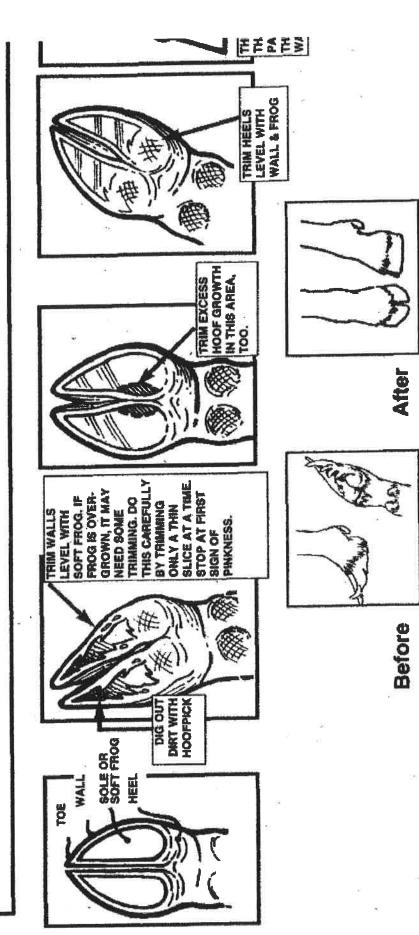
4 Items to perform at least 1 month prior to show
Get your buyer/sponsor letter written and deliver it in person
Practice clipping your animal for the show
Check on need for vaccinations i.e. bose, cdt, wormer
Purchase show uniform, show supplies, equipment
Begin using your supplies

5 Activities for self improvement Watch a show in your area

Have practice shows with other club members
Use the internet for gaining more knowledge about your project

# HOOF TRIMMING PROCEDURES &

(hoof rot). Untrimmed hooves can actually cripple your goat. To do a good job, you will need a pair of good trimme Hoof trimming is an essential part of caring for your goat. It should be done about once every three months, but me individual goat, the terrain and weather conditions. Without proper trimming, the hooves will become cracked, over (#26K) and either a hoof file (#27F), or a hoof plane (#27P)



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# FEEDING YOUR MARKET GOAT PROJECT

### General

- 1. Nutrition is the single most important aspect of raising a quality market goat project. Consistency is the key when feeding animals with regards to the type of feed, amount of feed, and feeding schedule. A proper feeding program can make the difference between a high quality animal and a poor quality animal. Always follow the advisor's recommendations.
- 2. One of the most overlooked elements of a good feeding program is water. The water your animal drinks should be fresh, clean and cool at all times. Dirty or stagnant water can have an affect on the health of your animal. The water trough should be cleaned daily. If you wouldn't drink it, your animal probably wouldn't drink it either if given a choice. If using an automatic watering system, make sure the pipes are not in direct sunlight as this will warm the water.

# Hand Feeding

- 1. Your advisor will direct you on how to feed your animal. Feed recommendations are based on individual differences in weight, rate of gain, and conformation. It is important to know exactly how much your are feeding so that accurate average daily gains can be calculated. This information will tell you whether you are on track to meet the desired projected weight for your animal.
- 2. If you are raising your animal at home, it is very important to set feeding times in the morning and evening and then stick to them. There should be no more than a 30-minute variation in feeding times from day to day. Drastic changes in the feeding times can have an adverse affect on your animal in terms of appetite and health.
- 3. Whenever a new feed or increase in feed is introduced, the change should be made gradually over time. Never change feed or feed quantities without checking with your advisor.
- 4. Make sure that the animal is eating all the feed at each feeding. Feed that is not consumed by the next feeding should be removed and the amount fed should be reduced in proportion to the amount left over.
- 5. If your animal goes off feed for more than one day, contact your advisor or a veterinarian immediately. Generally, lack of appetite is one of the first signs of illness. The sooner the illness is detected, the easier it is to treat. Any type of illness will cause a decrease in the daily gain and could affect desired end weight.
- 6. It may be necessary to add a feed supplement to the ration. The supplement will help in increasing growth, appetite, feed efficiency, health and stress resistance. Check with your advisor before adding a supplement to your feeding program.

### **SHOWMANSHIP**

- 1. The main purpose of showmanship is to present your animal to the judge in a manner that will make your animal look its best. Showing can emphasize strong point and de-emphasize weak points of the animal.
- 2. Success in showing begins at home. You and your animal cannot learn proper showing techniques at the last minute. It is important that you take the time to learn how to show. When starting out, not only the animal must be trained, but the exhibitor must be "trained" as well.
- 3. When presenting the animal, the exhibitor should be properly groomed. Wearing the official FFA uniform is mandatory and it should be clean and in good shape. The animal should be properly groomed as well.
- 4. Listed below are a few general characteristics of a good showman. More technical information can be found in the following section.

# A Good Showman

- a. Is confident in his/her abilities.
- b. Understands the importance and purpose of proper showing techniques.
- c. Is alert in the show ring.
- d. Knows where the judge is at all times.
- e. Is conscience of the appearance of his/her anima at all times.
- f. Works the animal calmly and smoothly.
- g. Is not distracted by people or events outside the show ring.
- h. Starts showing from the time he/she enters the ring until he/she leaves the ring at the conclusion of the class.
- i. Is courteous to the other exhibitors in the ring.
- j. Displays good sportsmanship by congratulating the winners and accepting congratulations graciously.
- k. Gives his/her best effort every time he/she is in the show ring.

# CALIFORNIA MEAT GOAT

# SHOWMANSHIP SCORECARD FOR MEAT/MARKET GOATS

1. APPEARANCE OF ANIMAL		
Condition of Animal	10	
Feet Trimmed and Horns Clean and Tipped	5	
<ul> <li>Hair Clipped Correct Length and Neatly Blended</li> </ul>	10	
Cleanliness – animal clean and free from stains, special attention to head, ears and tail head.	10	
2. APPEARANCE OF EXHIBITOR		10
<ul> <li>Appropriate clothing, neat and clean</li> <li>(If this is a 4-H, FFA or Grange event, make sure that you have full uniform, including belt, tie, hat, boots; If this is a progressive show make sure that you have a nice button up shirt, clean pants, belt, boots etc.</li> <li>No T-Shirts.</li> </ul>	10	
3. SHOWING ANIMAL IN THE RING		40
<ul> <li>Leading – appropriate equipment, animal leads readily</li> </ul>	10	
<ul> <li>Presentation – exhibits correct position changes and sets the animal up correctly</li> </ul>	10	
Best Advantage – shows animal to best advantage, minimizing faults displayed	10	-
Poise – Alert, courteous, and smooth. Responds to judge quickly and shows animal, not self.	10	
4. KNOWLEDGE		15
<ul> <li>Body Parts – Know parts and how they relate to function and to retail carcass cuts.</li> </ul>	5	
Score Cards – know both the Showmanship and Judging Cards	5	
<ul> <li>Faults/Strengths – know faults and strengths of their own animal, and be able to evaluate other animals in the class</li> </ul>	5	
TOTAL SCORE		100

# **Meat Goat Showmanship**

Matthew C. Claeys Extension Livestock Specialist

### Introduction

A good showman is a person that has a sense or knack for an effective presentation of an animal. Showmanship is the one area of livestock showing over which the exhibitor has the most control. In showmanship you are judged on your abilities to control and present your goat to bring out its best characteristics. Advanced planning, practice and hard work are the key to becoming a good showperson. Meat Goat showmanship not only generates enthusiasm in the show ring, but also teaches many valuable lessons that can be used in day to day life. These lessons include responsibility, learning about work and determination to reach a goal, winning graciously and losing with dignity. This will take practice at home with your goat and having someone act as a judge as if at a show.

# **Appropriate Dress**

Dress neatly. Leather boots should be worn for safety and appearance. If the goat steps on your foot, the goat's foot will slip off a leather boot much easier than a tennis shoe. Wear clean jeans or slacks. Faded bluejeans look less professional and should not be worn.

Wear a neat button-down or polo shirt. No camouflage shirts or T-shirts should be worn. The shirt should be tucked in. Wear a belt for neatness. Leave hats and grooming equipment back at the grooming area. Hats, may distract the judge's concentration. Your planning and neat appearance will help make a positive impression on the judge.

### **Showtime**

Before the show, walk over the show ring to find the high and low spots of the show ring surface. This will help make sure the goat is set up going uphill and not in a hole.

Be sure to enter the show ring promptly and that the goat is led from the left hand side. Small exhibitors may use a collar, chain or halter. However, more advanced exhibitors should lead the goat with their left hand under the goat's chin and the right hand behind the ears and or/ with a chain or collar.

Quickly yet smoothly, set the goat up so that all four feet are at the corners of it's body and the goat's weight is distributed evenly over its legs (Figure 1). When setting up the goat, do not get down on your

http://www.cals.ncsu.edu/an\_sci/extension/animal/4hyouth/goat/goatshow.html



knees because you will have less control of your goat. One way to move the back feet is to press back on the opposite shouldger of the foot you want to move. Small showpersons may stand and use the halter and their feet to set the goat's legs. Use the halter to indicate the direction you want the feet to go while using your foot to move the goat's leg. Larger exhibitors may use their hands to set up the goat. Set the rear legs first. Then set the front legs.

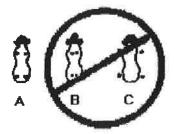


Figure 1. Figure A shows the feet squarely placed beneath the goat. Figures B and C are incorrect.

Once the goat is set up, be sure the head is held up. Then locate the judge. Remain standing in front of your goat when the judge is viewing the goats from the rear (Figure 2.A). Never place your hand on the goat's back or the base of the neck; this will obstruct the judge's view of the goat's top. As the judge moves around to the right side (Figure 2.B) and around in front of the goat, move to the left side of the goat, so it is between you and the judge (Figure 2-C). When the judge is in front of the goat, remain on the goat's left side, so the judge can see the front view. Be sure to keep the head high and in line with the goat's body. You may hold the head up with the collar, halter or with your left hand under the goat's jaw. As the judge moves to the left of the goat, move back to the front of the goat to give the judge a full view of the entire animal. Do not move to the right side of the goat (Figure 2.D). When in front of the goat, you have more control and this position will provide the side view that the judge seeks.

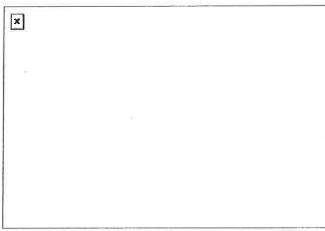


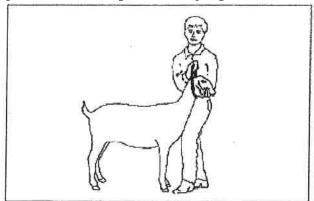
Figure 2. Provide the judge with a clear view of your goat.

# Handling the goat

Be ready for the judge to handle your meat goat. Train the goat to stand to be handled by the judge. Ideally, you should hold the goat by the head, collar, chain, or halter while standing away form the goat. If the goat does not stand still be prepared to restrain it.

To restrain the goat, hold it by one or a combination of ways as described above. Use one of two methods. One method is to stand in from and place your knees in front of the goat's shoulder (Figure 3).

Another method to restrain your goat is to grab a front leg below the knee and raise the leg up toward you while leaving the other three esgs on the ground (Figure 3). While restraining your goat, never pick the goat up so that both front feet are off the ground. This does not give you an advantage. It is an example of poor showmanship. After the judge finishes handling the goat, set it up in line with the other



exhibitors.

Figure 3. Restrain your goat by placing your knee in front of the shoulders or by picking up a front leg.

The preferred way to show meat goats is NOT to brace the animal. However, some judges will allow you to brace. Observe the first class and listen to the judgeto determine if bracing will be allowed. You should be prepared to brace your goat if bracing is allowed by the judge and you want to be at the same advantage as the other exhibitors.

# Moving the goat

After handling the goats, the judge will indicate what is to be done next. Most likely the judge will want you to walk the goat. Be sure that the goat is under control and is between you and the judge. If your goat does not lead, gently reach back and lift up on the goat's tail. If an exhibitor ahead is having problems, help that person. Never whip the goat with the halter rope or grab the goat by the skin. This will result in a bruise and a soft area will remain for sometime.

Once the judge requests that you stop for the side view, set your goat up as discussed earlier. Small exhibitors should stand in front or on the goat's left side to keep control. Older, larger exhibitors may squat or stand on the goat's left side. Standing is preferred. Do not put your knees on the ground; squat so you may get up quickly and maintain control of your goat. Stay alert; the judge may handle the goat again or motion to move to another line. Once you are pulled to the placing line, remember the class is not over. Be sure the goat is set up and looks its best.

The judge may decide to place the goats differently after one last look while all goats are lined up side by side. If you are asked to move in the line, Figure 4 shows what should be done for different situations. Be sure to line your goat up in a straight line from the first goat set up, as illustrated in Figure 4.

Once the judge starts giving reasons, the class is over, but exhibitors should continue to work hard and display good sportsmanship. Congratulate the class winners and those who stood ahead of you. Ask if you can handle the goats that placed above you. This will allow you to learn what to look for in your next goat project.

Finally, remember this is a learning experience. Leave the ring with your head held high, knowing that

http://www.cals.ncsu.edu/an\_sci/extension/animal/4hyouth/goat/goatshow.html

5/21/04 **2C**  you have given this project your best effort. Learn from your mistakes, watch other showpersons, and improve your skills for the next show.

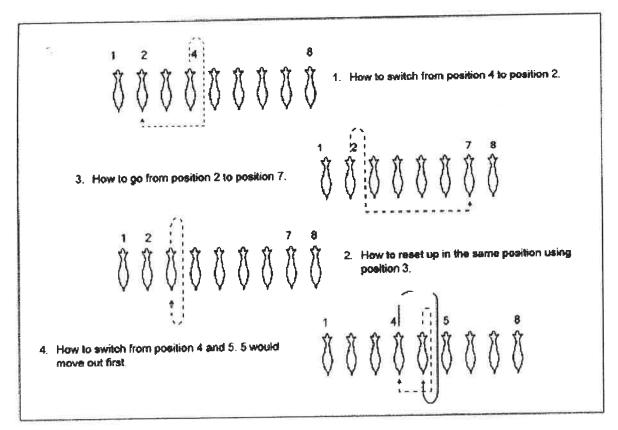


Figure 4. Proper Proceedures for Changing Positions

# MARKETING YOUR PROJECT

The following information is for you to use when inviting potential buyers to this years fair to bid on your animal. Remember that it is strongly suggested that you do these things as it can benefit you financially. I have spoken to several businessmen in the area and this is what they suggest you do when you send out buyer letters.

The act of sending letters to potential buyers of your show animal is called "marketing" or "selling" your product. The simple fact that you are a member of the Hilmar FFA will likely earn you a minimum price for your animal. However, it is proven that "marketing" your animal can boost your returns substantially. I strongly encourage you to "promote" your product in the following ways:

- 1. Hand write the letters your send out. They are more personal and are more likely to be read. Send out your letters a few weeks prior to the fair.
- 2. One week after you send your letter(s), make personal visits to the prospective buyers and invite them to come to the fair to bid on your animal (even if they are a relative). You should wear your FFA jacket when you do this.
- 3. Don't limit your prospective buyers to people you know. Almost every business person in the area is a potential buyer is asked in the right way. Go out and "pond the pavement". This means writing and visiting the business people of the area. Again, wear your FFA jacket when you do this.
- 4. Don't limit the number of letters you write and visits you make. I've known students who have written up to 40 letters (hand written). Obviously, the more you advertise your product, the better your chances are of getting a good price.
- 5. Involve your parents in deciding how to write your letters. Make sure the grammar, spelling and appearance of the letter are correct and the letter is easy to read and understand.
- 6. Most prospective buyers want to be asked to be a buyer. So in your letter your should formally "ask" the person to be a buyer.
- 7. Explain a little about your project (where the animal came from, expectations of how the animal will do, what it will weigh, animal's name, etc.)

- 8. Be personal. Tell them about yourself. Describe any funny or interesting experiences you've had with your animal. List and describe other chapter activities you are involved in.
- 9. Inform you prospective buyer(s) what time they should be at the fairgrounds to bid on your animal. Also, buyers will be invited to a buyers BBQ the evening of the auction.
- 10. Buyers will need to check-in and register with the auction at the sales ring. They will be assigned a bidders number and given a sales book which lists the sales order for the auction.
- 11.If your buyer(s) want to buy your animal, but cannot attend the auction then they can sign a proxy for that will give the Ag Boosters the authority to buy the animal for them. This form can be obtained from your ag teacher.

Most of you have written buyer letters in the past and may have done this year's already. The information listed above is intended to be used as a guide so use what you think will be helpful to you. If you have and questions, contact your advisor.

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# General Rules for Hilmar FFA Fair Exhibitors

Student's Name (	print)	
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- 1. Because of the importance of scholastic achievement, the Hilmar High School Ag Department requires its livestock exhibitor to maintain a satisfactory scholastic record in his/her classes. Therefore, if any exhibitor fails to meet this requirement, he/she may lose their show privileges. Students must have a 2.0 GPA the prior grading period to start the project.
- 2. All exhibitors are to follow the directions and advice given to them by the designated Advisor for that species. The advisor's directions are to be followed for the entire length of time the project is eligible for show, and during the fairs when the project is being exhibited.
- 3. All rules and regulations of Hilmar High School will apply to the students who participate at fairs since showing is a school activity.
- 4. All exhibitors are expected to haul their animals and tack to the fair unless other arrangements are made with the advisor.
- 5. FFA members are required to obtain their homework from all their teachers in advance of missing school for attending fairs.
- 6. Each exhibitor must read and understand the rules and regulations in the fair's premium book.
- 7. Where dormitories are provided, all FFA members must sleep in the dormitories.
- 8. Where dormitories are not provided, these procedures should be followed for campsites or motels:
  - A. Los Banos or Merced Fair Exhibitors must complete a camp site reservation form obtained from the fair in order to reserve a trailer site at the fairgrounds. This form will include the names of the students residing in the trailer, the trailer license number and the name of the adult who will be staying to chaperon these students.
  - B. Each exhibitor will obtain permission from his/her advisor PRIOR to the fair.
  - C. Approved adult supervision is required from 6:00 pm to 7:00 am.
- 9. Each exhibitor is responsible for feeding, watering, grooming and keeping an eye on his/her animal(s) for the entire duration of the fair.

- 10. Each exhibitor is required to serve barn duties as assigned and specified by the project advisor.
- 11. All FFA exhibitors will be required to wear the official FFA show uniform described below while showing their own animal(s) or helping others in the show ring.

### FFA Show Uniform

- Boys White pants, white dress shirt, FFA Jacket, FFA tie, appropriate shoes.
- Girls White pants, white dress shirt, FFA Jacket, FFA scarf, appropriate shoes.
- 12. All FFA members are to attend the awards program at every fair wearing his/her FFA jacket.
- 13. Market animal exhibitors are required to write thank you letters to their buyers.
- 14. All exhibitors must attend assigned meetings by the project advisor unless prior arrangements have been made.
- 15. The advisor of any species will have the authority to take whatever disciplinary action necessary toward any student that fails to comply with the rules.

Your signature below verifies that you have read, discussed, understand, and agree to abide by these rules. Please sign and return this form to the project advisor. If you have any questions at any time, please feel free to contact the advisor at the Hilmar Ag Department (667-8366).

Parent Signature	- Date	
Student Signature	Date	

Student's Name	(please 1	print)	
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# HILMAR FFA GOAT EXHIBITOR RULES

# 1. Daily Activities

- A. Spend time with your goat, observe and exercise it.
- B. Check the amount of feed in the feeder and make sure it is clean and dry. Feed twice a day at scheduled times the amount you were told to feed. Watch your goat, make sure it is eating the feed. Do not overfeed.
- C. Thoroughly clean the pen. (This should be done twice a week.)

# 2. Periodic Activities

- A. Attend, for the duration, project meetings approximately every two weeks.
- B. Attend, for the duration, weigh days at school if your animal is housed there.
- C. Be at your project site when the advisor weighs your animal if it is housed off school grounds.
- D. Perform barn duty functions if your animal is housed at school.

# 3. Activities Prior to the Fair

- A. Find a buyer for your animal.
- B. Attend and participate in a mandatory show day.
- C. Wash and clip your lamb approximately 10 days before show.
- D. Obtain an FFA Show Uniform (white pants, white dress shirt, FFA tie/scarf, FFA jacket, appropriate shoes). ALL exhibitors MUST have his/her own FFA jacket and FFA tie/scarf. Jackets and ties/scarves may be borrowed from another FFA member that is NOT exhibiting any type of livestock at the fair. Failure to have the proper show uniform for any reason will disqualify that student from showing.
- E. Obtain the proper equipment (show chain, towel, soap, baby wipes, rags, hose and show box).
- F. Exhibitors are required to haul their own tack to the fair.
- G. Exhibitors are required to haul their goat to the school if the advisor is taking it to the fair.

# 4. Activities at the Fair

- A. Exhibitors are expected to be at the fair for the purpose of caring for and preparing their animal for show.
- B. Exhibitors are NOT allowed in the carnival area until the completion of the last goat show day.
- C. Exhibitors must be in the sheep barn no later than the time announced by the advisor and must participate in the daily morning clean-up, feeding, and meeting. Exhibitors must also participate in the evening feeding and meeting at the time announced by the advisor. Late exhibitors will be assigned an additional barn duty for each infraction.
- D. Goats must be regularly checked throughout the day by their owner.
- E. Exhibitors must serve scheduled barn duties which includes being on time, keeping the goats, pens, aisles, and tack areas clean and watering all goats at

least once during the shift. Each infraction of these responsibilities will result in an additional barn duty.

- F. All exhibitors are required to be present at the fair on weigh day.
- G. On show days, all exhibitors are required to stay in the barn area for the duration of the goat show.
- H. All exhibitors are required to attend the fair awards ceremony wearing their FFA jacket.
- I. All exhibitors are required to help clean up and load tack on the last day of the fair.
- J. All exhibitors are required to work together, follow all instructions from the advisor, and cooperate with a POSITIVE ATTITUDE.
- K. Each exhibitor also agrees to allow any Hilmar FFA advisor to pick up his/her auction check from the fair.
- L. At the conclusion of the fair, each exhibitor will be required to write a thank you letter to the buyer(s) of his/her animal, the breeder of their lamb, and the Perry family (if the livestock loan program was used). They must also pay any remaining money owed to Hilmar FFA and clean their pen (if animal housed on school farm)before receiving his/her auction check.

# 4. <u>Disciplinary Procedures</u>

- A "Three Strike" discipline system is used by the Hilmar FFA advisors. Any student failing to fulfill the obligations of the project in accordance to the rules and guidelines set forth by the project advisor will receive a "strike". Infractions include, but are not limited to, missing a project meeting/weigh day without prior notice, neglect of animal (feeder empty, not feeding on time, pen not cleaned, etc.), failure to perform required duties before and/or during the fair. Once a student has received three strikes, he/she forfeits his/her privilege to show with Hilmar FFA.
- B. Other disciplinary problems may result in the removal of exhibitor and animal from the school farm (if housed there) or fair, withdrawal of animal from the fair livestock auction, and/or loss of showing privileges with Hilmar FFA for one or more years.

Your signature below verifies that you have read, discussed, understand, and agree to abide by these rules. Please sign and return this form to the project advisor. If you have any questions at any time, please feel free to contact the advisor at the Hilmar Ag Department (667-8366).

Parent Signature	Date	<u>.</u>
<del>y-</del>		
Student Signature	Date	

# HILMAR AG DEPARTMENT AG FARM USE CONTRACT

Exhibitor (print)			Date
Fair (circle one) L	OS BANOS	MERCED	Year
Species (circle one)	SWINE	SHEEP	GOAT
The Hilmar Ag De following terms:	partment will pro	vide use of the Ag	Farm facilities under the
<ol> <li>Pay \$10 per</li> <li>Make sure project added</li> <li>Keep the perticipate</li> <li>Pen must perform the property of</li> <li>Students per</li> </ol>	en rent for each animal is that the animal is visor's instructions pen, feed room, and in required cleanabe cleaned at the conflower. Hilmar Ag Des NOT responsible lue to theft, vandalimay be required to	properly cared for o l livestock area clean up days. impletion of the proje partment, project ac e for loss of animal ism, or accident. o remove his/her ani	n a daily basis based on the at all times.
abide by these rules.	Please sign and re y time, please fee	turn this form to the	d, understand, and agree to project advisor. If you have advisor at the Hilmar Ag
Parent Signature			<u>v</u>
Student Signature			•
Advisor Signature			<u> </u>

# HILMAR FFA PERRY PROJECT ANIMAL LOAN CONTRACT

Date	
Student (print	Phone#
Mailing Address	
Fair (circle one) LOS BANOS	
Species (circle one) SWINE	SHEEP GOAT
Amount of loan \$	<u>.</u>
Due Date	<u>.</u>
The above named student will receifollowing conditions are met.	ive the amount requested above provided the
3. Repay the loan within one	ntain a quality project. I responsibility for the proper care of the animal. e week of receiving his/her sales check. the Perry family for his/her loan.
abide by these rules. Please sign and	ou have read, discussed, understand, and agree to defect return this form to the project advisor. If you have el free to contact the advisor at the Hilmar Ag
Parent Signature	
Student Signature	
Advisor Signature	<u>.</u>

# HILMAR FFA FAIR CHECK PROXY

Exhibitor (print)				Date_	•
Fair (circle one) LO	S BANOS	ME	RCED	Year_	
Species (circle one)	SWINE	SHEEP	BEEF	GOAT	
I, (the above named extauction check for me fr	hibitor) allow rom the above	any Hilmar F indicated fai	FA Advisor r.	to pick up m	y livestock
If you have any questic Department (667-8366).		ontact an adv	isor at the H	Iilmar High S	School Ag
Parent Signature				·	
Student Signature					
Advisor Signature				0.55	

# **RECIEVEING YOUR CHECK**

At the conclusion of the fair, each exhibitor will be required to write a thank you letter to the buyer(s) of his/her animal, the breeder of their lamb, and the Perry family (if the livestock loan program was used). They must also pay any remaining money owed to Hilmar FFA and clean out their pen (if animal is housed at school farm) before receiving his/her auction check. The letters must be written, the money paid, and the pen cleaned within fourteen (14) days from the date of the Junior Livestock Auction. Failure to do so will result in the exhibitor not being able to participate in any fairs for one (1) year.

FAIR:	Los Banos	Merced
Year:		
Student		
Parent		
Advisor		

### HOW DO I GET MY AUCTION CHECK?

You will receive your auction check once ALL of the following items have been completed:

- 1. You must pay any money owed to the FFA. If you are paying with a check, make it payable to <u>HILMAR FFA</u>.
- 2. You must write a thank you letter to your buyer(s). It should be a sincere letter and include the following items: Your name, year in school, year in FFA, number of years showing, what you learned from and/or enjoyed about the project, what you plan to do with the money you earned. This letter is to be HANDWRITTEN. I will mail the letter for you. You also need to write a thank you letter to anyone who donated to your project.
- 3. You must write a letter to the breeder of your lamb or goat. It should include the following items: Your name, year in school, year in FFA, number of years showing, what you learned from and/or enjoyed about the project, your placing in market and showmanship classes (if you did not place in showmanship or place highly in your market class, just tell them that you did the best you can instead of where you placed). This letter is to be HANDWRITTEN. I will mail the letter for you.

See Me about who your breeder is.

- 4. You will receive a Hilmar FFA bag for your buyer. You will need to hand deliver or mail it to your buyer as soon as possible.
- 5. If you used the loan program to help finance your project, you will need to write a HANDWRITTEN thank you letter and address it to:

Mr. Darold Perry 3477 Helms Rd. Grants Pass, OR 97527

This letter should include the same information that you used in the letter to your buyer. But, rather than thanking them for buying your lamb or goat, thank them for helping to make your project possible by financing it.

6. If your animal was kept at the school farm your pen must be cleaned.

I WANT A ROUGH DRAFT OF ALL YOUR LETTERS SO THAT I CAN PROOFREAD THEM BEFORE THEY ARE SENT OUT.

I WANT ALL LETTERS COMPLETED BY JULY 24<sup>TH</sup>, SUNDAY OF THE FAIR. BUYER, DONATION AND BREEDER LETTER.

YOU WILL HAVE UNTIL JULY 28<sup>TH</sup> TO PAY YOUR BILL AND CLEAN YOUR PEN. IF YOU MISS THIS DATE, YOU WILL NOT BE ALLOWED TO SHOW NEXT YEAR. SO DON'T WAIT!

# HILMAR FFA LIVESTOCK PROJECT "STRIKE" NOTIFICATION

Name	Date							
You received a "strike" on Missing a scheduled meeting/weigh Animal not feed/feeder empty Pen not cleaned Ag Farm barn duty jobs not complete	_for the follow		я					
(Other)								
Advisor			Swine					
You have now accumulated a total ofyour parents will be notified. If you receive privilege of showing at the fair.  Please have your parent sign this form and have any questions or need clarification, please	roturn it to V	our project ac	lvisor. If you					
Student Signature		Date	<u>.</u>					
Parent Signature		Date						

-			

# OWNERSHIP ENTERPRISE AGREEMENT

(Each enterprise requires a separate agreement)

(Each enterprise requires a separate system)
This agreement is entered into this day of
December 31,20-, by and between (Your Manue) (Student)
and Hilmar Ag Dept. (or purents) and covers the student's enterprise in:
(Other Party)
Warket Goot Production (Name of Enterprise)
This agreement must contain statements concerning what each party is responsible to provide and/or benefits he/she will receive. Items that must be addressed are: equipment, land, buildings, capital (money), management, and profit or loss.
Please use complete sentences and be specific with details.
I ill souls all copital for the surchase of
livestack, feed insurance, medicine, vet bills and
I I I I I I I I I I I I I I I I I I I
related equipment. I will provide an a out the
Management decisions regarding this project. I will
also pay the Ug Dept. a 910.00 pen rent tee
Corprovide your own pen space). I will receive
all profits generated from this project and
experience in vaising market goats.
0
The other party agrees to provide pen space to
voise market agats as well as advice and quidance
regarding this Droject. In return, I will cooperate and
21t in an honest effort to do the best job possible
1 1 1 1 1
with this project.
Signatures
of Parties
Involved

TOTAL

Spuno4	Pounds			- Pounds
Desired Weight at Fair	Starting Weight	Weight Gain Needed	Days to Fair	Desired Average Daily Gain (Weight Gain/Days to Fair)

Gain/Day

Gain

Weight

Date

WEIGHT RECORD

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Amount							
Pounds							
Feed Purchased							
Dealer							
Date							

Finish Weight
Start Weight
Gain
Total Feed Cost
Feed Cost per Pound of Gain
Days on Feed
Average Daily Gain
Pounds