PURPOSE

The purpose of this handbook is to assist you in successfully raising a market swine project. The information contained in the following pages will act as a guideline. 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. Should any questions arise concerning your project, do not hesitate to contact your project advisor for help.

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

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What Should You Know Before Buying a Swine Project?

1) A swine project can be a very rewarding and exciting experience or a very frustrating and discouraging project, depending on the amount of time and energy you put in to the project.

2) The duration of a market swine 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 swine is not a hit or miss proposition, you must be consistent in how you raise your animal. Achieving maximum results requires maximum input from you. 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 it's 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.

5) You must be able to care for your animal on a daily basis throughout the summer. If you are planning on attending a family vacation or a summer camp at any time please try not to be gone for more then one week during the summer. No one will take better care of your animal then yourself.

6) New...for the 2009 year, only animals that do not make the minimum fair weight of 200lbs will be allowed to return to the school farm. All other animals sold through the auction will not be allowed to return to the school farm. If you have any questions about this new policy contact Mr. Donovan.

Getting Ready For Your Market Swine Project

1) If you are housing your project at the Kingsburg High School Agriculture Farm/Laboratory facility, you will need the following:
   a. Fill out a Pen rent contract
   b. Obtain information and permission from Mr. Donovan
   c. Attend all Mandatory Swine project meetings

2) If you plan to raise your animal at home, make sure your pen is properly prepared prior to receiving your swine project. The pen should meet the following requirements:
   a. It should large enough to allow your animal to exercise (about 15' X 20' is adequate).
   b. Shade or shelter should be provided in the pen (over a concrete slab)
   c. Adequate feeding and watering facilities should be provided.
d. The fencing should be free of loose wires, loose boards, protruding nails, etc. The fence should be buried about 6’ in the ground. The floor should be free of boards, wire, nails, etc.
e. It should be sturdy enough to prevent the animal from getting out.
f. The pen and surrounding area should be maintained up to Mr. Donovan’s standards to make project visits and weighing easier.
g. Mr. Donovan will inspect the pen prior to receiving the animal, and periodically during the project. Mr. Donovan will also be available to weigh your project on a routine basis.

3) You should purchase your feed approx. 1-2 days prior to receiving your animal. Check with your advisor on the kind of feed to purchase and from whom. Mr. Donovan will purchase and stock swine feed at the school farm, for those students who are raising pigs at the school farm.

**Purchasing Your Animal**

1) There are different ways to purchase a swine project. No one way is right or wrong. You need to determine what is best for you in terms of your budget. The most common ways of buying an animal are:
   a. Purchase your animal through your advisor. Your advisor will travel to various swine producers to select and purchase market animals. He will then bring them to school where students will select their animals. *This is the recommended way to purchase your project*
   b. Purchase an animal on your own. You **MUST** have advisor approval to do this. If you purchase an animal on your own and do not attend the mandatory meetings or obtain Advisor permission, then you will not be allowed to show for Kingsburg FFA.
   c. Purchase an animal through a sale. Sometimes you find good deals at sales, but usually you end up paying a little more for your animals.

2) Whichever way you choose to purchase your animal, make sure that you consult with your project advisor prior to purchasing the project, regardless of the years of experience you have. **You should obtain a bill of sale from the seller to keep for your records.**

3) If you choose to purchase your own animals, you will need to find a facility to house it other than the school farm. The reason for this is that different swine producers vaccinate for different illnesses relative to their areas. Some herds have built up immunity to certain illnesses as well. By combining multiple herds, the consequences can be counter productive to the weight gaining goals of this project. A commercial operation maintains an “all in- all out” philosophy as well. Certain producers may be approved by the instructor as need arises. But keep in mind that the advisor has the best interest of all animals, and may or may not allow animals from outside herds.
Starting Off Right

1) As soon as you get your animal, it is imperative that you observe your animal closely for any signs of illness. Generally, if swine are hauled a long distance, the chance of illness is greater than those hauled a short distances. Signs to watch for include runny eyes and/or nose, droopy head, labored breathing, hacking (coughing) and inactivity. It will take a few days for the animals to acclimate it self to its new surroundings.

2) Your animal may not want to eat the first day or so. This 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)

3) Training the animal as early as possible is important. The quicker the animal can be gentled down and work for you the better. It is much easier to teach a smaller animal to work than a larger animal. DON'T WAIT.
   a. Please remember that hogs do not have sweat glands, which is why they use mud to cool themselves and protect themselves from the sun.
   When exercising your animal, remember to do it in the early morning or late evening- not during the heat of the day.

FEEDING YOUR MARKET SWINE PROJECT

1) Nutrition is the single most important aspect of raising a quality market swine project. Consistency is the key word in feeding swine 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.

2) One of the most overlooked elements of a good feeding program is water. The water your animal drinks should fresh, clean and cool at all times. Dirty, stagnant or warm water can have an affect on the health of your animal. The water trough should be cleaned on a regular basis, preferably daily. A good rule of thumb on water is that if you would not drink it, your animal probably wouldn’t drink it either, if given the choice. If using an automatic watering system, make sure that the pipes are not in direct sunlight, as this will warm the water.

3) Your advisor will direct you on how to feed your animal. Feed recommendations are based on the individual differences in weight, rate of gain, and conformation. It is important to know exactly how much you 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.

4) If you are raising the animal at home, or hand-feeding, 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 15 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.

5) Whenever a new feed, or increase in feed is introduced, the change should be made gradually over a period of time. Never change feed or feed quantities without checking with your advisor.
6) Make sure that the animal is eating 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 leftover. Increase the amount any time the feed is completely consumed by the next feeding, but increases should be limited to one half pound per day.

7) If your animal goes off feed for more than one day, contact your advisor or a veterinarian immediately. Generally, a lack of appetite is one of the first signs of illness. The sooner the illness is detected, the easier it is to treat and rebound from. Any type of illness will cause a decrease in the daily gain and could affect the desired end weight.

8) 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.

CARING FOR YOUR MARKET SWINE PROJECT

1) At least once a day, look your animal over carefully to see if everything appears all right. Check for the way it walks, for sores or cuts, for scours, or for runny nose or fast breathing. If any of these occurs, consult Mr. Donovan immediately.

2) Clean your pen at least once a day. Make sure the water and feed are OK.

3) As soon as possible, start to walk your animal. This is both for exercise and practice for showmanship. Do this once a day before feeding.

4) **Do not administer any medications without consulting your advisor or veterinarian first.**

5) Please also check your water and make sure that it is working. Often times the water might get shut off at the farm, and a call needs to be made to Mr. Donovan in that case to insure that water is turned back on in a timely manner. Also it is a good idea to run the water until it becomes cool to the touch again. Pigs do not like to drink hot water.

6) Feed needs to be available to your animal at all time, the feeder should have a sufficient amount of grain left in there so that it will not run out by the time the next student arrives to check on your pen of hogs.

7) Students need to remember to sign in at the farm each time they visit their project.

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 points 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 practice as often as possible. Showing can be a very rewarding experience, if 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) Listed below are a few general characteristics of a good showman:
   a. 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 conscious of the appearance of his/her animal at all times
   f. Works the animal calmly and smoothly
   g. Is not distracted by people or events outside of the show ring
   h. Starts showing from the time he/she enters the ring until he/she leaves the show ring
   i. Is courteous to the other exhibitors in the ring
   j. Displays good showmanship by congratulating the winners and accepting congratulations graciously
   k. Gives his/her effort every time he/she is in the show ring

SUPPLIES AND EQUIPMENT

1) The following is a list of supplies and equipment needed for your swine project.

   Cane
   Nylon Brush
   Dish Soap

   Hair Conditioner
   Spray Bottle

HOW MUCH WILL THIS PROJECT COST

1) Listed below are common items and their approximate costs of a market swine project.

   a. Cost of hog $250.00
   b. Feed $149.00*EST.
   c. Worming and Medications $10.00
   d. Insurance $11.00
   e. Show Supplies $5.00

   TOTAL $425.00*EST.

HOW DO I SELL MY PROJECT AND HOW MUCH CAN I MAKE?

1) One of the first questions most new swine exhibitors ask is, “How much can I make on my project?” This question is a valid one. Most students figure that if you spend a great deal of money on the project, the returns should also be great. Unfortunately, this statement is not always accurate. The animal will be sold at the fair through a public auction with the animal being sold to the highest bidder.
These buyers are under no obligation to support and buy these livestock projects. It is your job to find buyers for your animal. You must remember that you are selling a product and you must approach this part of your project as a salesman. The buyers will not come to you, you must go to them. **You must develop and execute a marketing plan/strategy to find a buyer.**

2) Before you approach a prospective buyer, you must first understand how the process works so that you can accurately answer any questions that may arise in your conversation with a perspective buyer. You must first calculate a break-even price. By dividing the estimated fair weight of the animal in to the total cost, you will know how much per pound needed to break even. The next part of the process is to know what the buyer’s options are with the animal once it has been sold. The most common option used is the buy-back or resale, this option is used if the buyer does not want meat from the animal. The buyer simply pays the difference between the current market price and their bid. The animal is then sold to a commercial packer for the current market price. The buyer does not take possession of the animal. With the other two options, the buyer takes possession of the animal or carcass. The custom processing option allows the buyer to choose where the animal will be processed. If the buyer wants the animal process by Weiberts in Sanger (or they have no preference in facilities), they mark “Custom Processing” and the fair will transport and take care of the animal. The buyer can mark “Live Pick-up” and then take possession of the animal and process it at the locker of their choosing.

3) An Add-On bid is used when a company or an individual just wants to make a tax-deductible donation towards your project for a flat amount and does not want to purchase the animal or attend the auction. This option is done in advance.

4) You must also be able to explain to the buyer what benefits they receive from buying your project or contributing a Add-on bid. A buyer basically receives two benefits- advertising at the auction and a tax deduction. The only amount of the purchase price that can be deducted is any amount paid over the current market price.

5) Armed with this information, you begin your search for buyers. Anyone can buy an animal at the fair, but the most common buyers are local businesses. The two most common methods of finding buyers is through personal contact or by writing letters to prospective buyers. Personal contact is the more preferred method because the buyer has the chance to meet the owner of the animal and ask any questions concerning the project or selling process. The letter writing method does not afford these opportunities. When meeting with a buyer, the student should approach the buyer in a business-like manner; calling ahead and making an appointment with them, dressing in the official FFA uniform, being prepared, preparing brochures and other documents, etc.

6) Above all, be persistent in your search for a buyer. You may be turned down a few times before finding someone willing to buy your animal. Don’t give up. The financial success of your project depends on you finding a buyer. You may want to find more than one buyer in the event one of them does not show up for the auction.
7) Another key element to successfully selling your animal is to approach buyers early. Do not wait until just before the fair to start contacting people. You will not be the only person at the fair selling an animal. Begin several months prior to the fair. Many buyers will buy from the first person who contacts them. Avoid the rush and start early.

8) To find out more specific information concerning the auction process, approaching buyers, commonly asked questions, etc., contact your project advisor.

Kingsburg FFA
Policy for Fresno Fair Eligibility

The following list is eligibility requirements for students to exhibit animals through Kingsburg FFA at the Fresno Fair.

To Be Eligible:

Current Students (Grades 9-12 at the time of the Fair)

1) Students must be members in good standing with the Kingsburg FFA chapter (refer to the Kingsburg FFA constitution for guidelines).
2) Students cannot be on academic probation at the end of the previous school year. Summer school grades or credit do not count. If a project is already started and a student is placed on academic probation, then that project cannot be shown under Kingsburg FFA.
3) A student can not switch affiliations (FFA, 4-H, Independent) more than once within 12 months.
4) A student cannot exhibit more than one market species per fair unless the species are separated by weeks. Ex. A student can show a market goat and a market hog, but they cannot exhibit a market hog and a market lamb or steer.
5) A student can show different species if one is breeding and the other is market. Ex. Breeding Swine and a Market Lamb or Breeding Sheep and Market Swine.
6) Students must satisfactorily keep record books up to date according to their assigned advisor.

Graduate Students

1) A graduate student of the program can exhibit at the Fresno Fair immediately following their graduation, but not after that.
2) A graduate student must have kept record books satisfactorily current according to their advisors.
3) A graduate student must be trying to achieve the goal of receiving their State or American FFA Degree in order to exhibit livestock, and this project will help them achieve their goal. In other words, there must be a purpose to this student exhibiting; they cannot show because they want to show.
4) If a graduate has been eligible to receive the above stated degrees before the fair in question and has not applied due to lack of effort, then that student shall be denied the opportunity to exhibit.

5) Graduate students will have last priority to use the school farm facility. If the facility is full, then it is the graduate's responsibility to locate housing for the project.

The Policy for Fresno Fair Eligibility was reviewed and adopted by the Kingsburg Joint Union High School District Board of Trustees

GENERAL RULES FOR KINGSBURG FFA FAIR EXHIBITORS

1) Because the importance of scholastic achievement, the KHS Ag Department requires its livestock exhibitors to maintain a satisfactory scholastic record in his/her classes. Therefore, if any exhibitor fails to meet this requirement, he/she may lose their showing privileges.

2) All exhibitors are to follow the directions and advice given them by their designated advisor for that species. The advisor’s directions are to be followed for the whole length of time the project eligible for show, and during the fairs when the project is being exhibited.

3) FFA members are required to obtain their homework from all of their teachers in advance of missing school for attending fairs.

4) All exhibitors are expected to haul their animals and tack to the fair unless other arrangements are made with the advisor.

5) All rules and regulations of Kingsburg High School will apply to the students who participate at fairs, since showing is a school activity.

6) Each exhibitor is responsible for feeding, watering, grooming, and keeping an eye on his or her animals for the entire length of the fair.

DUTIES OF SWINE EXHIBITORS

1) Follow all instructions given to you by your advisor. Communication is the key to a successful project.

2) Clean your pens daily. Scrape and/or wash your pens daily and wash the manure down the gutter.

3) Make sure that your animal does not go without feed (even for one feeding). Plan ahead with those students sharing your pen.

4) If you are using the Kingsburg High School Farm facility you will be required to clean your pens, check your feed and animal daily.

5) All exhibitors will be required to meet with their advisor periodically to discuss the progress of their animal, to weigh the animal, and for informational meetings. All meetings with the advisor will be scheduled as much as possible around the student’s schedules.

6) The Kingsburg FFA Advisors employ a “three-strike” system. If for any reason, you do not abide by these rules or the rules of the Kingsburg High School
Agriculture Department Farm Contact, you will receive a “strike” for each violation. After “three strikes”, YOU’RE OUT!

7) If you encounter any problems at all concerning your market swine project, someone else’s animal, or the facilities, please contact your advisor immediately!

ORDERING FEED AND EMERGENCY SITUATIONS

1) If more feed is needed at the school farm, you should notify Mr. Donovan when there are less then 20 bags available.

2) As a convenience for you, Mr. Donovan purchases feed by the pallet and will leave feed out for students to use as needed. Mr. Donovan does not run a 24 hour/7 day a week feed store. If you need feed, the acceptable time to let Mr. Donovan know is 8am to 6pm, Monday- Friday. Please try to remember that it may take a couple days for Mr. Donovan to get more feed if he has exhausted his stock in the farm shop. The more notice you give him about low quantities of feed, the better.

3) If your animal has no feed and you have not contacted Mr. Donovan, then you will receive a two hour work detail (it must be completed within one week) and a strike on your record.

4) If there is an emergency with your animal, please do not hesitate to contact Mr. Donovan any time. That is why Mr. Donovan gives you his cell phone number for.

5) All students will using the school farm will be feeding the same type of feed. Those students who have heavier or lighter then usual hogs may need some adjusting, however, everyone will be feeding the same bag during the summer.

IMPORTANT DATES TO REMEMBER

1) Money & Forms due to Mr. Donovan
3) Hogs arrive to School Farm
4) Livestock Marketing Meeting
5) Fresno Fair Contract and Pictures is Due to Mr. Donovan
6) Hog Meeting Entry Forms (mandatory)

Mandatory School Farm Work Days 8:00am- 12:00pm
*******NEW*****Must Attend 2 workdays

Showmanship Practices 5-6pm and 6-7pm
*******MUST ATTEND AT LEAST 4**********

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RECORD KEEPING

STARTING OUT
Starting Weight
Desired weight at fair
Weight gain needed
Days to Fair
Desired avg. Daily gain

RESULTS
Finish Weight
Start Weight
Gain
Days on Feed
Average Daily Gain

WEIGHT RECORD

<table>
<thead>
<tr>
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<th>Weight</th>
<th>Gain*</th>
<th>ADG**</th>
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* Gain- = Current weight minus previous weight
** ADG- Average Daily Gain =Gain divided by the number of days since last weight
***PFW- Project Fair Weight= (ADG X Days to fair) + Current weight
Kingsburg FFA Swine Exhibitor Fair Rules

1) Equipment you will need:
   Feed/ water pans*
   Soft nylon brush*
   Spray bottle*
   Dish soap *
   Alcohol*
   Water nozzle and hose*
   Show uniform

   Tack box*
   Show cane*
   Small hand brush
   Mineral oil*
   Baby powder*
   Rags and towels
   Feed for one week*

   - All * items are items provided by Mr. Donovan and are included in the Show supply fee.

2) Things to do prior to fair
   a. Wash and clean your pig prior to being brought to the fair
   b. Make arrangements to have your animal and equipment brought to the fair
   c. Make sure that your animal is in the proper show condition

3) Things to do at the fair:
   a. All exhibitors are expected to be at the fair for the purpose of preparing their animals to look the best for the show. It must be understood that this requires a great deal of time.
   b. All exhibitors must ride the bus each morning and night (Tuesday, Wednesday, Thursday, and Saturday).
      i. If an exhibitor is being brought by a parent then they must be in the barns before the bus arrives with the rest of the exhibitors.
      ii. If an exhibitor is going home with a parent, the parent must sign the student out and has to wait until the students get on the bus at the end of the day.
      iii. In other words- Students may not arrive later or leave earlier than the bus schedule.
      iv. There are no exceptions to this rule
   c. Students who must attend sports practices after school can only attend practice on the Monday and Tuesday of fair, if their animals are ready to be shown. Students who need to leave early on Wednesday and Thursday will only be allowed if all of their project duties have been completed, i.e. their animal has been shown and is clean, and they have worked on cleaning our section of the barn.
   d. All animals registered to the exhibitor must be prepped and fitted by the exhibitor only. No one can fit an animal for an exhibitor.
   e. All swine exhibitors will help each other get animals to and from the show ring.
   f. All exhibitors are required to show in showmanship
g. On show days all exhibitors are expected to stay for the entire show. All exhibitors will help each other and work together. Everyone is on barn duty during their time at the fair.
h. All exhibitors will help clean up the last day of the fair.
i. Each exhibitor is required to cooperate with a positive attitude
j. All animals on display are expected to clean.
k. All FFA exhibitors will be required to wear an official FFA uniform while showing their own animals or helping others
   FFA Uniforms
   Boys- white slacks/pants, white shirt. FFA tie and jacket and dark shoes/boots.
   Girls- white slacks, white shirt/blouse, FFA scarf/jacket, and dark shoes/boots
l. Market animal exhibitors are required to find their own buyers for their animals prior to the fair.
m. All exhibitors must attend assigned meeting, unless prior arrangements have been made.
n. 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. Remember that showing is a privilege- not a right, failure to conduct your self in a manner that is fit for a member of Kingsburg FFA, then your privilege will be lost and you will not be allowed to sale your animal.
o. To receive your check- The exhibitor must present their up to date record book, stamp and addressed thank you letters, and any monies owed to their project advisor (Donovan or Sperling) for approval.

Please read these general rules and discuss them with your son or daughter. Sign and return this form to us, either by mail or send it back to school with your son or daughter. If you have any questions, please feel free to talk to Mr. Donovan

Kingsburg High School
Agriculture Department
1900 18th Ave.
Kingsburg, CA 93631
(559) 897-2248 office
(559) 318-0408 cell
bdonovan@kjuhsd.k12.ca.us

Parent’s Signature __________________________________________ Date ______

Student’s Signature _________________________________________ Date ______
KINGSBURG HIGH SCHOOL
AGRICULTURE DEPARTMENT
SWINE FARM CONTRACT

It is a privilege to keep and house a project at the school farm. Along with
this privilege come certain expectations and responsibilities. The instructors are here
to guide you with your project, not to maintain and care for the project. It is your
responsibility to care for and manage your project.

You share the farm with fellow students; therefore cooperation and teamwork are expected.
Even though these are individual projects, it will take a group effort to ensure everyone’s success.

Below you will find a set of expectations that must be followed in order to retain your
privilege of using the school farm. Please read through these expectations with your
parents/guardians. This contract must be signed and returned to your project advisor before your
project begins at the farm.

1) Instructors must have 24-hour notice before any projects are moved on or off the farm.
2) All project meetings and farm clean-ups must be attended. If you cannot attend, prior
arrangements must be made with the instructors. Students must work 4 hours per month
per animal for school farm pen rent.
3) All animals must be fed at the agreed feeding times. In emergency situations, instructors
must be notified and other arrangements must be made.
4) All bills associated with the project must be paid and kept current, unless otherwise agreed
upon with the instructor.
5) The school farm is an extension of the school campus, therefore all school rules are in effect
and proper behavior is expected at all times.
6) The farm must be kept neat and clean at all times, it is your responsibility to keep your
projects designated area clean and free of debris.
7) Record books must be current and meet the approval of the project advisor. This rule
applies to current students as well as graduates.
8) In the event of any sick animals, the instructor must be notified as soon as possible, so that
proper treatment is started in a timely manner. Students must never treat any animal
without seeking the advice and supervision of the agriculture instructor.
9) In the event that an animal is abused (i.e. physical abuse, not being fed, neglected), your
parent/guardian and school administration will be notified, and steps will be taken to correct
the situation. If the problem continues, Animal Control will be notified.
10) If a student violates this agreement in any way, then that student will be placed on a step.
    After three steps, the individual will have to remove the animal from the farm and will in no
    way represent Kingsburg FFA at the Fresno Fair. A step will be counted when the student is
    contacted at home by Mr. Donovan and a letter will be sent to the student’s parent outlining
    the offense and stating the step.
11) If Mr. Donovan has to contact you because you have missed a school farm work day, pens
    are not cleaned, animals are out of feed, or any other violation of this agreement, then you
    will be assigned 2 hours of school farm work detail to be served within 7 days of the
    incurrence. Failure to complete this detail will result in the loss of school farm and showing
    privileges.

I agree to follow the rules and advice of the agriculture instructors throughout the duration of this
project. I understand that breach of this contract can result in forfeiture of farm use or the
possibility of being removed from the Agriculture Program at Kingsburg High School.

Student Signature: ____________________ Date __________ Student Cell ________________

Parent/Guardian Signature: ______________ Date __________ Home Cell ________________

Advisor Signature: ______________________ Date ______________

14
Breeds Of Swine
Duroc

- **Origin**- New York/New Jersey
- **Ears**- Droopy
- **Color**- Cherry Red
- **Misc.**- Large Frame, Fast gainers, good mothers, Popular breed
Hampshire

- Origin-Kentucky
- Ears-Erect
- Color-Black with a White Belt
- Misc.-The “Meat Breed” Excellent Carcass
Berkshire

- Origin: England
- Ears: Erect
- Color: Black with 6 White Points
- Misc.: Short Snout, Meat type hog
Poland China

- Origin-Ohio
- Ears-Droopy
- Color- Black w/6White points
- Misc.-Long body thick hams
Spots (Spotted Poland China)

- Origin-Ohio
- Ears-Droopy
- Color-no less than 20% or more than 80% White
- Misc.-Good mothers, fast gainers
Chester White

- Origin - Pennsylvania
- Ears - Droopy
- Color - White with blue freckles
- Misc. - good mothers, large frame
Suffolk

- Originated in England
- Most popular breed in the US today
- Produce large amounts of meat
- White with black faces and legs
Market Lamb Showmanship from Start to Finish

Introduction

Showmanship may be the single most important quality necessary for success in the animal show ring.

A lamb showman is responsible for presenting his/her lamb in a manner that promotes the animal's strengths and disguises its weaknesses. Many times, lambs of lesser quality place higher in a class because they are exhibited by an excellent showman who understands the lamb's strengths and weaknesses. Concentrating on the development of proper showmanship skills will improve your chance of success.

The combination of a high-quality showman and a high-quality lamb makes a very competitive team. Some youth have a natural talent for showing animals while others develop the skill of showing livestock. Showmanship is not learned or developed overnight. Hard work goes into becoming an experienced showman. Time must be spent with a lamb at home, months before the show, to identify its strengths and weaknesses and to properly train the animal to lead and brace.

Showmanship should be fun and exciting for exhibitors. This is your opportunity to do everything possible to make your lamb look its best. A great lamb showman is always aware of everything surrounding and involving the person/lamb team. The showman maintains awareness of him/herself, the lamb, the judge, ring steward(s), other showmen, other lambs, areas in and outside the show ring.

In addition, the showman watches for other unknown details that could develop unexpectedly. Performing at the highest level every time you enter the ring as a showman will allow everything else to fall into place. In this guide, you will find information that will help you learn to become a more skilled showman.

Figure 1. Correct halter placement and proper amount of slack to fit comfortably and allow the lamb to stand with its head parallel to the ground.

Animal Selection

One of the key ingredients for successful showmanship is to select a good animal, free of structural defects. While any animal may be shown, remember that it is always easier to show a high-quality animal free of major faults. Selection will be discussed in detail in another publication.

At Home

Halter-breaking

The real work of showmanship begins once lambs have been selected and placed on feed. Begin training lambs by teaching them to lead with a halter. Halters are available on the commercial market, but they can be handmade using 3/8-inch cotton or nylon rope. For the animal's safety and comfort, be sure the lead rope slides easily through both sides of the nose piece. Halters are designed to fit only one correct way on the lamb's head. Put the halter on the lamb correctly at each training session (Figure 1).
Notice that the piece running across the animal's nose is not adjustable. The nose piece is used only to hold the halter in proper position. Pressure comes from the portion of the halter leaving the left side of the lamb's jaw, running below and behind the lamb's ears around the head, and back under its muzzle on the right side returning to the left side of the jaw. The halter applies pressure to the back of the head, encouraging the animal to move forward. At the same time, pressure is applied under the muzzle, encouraging the lamb to keep its head held high.

Lambs often fight the halter at first, but will soon adjust to the restraint. Tie lambs to a fence with their heads held above their shoulders. This way, they begin to learn how to hold their heads up in the show ring. As lambs grow accustomed to the halter, tie them a little higher in each training session until they appear as if they are standing at attention. Do not tie a lamb so high that he is forced to hold his nose pointing upward. This is uncomfortable for the lamb and does not teach him anything.

Allow a small amount of slack in the lead rope so the lamb can stand with his head parallel to the ground without any pressure under his muzzle (Figure 1). However, never allow enough slack in the rope that the animal will put its head down or get its foot over the lead rope and become entangled.

Always tie animals using a slip-knot. This knot will allow for an easy, quick release for the showman or if the animal is in danger.

Never leave tied lambs unattended. Lambs should be haltered and tied daily – or as often as possible – for a minimum of 20 minutes each training session.

If an exhibitor has several lambs, practice leading and bracing an individual lamb for 15 minutes while leaving the others tied. After an individual training session is completed, re-tie that lamb and work another until all lambs have been trained to lead and brace. Recognize that this schedule is the bare minimum. Be aware of weather conditions and adjust your training sessions accordingly. During hot weather, work lambs early in the morning or late in the evening to avoid heat stress. The more time you spend training lambs, the more successful your experience will be when you and the lambs enter the show ring.

Continued work with each lamb is critical. Spend time teaching the animal to lead using the halter and eventually to lead without the halter. At first, lambs will resist the halter by pulling backward, lying down, or trying to run away. Be patient. Pull the lamb forward

Figure 2. Encourage the lamb to move forward by applying slight pressure to the dock.

Figure 3. The showman's left hand should be placed under the lamb's muzzle and the right hand should be behind the lamb's head below his ears. A = ideal for smaller showman when moving lamb, B = ideal for larger showman when moving lamb; C = ideal for smaller showman when bracing lamb, D = ideal for larger showman when bracing lamb.
with steady pressure, and when it takes a step or two forward, immediately give it slack in the lead rope. The lamb might need to be encouraged to move forward by applying slight pressure to the dock (Figure 2). Eventually the animal will rarely pull backward and will lead easily along the showman’s right side as the halter is held from the animal’s left side.

At this point, lambs are ready to start leading without the halter. Showmen may leave the halter on the lamb as a security measure, but their left hand should be placed under the lamb’s muzzle and the right hand behind the lamb’s head below his ears (Figure 3). Lambs recognize pressure applied by the showman’s hands as it mimics the pressure of the halter. When lambs lead with ease, halters will no longer be necessary.

Begin practicing leading lambs from their right side. Though the halter places the showman on the left side of the animal – most commonly considered the show side – a situation could arise in the show ring that will require leading the lamb from its right side.

A good showman must be prepared, so lambs should lead easily from both sides.

**Positioning the lamb’s feet**

When teaching lambs to lead, stop them occasionally and set their feet in the correct position. Lambs will quickly learn to correctly place their feet each time they stop. A lamb’s feet should be placed on the four corners of its body, and the lamb should not stand too wide nor too narrow on either the front or back legs. On the profile, lambs should not have their hind legs pulled forward too far underneath them nor stretched backward too far behind them (Figure 4). Correct foot placement can make a huge difference in the animal’s appearance, so it is extremely important to devote a good portion of training time to establishing correct foot placement.

**Bracing**

After lambs have learned to lead without a halter and to place their feet correctly each time they are stopped (some minor adjustments may be necessary), you are ready to be-
gin training your lamb to brace. In the braced position, the lamb's muscles are tensed and its body feels firm, not soft. A firm handling lamb is more desirable because softness tends to indicate that an animal is fat.

Teaching a lamb to brace can be one of the most frustrating parts of training. Some lambs naturally brace when pressure is properly applied to the chest, but most lambs tend to move backward. To properly brace an animal, the showman's hands, knees, and feet must be positioned correctly. This will differ based on the showman's size and what feels more comfortable and natural (Figure 5).

Use the combination of hand, knee, and foot positioning that works best for you and the lamb. Techniques may change as the showman becomes taller and stronger. Examples A, B, and C in Figure 5 are the most desirable show positions. Examples D and E can create problems because the showman's foot can become an obstacle to another showman and the judge. In addition, the showman cannot apply as much pressure from those positions as from A, B, or C.

The most effective way to brace a lamb is to use what feels most comfortable and natural to the showman while getting the best possible brace from the lamb. The lamb's front feet can be lifted slightly off of the ground to set them or to cue the beginning of a brace. All four feet should remain on the ground while bracing.

Be careful not to choke the lamb or hinder its breathing by applying too much pressure directly down the middle portion of its neck. If a lamb begins to pull its head downward or seems to be trying to cough, immediately remove all pressure from its neck. Some lambs may begin to tremble slightly, but will return to normal in a few seconds without harm.

The most effective way to teach a lamb to brace requires a combination of techniques. First, the lamb's feet should be positioned properly on the corners of his body. Second, the showman's hands, knees, and feet also must be in the correct positions. Third, apply pressure by placing the knee into the lamb's shoulder and chest. Never pull the lamb forward, but always push toward the lamb.

At first, the lamb will probably step backward. If that happens, lift or squeeze the lamb's dock and apply enough pressure to make it move forward. Allow the animal to take several steps forward, then stop and repeat. This exercise may require the help of another person, but should be the most effective. Continue practicing until the lamb begins to respond by bracing against the pressure applied by the showman.

Teaching a lamb to brace requires time and patience. It is natural for the animal to move away from pressure, not toward it. Never try to force a lamb to brace downhill. Instead, position the lamb so he is on level footing or
facing uphill to practice bracing. That position is more natural for the animal.

Another training method involves placing a lamb on a platform just high enough so he thinks nothing is below him. A trimming stand works well for this method. Some showmen may choose to set the stand in an inclined position. Brace the lamb, and as he steps backward and cannot feel solid ground, he will tend to push against the showman. When he does this, allow the lamb to move forward, and repeat the steps until he does not step backward. Make sure the platform is high enough to be effective, yet low enough to assure the safety of the lamb and showman.

Some trainers push a lamb backward into a fence or wall where the animal cannot step back. While this can be effective, it should be attempted only after trying the other methods discussed, and with care to avoid possible injury to the lamb. Another method involves backing lambs into a water puddle to teach them to brace, because sheep tend to avoid water. This might be effective, but try other methods first.

Bracing is a critical part of showmanship, so showmen must make sure lambs learn to brace. Just as people are right- or left-handed, lambs are right- or left-dominant. Determine which is the dominant side, and use it to your advantage when bracing your lamb. Bracing lambs for an extended period will increase the endurance of both lamb and showman. Practice bracing for one minute, then two minutes, and finally three minutes.

At-home practice

As lambs begin to master the training, showmen should practice show ring techniques. Ask parents, siblings, friends, or volunteer leaders to act as "judges." This will allow you and your lamb to test your skills as a show team. A lamb should be comfortable when handled by a judge, so the more this can be practiced, the less likely that the lamb will misbehave in the show ring.

Practice moving the lamb from one location to another. Master the ability to change from one side of the animal to the other at the appropriate time to keep the animal between the showman and judge. This movement could be beneficial in the show ring. Refer to the section "Moving around the show ring" (page 6) for details on specific showmanship techniques.

Show Time

Preparing to show

Preparing for a show involves attention to details that vary depending on the show. For example, much more preparation will be required before a state fair than a local show.

Always consider the basics of animal food, water, and shelter. Calculate the amount of feed required while traveling and at the show. Use a container that is easily transported and will keep the feed clean and dry. Be sure to carry a little extra in case of a spill. Collect measuring devices, buckets, and feed troughs that will be needed at the show.

Take water from home. Animals can detect differences in water, just as humans can, and could refuse to drink. This will cause the animal to become dehydrated, and it will hurt its performance. Some exhibitors use a flavor additive to attempt to mask the differences in water. If you try this method, begin adding the flavoring to the water at home at least two weeks before the show. Teach lambs to drink from a bucket, and use that bucket at the show. Sheep are creatures of habit, and they begin to stress when habits are broken. Try to maintain stability in their routine by using the same water buckets and feed troughs used at home.

After arriving at the show, allow lambs to drink. Halter and walk them for 10 to 15 minutes to familiarize them with the environment and help them relax. Some shows have restrictions on where animals are allowed, so be aware and follow rules that designate restricted areas. After walking the lambs, put them in their pen, and allow them to lie down and relax. When possible, try to minimize traffic through the area to ensure the animals' comfort.

Feed lambs at the same time they would have been fed at home. Walk them 10 to 15 minutes every three to four hours to keep them
healthy and energetic. This schedule may be altered according to the weight and condition of the lamb. If they are kept in a barn, take them outside – or at least to the doorway, if rules restrict leaving the building – so they are exposed to fresh air. If lambs are kept in their trailer during a show, be sure to keep them cool in hot conditions.

**Appropriate dress**

Lamb exhibitors do not have to follow a specific dress code unless an individual show requires a certain type of dress. Following are some rules for dressing for the show ring:

- **Dress neatly and professionally.** Dress comfortably, yet appropriately for the show ring.
- **Wear a long-sleeved, button-front shirt or blouse.** In extremely hot weather, a short-sleeved, button-front shirt is permissible. It is more professional than a polo-type shirt. The shirt should be tucked in.
- **Shirts made of brightly colored or uniquely patterned fabrics should be chosen as “show” shirts.** A unique color or print allows a judge to mentally connect an animal to a shirt and helps him or her remember a specific lamb or lambs in a class – since most lambs appear similar at a glance.
- **Wear clean dress pants or jeans with a belt.**
- **Spaghetti-straps, low-cut tops, blouses or T-shirts, and worn, ripped, or faded jeans have no place in the show ring.**
- **Wear clean, nice-looking shoes or boots.** They should be chosen for comfort and practicality and should protect the showman’s feet while allowing easy movement around the show ring.
- **Hair should be combed neatly.** Long hair may be held in place with a braid, clip, ribbon, etc. A unique, yet professional, appearance might help make a positive impression on a judge.
- **Hats and caps should not be worn in the ring.**
- **All grooming equipment should be left at the animal’s pen or in a showbox.**

**Moving around the show ring**

Showmanship is a mental game. An outstanding showman is at the peak of his/her game from the time just before entering the show ring to just after leaving it. As mentioned before, a showman must be completely aware of him/herself, the lamb, the judge, ring steward(s), other showmen, other lambs, areas in and outside the show ring, and situations that might develop unexpectedly. Showmen or exhibitors must maintain mental focus on each of these factors while appearing calm and moving easily around the show ring.

An experienced showman will watch the first class or two (unless he/she is participating) to identify the judge and the pattern the judge is using to evaluate the class of lambs. Most judges establish a pattern in the first two classes and use that method to evaluate animals throughout the day.

While waiting to enter a class, a showman should begin to focus on the job to be done when entering the show ring. Exhibitors should locate the judge immediately upon entering the ring and make eye contact, which tells the judge he has the showman’s attention. The showman should walk his/her lamb with its head held high. Lambs should be moved slowly and easily around the ring, allowing the judge to evaluate each animal before moving to the next lamb. The showman should look ahead and determine where they are going, then return focus to the judge.

Once inside the show ring, everything outside it should be blocked – except potential distractions to the animal that might impair the showman’s ability to present it. Examples are high-traffic areas, a crowd of people along the edge of the show ring, a group of children playing, or anything that might cause the lamb to become excited and stop showing properly. Parents, siblings, volunteers, or others who may be trying to coach the showman should have confidence in their youth, and youth should have faith in themselves that preparation for the show was completed at home in practice sessions. No additional coaching is required. Ringside coaching is distracting to the judge and interferes with the
showman’s presentation of the animal. If a 7- to 9-year-old novice showman requires some guidance, it should take place when the judge is not nearby and in a way that does not create unnecessary attention.

A ring steward will generally assist exhibitors and their lambs into the show ring in a pattern that has been set by the judge. It is important to locate the ring steward and follow his/her directions while maintaining eye contact and focusing on the judge. The ring steward will generally lead exhibitors into one of two formations: head-in/rear-view or profile/side-view/head to tail (Figure 6). In either position, be careful not to get covered up or “lost” in a corner of the ring.

**Head-In/Rear-View**

When exhibitors are leading lambs into a rear-view, the judge wants to analyze all animals from the rear for structural correctness and degree of muscling down an animal’s back and through its hind legs (from stifle to stifle). The hind legs should be set into the correct positions immediately after the showman has stopped the animal side-by-side to the next animal in line. There is no need to spend much time on setting the front legs because they are not visible. The lamb should be braced anytime the judge is evaluating it. In this position, the lamb can be braced from either side.

**Profile/Side-View/Head to Tail**

Exhibitors might be asked to present their lambs on a side-view to allow the judge to analyze the lamb’s profile. Lambs should have their back feet placed first and immediately start bracing. Maintain a slight brace when animals are on a side-view. Animals should always be kept in a straight line. Do not push your lamb out of line toward the judge in an effort to be seen. The judge will find the right lamb.

Showmen should remember to check the lamb’s feet. Always make sure lambs are set correctly whenever they are being viewed by the judge. If a foot is significantly misplaced while the judge is evaluating the animal, it must be corrected immediately, and bracing should begin again.

If you are participating in a large class, allow your lamb to relax when the judge is not evaluating it. If the lamb moves a foot out of place, do not move the foot back immediately. Instead, wait until the judge is about to evaluate the lamb again and then correctly reset its feet. Overworking or constantly resetting a lamb’s feet may lead to an aggravated, uncooperative lamb.

**Front-View**

A judge may choose to walk around in front of the lambs to get a front-view and evaluate each lamb on structural correctness and muscling through the front end of the
lamb. Stand beside the shoulder opposite the judge and face the same direction as the lamb (Figure 7). Correctly place the lamb’s front feet so he does not stand too wide or narrow; hold the lamb’s head so a straight line can be drawn from nose to tail. Do not step away from the animal because some control over the lamb will be lost, and the showman’s movement tends to pull the lamb’s head out of line from its body. Hold the lamb’s head high as the judge analyzes him. The lamb’s ears may be held parallel or lifted slightly above parallel to the ground, but should not be held erect or pointing straight up as this distracts from the animal’s appearance (Figure 8).

The showman should stand straight and tall when presenting a lamb. Bending over decreases control over the lamb and will cause strain on the showman’s back. If the showman chooses, he/she should wait until the judge passes the lamb and one or two more before slowly moving to the side opposite the judge. Moving any sooner may distract the judge and block the view of the lamb if the judge wants to compare animals.

It is not mandatory that a showman change sides. If the showman is positioned correctly, the front of the sheep can be seen by the judge without any interference by the exhibitor, regardless of the side chosen. A showman should be prepared to brace his/her lamb as the judge returns to the rear-view of the lambs.

Moving lambs from one point to another is just as important as correct positioning of their feet and bracing (Figures 9.1–9.9). When a judge asks a showman to move to another location, take the most direct path available. Lambs should be turned slightly and pushed out of line before proceeding to the desired location with the lamb between the showman and judge. Do not push the lamb straight back or it will think you are signaling it to brace, and it will not move correctly.

The showman should maintain eye contact with the judge while glancing at the desired destination. When showmen are required to change sides, they must move around the front of the lamb. Do not step behind the lamb. Showmen may move between the lamb and judge for a moment to position themselves on the correct side. The lamb should not be turned completely around just to keep it between the showman and judge. By moving quickly, yet smoothly, between the lamb and judge, a showman will not block the judge’s view long enough to create a problem. Instead, he/she is able to move the lamb more quickly and easily than by turning the lamb around.

If a judge asks to have a lamb moved toward and away from him, the showman should make sure to walk the lamb in a straight line in both directions. Lambs should not be moved in half circles or offset from the judge because this will not present the desired view. Showmen should never quit showing their animal until they leave the show ring.

While exhibiting a lamb, never squat or kneel. At one time, the idea of kneeling or squatting was thought to make the animal appear taller or to keep a tall showman from making the animal appear smaller. Control by the showman is sacrificed when the exhibitor chooses to kneel or squat. In addition, it may be distracting to a judge because the showman is constantly up and down rather than standing throughout the duration of the class.
Figure 9.1. Animals entering the show ring on a profile. Notice the animal is always between the showman and judge.

Figure 9.2. Animals entering the show ring and lining up on a rear-view. Notice the positions of the judge and showmen.

Figure 9.3. All animals lined up on a rear-view.

Figure 9.4. All animals begin to move to a profile or side-view. Move to the animal's left side, push their front end away from you, and follow the lamb in front of you.

Figure 9.5. All animals lined up on a profile or side-view.

Figure 9.6. As animals move out of line to another location, move animals forward to fill gaps.

Figure 9.7. (Top) Push the lamb out of line, move around the front of the lamb to change sides, and proceed to the designated location. (Bottom) Push the lamb out of line and proceed to the designated spot in line.

Figure 9.8. Completed moves from Figure 9.7; arrows show the need to fill gaps that have been left by the lambs in the middle.

Figure 9.9. Move animals directly to and from a judge. Do not move in half circles or off-line.
Be courteous in the ring. Do not crowd other showmen or their lambs. Try not to cover or hide another showman’s lamb.

Questions

Many judges ask questions during a showmanship class. However, these should measure the youth’s ability to show the animal, not necessarily the knowledge gained from the project. Showmen should learn many things from their projects, but this knowledge should be reflected in a project record book or herdsman contest. Showmanship classes are designed primarily to test a youth’s ability to exhibit an animal to its greatest potential. Showmen should know the animal’s weight, strengths, and weaknesses. The showman should strive to enhance the lamb’s strengths while disguising its weaknesses.

Judges will normally not decide the placing of a showmanship class based on project-oriented questions. Showmen can be coached to answer virtually any project-oriented question that would be undiscernible by a judge. However, when a showman is asked about a lamb’s strengths and weaknesses, his/her answers may be disputed by a judge, and these qualities would have direct relevance on how the animal would be placed in a market lamb class. Showmanship class winners should reflect those who have the greatest ability to exhibit a lamb, not necessarily those with the most knowledge about feeding, fitting, and marketing – knowledge that is tapped in a stockman’s class or Skillathon. If an exhibitor had two animals in the same class that had an equal opportunity of winning, a champion showman would be selected on the basis of his/her knowledge of animal presentation, not on industry- or project-related questions.

Attitude and Emotions

Upon entering the show ring, a showman must be mentally prepared and focused on the task. Emotions and attitudes are secondary. Showmen are often told “smile at the judge.” Smiles are good when they are not forced. A judge can determine if a youth is having a good time in the show ring without having to see a big smile. Sometimes showmen begin to focus on smiling instead of showing the animal. An intense face is not necessarily negative as long as the showman does not appear to be angry.

If a lamb begins to jump or misbehave, the showman must maintain his/her composure, not become irritated with the lamb, and not lose patience. A calm, composed showman with an uncooperative lamb can still do quite well in showmanship. However, if a showman loses his/her patience, lambs will usually act worse, leading to a battle between the showman and the animal that neither will win.

When a showman enters the ring, he/she must understand there will be only one class winner, and the odds of winning every class entered are very slim. Showmen should always go into a class to do their best, but should not be discouraged if they do not win. The placing must be accepted, and the showman should move on to his/her next goal. Showmen should not get upset with the judge, another exhibitor, their parents, and/or their lamb because they did not receive the expected placing. Judges are paid very little for the job they perform and often times are verbally criticized more than praised. Showmen must respect the judge’s opinion. If they are not willing to do so, they should stay at home.

Showmen who become angry, pout or curse at a show should not be allowed to participate until they can manage their emotions and attitude. Tears are shed in times of joy, at the conclusion of a first-year project, in times of disappointment, and at the conclusion of a showman’s career. However, a tear should never be shed because a showman is angry. Following these principles will lead to a much more enjoyable showmanship experience.

Judges are sometimes approached immediately after a show with comments and questions. A judge should never be approached with questions such as, “What did you not like about my lamb?” or “Why didn’t my lamb do better?” Chances are the judge will not remember an individual animal after completing his judging responsibilities. When possible,
whether you had a successful day or not, thank the judge for his/her time and remember to maintain a good attitude.

Parents, volunteers, agriculture teachers, and agents should encourage their youth to continue to work hard, promote good sportsmanship, and be seen as positive role models for other youth. Remember the big picture: “Trophies, plaques, buckles, and other awards can tarnish and collect dust, but our youth will be the true test of success of our livestock projects. Don’t do anything that will tarnish our kids. Instead, make them the shining result of a successful show career that will lead to a bright future.”

Adults should always keep in mind that the livestock program is designed as a tool and a learning experience for turning youth into responsible leaders of the future.

Conclusion

This guide aims to provide the inexperienced showman a basic roadmap for developing fundamental showmanship skills. Experienced showmen may also benefit from it. Inexperienced showmen are encouraged to work closely with more experienced showmen in an effort to gain skills and knowledge. Experienced showmen should take responsibility to help inexperienced showmen learn. Helping others succeed is a direct reflection of personal success, and you should strive to make the reflection shine brighter than your own.
4-H Veterinary Science project members investigate the normal health of several animal species. It's important that you become familiar with the normal health of your project animals so that you can recognize when one of your animals isn't well.

This sheep project health supplement should acquaint you with common health characteristics.

Think about your ewe, ram, lamb, or wether. You are important to it because it's your job to keep it well and to know when a member of your flock needs veterinary attention.

Recognition of the following normal characteristics will help you and your veterinarian work as a team to keep your sheep in good health.

You should keep a record of any abnormalities which do occur. This record will be important as a case history when your veterinarian begins to formulate a diagnosis. You can create your own chart or use Wisconsin 4-H Publication No. 4H369A.

Your sheep's attitude is a characteristic with which only you are familiar. Any change in your animal's behavior may be an indicator of sickness. Does your wether come running at feeding time? Is your ewe a submissive or aggressive member of the flock? A change in this behavior must have a reason. Try to find the cause.

Your sheep's stance should be on squarely set, strong legs, and pasterns with heavily muscled rear quarters. Ideally the animal should be long and tall with a straight back. The general appearance should be trim and thrifty. Abnormal stance may be due to poor conformation or may be a sign of illness.

Normal movement (gait) is a third characteristic with which you should be familiar. Your sheep should move free and easy without hesitation (unless she has a stubborn streak). Jerking, limping, or circling are signs of leg, feet, or nervous system disorders.

Sheep can't communicate like people can, but they can be very vocal. An ewe nuzzling her young lambs makes soothing, gentle sounds, while a sheep in distress can "baa" very loudly and repeatedly. Learn to distinguish sounds of contentment and fear. Take note if you hear your sheep sneeze or cough. Abnormal sounds may indicate pain or respiratory disease.

A healthy sheep has a good appetite. How much does your project animal normally eat in one day? Most sheep prefer leaves and fine stems, so it's normal for coarse hay to be wasted. It's important that you recognize the proper normal condition of your ewes so that you can regulate feed intake appropriately. Be sure to provide fresh water continuously. A normal sheep may eat and drink several times a day. You should be aware of a sudden loss of appetite.

If you're raising sheep for their fleece, their skin and hair coat are your livelihood. A sheep's wool coat and how you care for it varies with breed, age, and season. However, any time hair is lost in patches or skin becomes dry and cracked, disease, nutritional problems, or parasitism should be considered. Lanolin in a sheep's wool makes it feel very oily and also attracts dirt. Therefore, a normal, healthy sheep may appear dirty. Some wool breeds should not be washed because washing gives fleece a loose, open appearance. So do a good job of currying and trimming to maintain the fleece.

Skin and mucous membranes (color and condition) are important health indicators. Normal skin is smooth and pliable like elastic. Dehydration or water loss may cause "tight" skin. Mucous membranes line all body openings, such as, the eye, ear, nose, mouth, anus, and vagina. Normally, these membranes should be moist and pink. If they are dry or white your sheep may be abnormal.

Some obvious characteristics to notice on your animal are the bodily wastes or discharges. Normal sheep feces are pellet-like. Pasty feces may indicate that the sheep needs deworming. This is why lambs' tails are docked. A feces--
coated tail attracts disease carrying insects. You should be able to recognize scours or diarrhea. Waste material with blood, mucus, or bad odor may be a sign of intestinal problems. Your sheep's urine should be clear to yellow in color. Bloody urine is abnormal and your early recognition may prevent serious urinary tract difficulties.

Whenever you see an abnormal sign you can check your sheep's temperature with a rectal thermometer. Clean thermometer thoroughly and shake it down well below the normal temperature of 102° F. Lubricate it with KY or petroleum jelly. Be sure your sheep is restrained properly and insert the thermometer into the rectum gently. Wait at least one minute and remove the thermometer. Read it immediately. A normal temperature may vary from 101.5° F to 104° F depending on weather and fleece coat.

The pulse rate (heart rate) of your sheep should be strong and steady. It's very difficult to get an accurate count because the rate increases when the animal becomes excited. Place your hand over the heart at the floor of the chest. Feel the beat with your fingers, not your thumb. Your thumb has its own conflicting pulse. Seventy to 80 beats per minute is normal. You may also feel the femoral pulse at the inner thigh of a rear leg.

Hold your hand or a mirror in front of your sheep's nostrils to check their respiration rate. Twelve to 20 breaths per minute is normal. Warm weather may cause fast panting. This is a normal process, but a sign to you. You should get your sheep into cooler surroundings if possible.

Practice recognizing common health characteristics on your sheep every day. When you notice an abnormality, contact your veterinarian. Be prepared with a complete report of all the signs you have noticed. A veterinarian calls this a "history."

If you'd like further information on animal health, join the 4-H Veterinary Science Project and you may use your sheep as a project animal.
Yorkshire

- Origin: England
- Ears: Erect
- Color: White
- Misc.: The Mother Breed, Largest Litters
Landrace

- Origin: Denmark
- Ears: Droopy
- Color: White
- Misc.: Extremely Long Body
Tamworth

- Origin - ?
- Ears - Erect
- Color - Red
- Misc. - Not Very good
The End
How to Write a Thank You Card

Write thank you cards to all buyers

- You will be receiving a printout from the fair showing everyone who helped purchase your animal (the main buyer as well as all add-on donations). Each person/business needs to be properly thanked for supporting you.

- Tips for Success:
  i. Write out thank you’s by hand. Computer generated thank you’s look strange on the page because they are so short. Also, people like to see that you took the time to hand write them a personal note.
  ii. Make sure that your handwriting is legible (easy to read).
  iii. Start off with “Dear Mr. or Ms. __________,”
  iv. Make sure to thank them for something specific (ex: buying your lamb or goat, supporting your lamb or goat project by giving you an add-on bid, etc.)
  v. Explain what you learned by doing this project (specific skills, etc.)
  vi. Check your spelling & grammar.
  vii. End the note with “Sincerely,” Make sure to add your signature and then print your name & Kingsburg FFA underneath.

Example:

Sincerely,

Brian Donovan
Kingsburg FFA
• Have your thank you’s checked by me.
  i. Make sure that you address the envelopes (using the addresses provided on the sheet from the fair). Mailing addresses are written in the center of the envelope:

  Donovan’s House of Nuts
  100 Draper Street
  Kingsburg, CA 93631

  ii. Each envelope must have a return address (your name & address) in the top left corner.

  Brian Donovan
  1900 18th Avenue
  Kingsburg, CA 93631

  Donovan’s House of Nuts
  100 Draper Street
  Kingsburg, CA 93631

  iii. Every envelope needs to have a postage stamp on it (place in upper right corner).

  Brian Donovan
  1900 18th Avenue
  Kingsburg, CA 93631

  Donovan’s House of Nuts
  100 Draper Street
  Kingsburg, CA 93631

  iv. Leave all envelopes UNSEALED so that I can take out the cards and read over them. Any thank you card that does not meet the requirements discussed in this memo will be discarded and you will have to write a new card. These people/businesses invested money into you and your project. I don’t care if they spent $500 or $20 - they must be properly thanked.
COMMON DISEASES AND PARASITES

PNEUMONIA-DISEASES COMPLEX

Signs

- Coughing
- Eye and nasal discharge
- Difficulty in breathing (abdominal nature)
- Chilling
- Muscular cramps
- Sneezing

Prevention

- Improve management and emphasize dry, clean, draft-free and well ventilated housing.
- Avoid over-crowding, as most respiratory diseases are transmitted by inhalation of infected air particles.
- Provide plenty of clean, fresh water, nutritious feed and vitamin-antibiotic feed supplement.

Treatment

- There is no specific treatment for swine flu, swine plague and enzootic pneumonia. However, antibiotics like tetracyclines and sulfas may be of benefit. Respiratory stimulants and antiseptics as well as good nursing care speed up recovery.

SCOURING (DIARRHEA) OR GASTROENTERITIS COMPLEX

Cause

Irritation of the small intestine by parasites, bacteria or by sudden change of diet. It is caused by various carrier or conditions:

- Dietary Scours - brought about by sudden change in feed or irregular feeding.
- Colibacillosis - from contaminated water supply, change in feed which upsets balance of bacteria in intestines, and stress factors like weaning, vaccination, and transfer to other pens.
- Transmissible Gastroenteritis - due to introduction of new pigs, some may be carriers of the virus; mixing animals of different ages.
- Balantidiosis - usually brought about by contaminated drinking water and/or contaminated forage such as kangkong.
- Dysentery - associated with any form of stress like transport or change of feed, feeding of contaminated kitchen slops.
- Gastro-intestinal Parasites - over-crowding of animals, lack of deworming program.
- Dehydration is the biggest problem and can cause death in most cases; it must be immediately corrected by giving fluids. Effective treatment and control depends on correct diagnosis or identification of cause. This is quite difficult because of the complicated nature of the disease, so it is best to consult a veterinarian for confirmation of diagnosis. Emphasize preventive aspects of management, as treatment is both difficult and expensive.

**ROUNDWORM INFECTION**

**Cause**

Large round worm (Ascaris lumbricoides)

**Signs**

Depends largely on the number of worms present in animals, kind of management and nutrition of pigs. Pigs manifest slow growth rate, thinness, thick growth of hair which is usually dull and lacking normal luster. Sometimes, pigs vomit worms or expel worms in feces.

**Treatment**

Oral administration of dewormer through feed or drinking water.

**MANGE**

**Cause**

Direct contact with affected animal or contaminated objects and farm equipment.

**Signs**

Intense itchiness, forcing animal to rub vigorously affected portion of the body against the wall of pen. At first, affected skin is reddened but, after sometime, skin becomes thickened, scaly, and wrinkled.

**Treatment**

Spray animals with insecticidal preparations indicated for mange. Repeated spraying is necessary to attain satisfactory results. Likewise, spray animals' quarters, particularly floors and walls to kill mites hiding in cracks and crevices.
Swine Showmanship

Showmanship is an exhibitor’s ability to most effectively present an animal in a competitive showing environment. 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 hog in the show ring and holding pen and answer questions about your project. You should try to drive your hog so that its phenotypic strengths are seen more than its weaknesses. Advanced planning, practice and hard work are keys to becoming a good showman. Swine 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 ethic and determination to reach a goal, winning graciously and accepting setbacks with dignity. Winning takes practice at home and can become a reality by working with the hog, preparing it for show.

SHOW RING SUCCESS BEGINS AT HOME

Successful showmen start early. As soon as you purchase an animal, it is important that your animal starts to build trust with you. This is less stressful for you and your hog and will ensure that your animal is ready for the show. Spend time with your animal to get it comfortable and used to you. A good way to do this is during feeding. Just sit or stand in the pen while your animal eats. Remember that this process takes patience and time.

Here are some helpful hints to assist the initial gentling and “show breaking” process:
• Start working with your animal early.
• Give time to your animal by staying in the pen with them and getting them familiar with your voice.
• Try to handle your pig. You may want to try this for the first time while your pig is eating. This will build trust between you and your pig.
• Playing a radio will allow the hog to get use to noises and human voices and also help calm the animal.
• The first few times you drive a hog, drive them to a place they want to go such as to feed or water. Voice rewards are very important and allow the animal to become more comfortable with you.
• Use a small pen to prevent the hog from escaping the handler. Gradually move to larger pens as your hog becomes gentle and more controllable.
• Practice makes perfect -- Introduce your animal to the driving tool and hand brush well in advance of your show. Your animal needs to be trained how to walk on command in the direction requested. Occasionally, have another person present while you train your animal, so they can act like the judge would at a show.

SHOW RING EQUIPMENT

There are a few items you will need when showing your hog. A driving tool, small hand brush and a small rag are pieces of equipment you will need in the show ring and holding pen.

In some extremely hot environments, it is considered ok to carry a water bottle into the ring as you show your pig. However, in most cases, carrying a water bottle would be an unnecessary distraction. Show management will either provide water bottles at the pens or consider it standard for friends or family to bring one to you when you are penned to help you clean or cool your pig as needed.

The driving tool is needed to guide or drive your hog (Figure 1). Do not over-use the driving tool and allow the hog to walk naturally. Transition the driving tool between both hands as needed and use the tool on the pig’s side or jowl when the pig
stops or should turn directions. Some swine showmen use their dominant hand to hold the driving tool regardless of which side of the pig they are on, while others switch hands as they switch sides. Both methods are acceptable as long as switching hands is done smoothly. Never hit, kick or beat, but merely tap on the hog. Be careful to never use the driving tool on the pig’s ham or loin. Examples of acceptable driving tools include:
- Livestock cane
- Hog Whip
- Riding Crop
- Hog Driving Stick
- Plastic Piping

Hog whips with “flappers” on the end are not recommended because they are noisy and unprofessional.

A small hand brush and rag are essential while showing a pig. Pigs will rub against one another and get dirty or the judge may sprinkle your hog with shavings. As a showman, it is your responsibility to keep your animal clean with your brush or rag. They can be placed in your less dominant hand or in your back pocket. Placing the brush and rag in your back pocket is the preferred method as it frees up your hand, allowing you to use your hand to further guide your hog (Figure 2). Like the driving tool, never place your hand on the pig’s ham or loin.

Especially during summer shows, make sure your hog remains well hydrated which will allow it to remain more comfortable and help prevent overheating and stress problems.

**DRIVING YOUR HOG**

There is no halter used when showing a hog. Instead, exhibitors must drive their hog with complete confident control for the judge to appraise the animal.

When driving, you should be on the hog's side which is opposite the judge. For example, if the judge is on the hog’s right side, you should be driving from the left side of your hog, always keeping the animal between you and the judge. Try not to “over show” your animal. A judge will not be impressed if you always block everyone else’s view or over maneuver your animal. Furthermore, your animal will become irritable. Instead, keep your pig 10 to 20 feet away from the judge, but never under the judge’s feet.

The driving tool should be used without drawing attention to your hog or to the tool being used. Touch the animal from the fore rib forward (shoulder and jowl area) to turn. If you want the hog to move to the right, touch the left jowl of the hog (Figure 4). If the hog needs to move to the left, touch the right side. Using your hands to help maneuver your hog is a very acceptable and encouraged showmanship technique especially to drive your hog.

**Figure 2.**
_Naturally move your hog around the ring with its head up. Finding open areas will help get your pig noticed._

**Figure 3.**
_Use your driving tool along with your hands to help get your pig out of the ring corner._
out of the corner of the show ring. Always remain calm and simply place your hands in front of the hog's face to assist in turning it away from the corner (Figure 3).

By the time you arrive at the show, your hog should already be trained to drive and act correctly. Observe where you are going in the show ring and look to see that you are driving your pig in the open areas with adequate distance from the other hogs. Walk at a moderate pace and straight ahead with the hog's head up in the air (Figure 2). During the drive, the hog's head should be just high enough to present an impressive style, attractive side view and graceful walk. Working on keeping the head up should not be carried to extremes that can be distracting or that keep your hog from moving out at a good pace. Let your hog walk out freely and naturally, not too fast and not too slow, never turning the pig sharply. Good showmen are constantly looking for openings in the ring to drive their hog, keeping their pigs off the fence, away from groups of pigs and out of corners.

Be observant for signals and instructions from the judge and the ring officials. Often, a judge will ask you to pen your pig. Naturally walk your pig to the assigned area as quickly and efficiently as possible. Open the gate when you have driven your pig close to the pen, pen your pig and then close and latch the gate behind you. While in the pen, keep showing.

The proper technique while in the pen is as follows: First, address the cleanliness and well being of your pig by brushing them off and wetting the haircoat. Spray bottles should be available at the pens or brought to you by someone, so you can clean and cool your pig. Second, stand or kneel behind your pig, keeping your eye on the judge for instructions to re-enter the ring. The pig should be at a side view in the front of the pen by the gate with its head at the end the gate will open. This position allows the judge to see your pig as he looks at the pen, and your pig is pointed in the direction needed for an easy exit. When the judge signals for you to leave the pen, open the gate and shut the latch behind you.

While the judge is appraising your animal, he or she could walk around your animal. It is important that you are aware that the judge is coming. If the judge comes from the right side of your animal around the front of the animal's head, walk behind the animal to reach the right side as the judge comes even with the head of the animal. This allows the judge to see more of your animal and lets them know you are aware where he or she is at. Move the opposite way if the judge comes from the opposite direction. Keep the animal between you and the judge at all times. One of the key points in swine showmanship is never to obstruct the judge's view.

**APPEARANCE**

The animal should be clean, well-groomed and clipped in those areas as acceptable or recognized for the breed or sex. The hair should be clipped to proper lengths. A good grooming job exemplifies pride of ownership by the exhibitor. The many hours spent preparing your animal in advance of the show will be evident in the show ring.

You should be neat and clean just as the hog should be well-groomed. Remember, the audience looks at you too. Fancy clothes are not necessary, but neatness and cleanliness are important. It is recommended that you wear appropriate clothing consisting of a tucked-in sleeved shirt, leather boots, jeans and a belt. Avoid faded blue jeans and T-shirts. Instead, go for a more professional look. Check the show regulations concerning dress code and always comply with the requirements such as wearing a specific shirt or jacket. In most cases, it is never appropriate to wear a cap or hat.

Practice good posture in showmanship because it is the proper thing to do and will keep your hog more
calm. Stand with your back straight (Figure 2). Never lean back, but leaning forward is acceptable. Leaning slightly forward expresses a positive interest of concern, as if you were getting into a good action movie and were leaning forward. Keep your feet relatively close together as you walk with natural steps.

The idea is for your pig to get noticed, not you. Keep eye contact with the judge to ensure you follow the directions given.

Always be aware of the judge's location; however, do not concentrate on the judge so much that you forget about your animal and the animals around you. Your first obligation is to your hog, so keep checking to see that it is clean and walking in the correct area and position. Be ready to move if the judge signals, or answer any questions about your hog, such as age, breeding program, retail cuts, harvesting information, breed type or feeding program.

Your first obligation is your own safety and the second is the presentation of your animal. However, your third priority is to assist others when you can. For example, if an animal gets into a fight beside your hog, first, help ensure that the other exhibitors are safe. Ringmen will be there to help clear the fight. Drive your hogs away from the fight. This will keep the show moving properly and the judge will recognize that you care about the success of others and not just yourself.

Most of the time when the judge gets on the microphone, there may be two or three hogs left to place, therefore, he has not made his final placing decision. Continue to work hard and display good sportsmanship. Leave the ring in an orderly manner as instructed by the ring steward, and pick up your award. When the judge has finally given his final placing, the class is over, but your job is not.

SHOW TIME!

When you arrive at the show, check the show ring for low spots or dark areas. This will help you avoid these areas when driving your hog, both improving the appearance of your animal and impressing the showmanship judge.

Be sure to know the show schedule and be ready when the class is called. A late arrival in the show ring may cause some confusion or distract the judge. It is wise to confirm that your hog is entered in the correct class. Animals entered in the wrong class cause confusion and slow down the show. If the show requires each exhibitor to have an entry card before entering the ring, make sure you have the card, and any other required record or identification. Observe the judging of a few classes prior to showing to familiarize yourself with ring procedures at each show and the judge's preferred show style.

The first thing to do when entering the make-up ring is to look for the ring official who is directing the class. The ring official is there to help organize the class and minimize distractions for the judge. Be alert at all times, and carry out the instructions of the judge and ring officials closely.

HAVE FUN AND DO YOUR BEST

Always be courteous to show officials, the judge, and other exhibitors (Figure 5). Good sportsmanship is an important part of showmanship; therefore, you will win graciously and accept setbacks with dignity. Show your appreciation for the sponsorship of the show by writing thank you notes. Be a good representative of your club, school, county, and family. Work hard, practice before hand, always try to do better next time and profit from your mistakes as you gain experience. Above all have fun!
Swine Exhibitor Expectations

It is expected that all students who chose to raise a market hog, at the farm, or at their own house will properly take care of their animal. Below are my expectations of how students should manage their project.

If the pigs arrive as scheduled on July 5th, each student will have their project for 89 days. The Big Fresno Fair requires that each student has care, control and ownership for a minimum of 60 days. I impress upon each student how important it is to feed and care for their project on a daily basis.

Every day the student should see their pig, I understand that there are family vacations and other trips that students plan on going to during the summer, however there still needs to be someone responsible for your project. It is not acceptable to miss more then one consecutive week with your project(6 or 7 days). Students should also not miss more then 3 weeks during the entire project (21 Days)

The time clock at the school farm has made it easy to identify if a student has visited their project on any given day. It is also important to spend time with the project and not just throw feed at it in leave.

On a daily basis, the feeders should be checked to ensure that the animals have clean (free from mold or mildew) feed, the water lick-it should be checked and run until the water runs cold, and the pens should be cleaned. (cement pens hosed down, dirt pens have the cement cleaned off)

Members are to also work with other students who have projects in the same pen, to ensure that students don’t all come at the same time, and that the project is being visited in the morning, afternoon and evening during the summer and morning and evening during the school year.

Students have a huge responsibility of taking care and watching the growth of a living object. The parents and family members should take an active interest in their child’s project. I encourage parents to ask their child about the project, or to visit the project with the student.

Failure to actively care for or participate in the project can result in the removal from the farm. If this happens, you will be required to transport your animal to another location, and you will not be exhibiting at the Fresno Fair.
Students will actively participate in a minimum of 4 Hog showmanship classes. Showmanship will be held on Monday evenings from 5-6 and 6-7 starting August 9th.

Students will participate in a minimum of 2 of the 4 farm workdays that are to be scheduled. They will be held on Saturdays from 8-noon, there will be one held in July, August, September and October.

----------------------------------------------------------------------------------------------------------------------------------

Swine Exhibitor Expectations

I have read and understand Mr. Donovan’s Swine Exhibitor Expectations

Students Name Printed: ________________________________________________

Student Signature: _________________________________________________

Parent Name Printed: ______________________________________________

Parent Signature: _________________________________________________

Date: __________________________
PURPOSE

The purpose of this handbook is to assist you in successfully raising a market swine project. The information contained in the following pages will act as a guideline. 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. Should any questions arise concerning your project, do not hesitate to contact your project advisor for help.

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

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What Should You Know Before Buying a Market Steer Project?

1) A beef project can be a very rewarding and exciting experience or a very frustrating and discouraging project, depending on the amount of time and energy you put in to the project.

2) The duration of a market steer project is anywhere from 6-12 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 steers is not a hit or miss proposition, you must be consistent in how you raise your animal. Achieving maximum results requires maximum input from you. 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 it’s 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.

5) Remember this project is a large investment, work with your project and advisor to insure the success of your project.

Getting Ready For Your Market Steer Project

1) If you are housing your project at the Kingsburg High School Agriculture Farm/Laboratory facility, you will need the following:
   a. Fill out a Pen rent contract
   b. Obtain information and permission from Mr. Donovan
   c. Attend all Mandatory Beef project meetings

2) If you plan to raise your animal at home, make sure your pen is properly prepared prior to receiving your Beef project. The pen should meet the following requirements:
   a. It should large enough to allow your animal to exercise (about 15’ X 20’ is adequate).
   b. Shade or shelter should be provided in the pen
   c. Adequate feeding and watering facilities should be provided.
   d. The fencing should be free of loose wires, loose boards, protruding nails, etc. The floor should free of boards, wire, nails, etc.
   e. It should be sturdy enough to prevent the animal from getting out.
   f. The pen and surrounding area should be maintained up to Mr. Donovan’s standards to make project visits and weighing easier.
   g. If you would like Mr. Donovan to inspect your pen prior to receiving your project, please call an schedule an appointment.

3) You should purchase your feed approx. 1-2 days 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 market steer project. No one way is right or wrong. You need to determine what is best for you in terms of your budget. The most common ways of buying an animal are:
   a. Purchase your animal through your advisor. Your advisor will travel to various beef producers to select and purchase market animals. He will then bring them to school where students will select their animals.
   b. Purchase an animal on your own. You MUST have advisor approval to do this. If you purchase an animal on your own and do not attend the mandatory meetings or obtain Advisor permission, then you will not be allowed to show for Kingsburg FFA.
   c. Purchase an animal through a sale. Sometimes you find good deals at sales, but usually you end up paying a little more for your animals.

2) Whichever way you choose to purchase your animal, **make sure that you consult with your project advisor prior to purchasing the project**, regardless of the years of experience you have. You should obtain a bill of sale from the seller to keep for your records.

3) If you purchase your animal on your own you will need to receive prior approval to house the animal at the school farm. Due to the labor intense nature of a market steer project, it would be better if you could house the animal at your home so that it would be more convenient and easier to put in the time required to get the full experience of the project.

Starting Off Right

1) As soon as you get your animal, it is imperative that you observe your animal closely for any signs of illness. Generally, if cattle are hauled a long distance, the chance of illness is greater than those hauled a short distances. Signs to watch for include runny eyes and/or nose, droopy head, labored breathing, hacking (coughing) and inactivity. It will take a few days for the animals to acclimate it self to its new surroundings.

2) Your animal may not want to eat the first day or so. This 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)

3) Halter breaking the animal as early as possible is important. The quicker the animal can be gentled down and work for you the better. It is much easier to teach a smaller animal to work than a larger animal. **DON'T WAIT.**
FEEDING YOUR MARKET STEER PROJECT

1) Nutrition is the single most important aspect of raising a quality market steer project. Consistency is the key word in feeding 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.

2) One of the most overlooked elements of a good feeding program is water. The water your animal drinks should fresh, clean and cool at all times. Dirty, stagnant or warm water can have an affect on the health of your animal. The water trough should be cleaned on a regular basis, preferably daily. A good rule of thumb on water is that if you would not drink it, your animal probably wouldn’t drink it either, if given the choice. If using an automatic watering system, make sure that the pipes are not in direct sunlight, as this will warm the water.

3) Your advisor will direct you on how to feed your animal. Feed recommendations are based on the individual differences in weight, rate of gain, and conformation. It is important to know exactly how much you 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.

4) If you are raising the animal at home, or hand-feeding, 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.

5) Whenever a new feed, or increase in feed is introduced, the change should be made gradually over a period of time. Never change feed or feed quantities without checking with your advisor.

6) Make sure that the animal is eating 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 leftover. Increase the amount any time the feed is completely consumed by the next feeding, but increases should be limited to one half pound per day.

7) If your animal goes off feed for more than one day, contact your advisor or a veterinarian immediately. Generally, a lack of appetite is one of the first signs of illness. The sooner the illness is detected, the easier it is to treat and rebound from. Any type of illness will cause a decrease in the daily gain and could affect the desired end weight.

8) 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.
CARING FOR YOUR MARKET STEER PROJECT

1) At least once a day, look your animal over carefully to see if everything appears all right. Check for the way it walks, for sores or cuts, for scours, or for runny nose or fast breathing. If any of these occurs, consult Mr. Donovan immediately.

2) Clean your pen at least once a day. Make sure the water and feed are OK

3) As soon as possible, start to walk your animal. This is both for exercise and practice for showmanship. Do this once a day before feeding.

4) Do not administer any medications without consulting your advisor or veterinarian first.

HALTER BREAKING AND LEADING YOUR BEEF ANIMAL

1) There are many schools of thought on how to halter break cattle. Halter breaking can be grouped into two main categories: “Praise and Reward” which reinforces positive actions or “Negative” which uses punishment to counter negative actions of the animal. The positive does not have the immediate impact of the other method, but over the course of time has a longer lasting and consistent effect on the animal. The key is to work quietly and consistently with your animal to minimize stress for you and the animal.

2) Halter breaking should start as soon as possible while the animal is still small. The animal must understand that you are in charge. You decide how it will walk, when it will stop, how it will stand, etc. Once an animal knows that it has the upper hand, it will take considerably more time to train it to do what you want.

3) The proper equipment is as important as the technique. An adjustable rope halter made of ½” or 5/8” nylon with a long lead or a flat nylon banded halter with a chain that feeds under the chain for halter breaking. It should be placed high on the face to prevent slippage, give maximum control, and minimize possible injury to the animal.

4) If your animal has been halter broken prior to buying it, you can start tying it up immediately. If it has not been halter broken, let the animal drag the lead rope for a week. The animal will learn to “give” to the pressure as it repeatedly steps on the rope.

5) On the third or fourth day you need to begin tying up the animal. Always be aware when you pick up the rope, to prevent being kicked or rope burn. Tie animal to a stout post at eye level about 12 inches away. Tying the animal higher or lower could cause injury to the spine or legs. Keep the animal tied
for a short duration of 15-20 minutes the first few times. As soon as the animal “gives” to the halter or wears out, turn it loose. Release the animal calmly and do not let it jerk the rope from your hands. Creating a situation of early respect will be rewarded later.

6) Begin touching the animal as soon as possible with a show stick. Rubbing the animal with a show stick allows you to be further away and is less intimidating. Start touching the animal with your hands as soon as possible. Stand as close to it as you can. Be firm, but use slow, deliberate movements. The animal can sense whether you are calm, nervous or scared and will respond accordingly.

7) When teaching the animal to lead, a “pull, release, and reward” method works best. Apply gentle pressure on the lead rope to get the animal to move. Accept only a few steps as progress and reward by releasing pressure on the halter and speak to the animal in calm soothing voice. Voice reward is very important. Again, it is important to be calm and patient.

8) Rinse the animal with water as soon as it is controllable. Rinsing seems to take the rest of the fight out of the animal and will prevent some later kicking problems.

9) Following the initial halter breaking, always tie the animal with its head up high to teach it to stand with its head up and its legs under it properly. If possible when working with your animal, turn a radio on loudly near your animal. The loud music will help your animal become accustom to noises that are common at fairs and shows.

10) Once the animal can be caught and led consistently, remove the halter after you are finished working with it. Until it is possible to do this, regularly check the halter to see that it is properly adjusted and not cutting into the animal’s nose. A cut caused by the halter can go undetected for a long period of time, but is very painful for the animal and can easily become infected. By haltering the animal only when working with it will eliminate or greatly reduce the chance of this problem occurring.

11) Begin training your animal to stand properly. Time spent training the animal to stand correctly will pay off in the show ring.

12) It is important to work with your animal on a regular basis, not only to train it, but to exercise it as well. Never hit your animal. Animals respond to trust better than fear, and will be more willing to work for you. Your animal will not learn how to lead and stand correctly on its own, you must teach it how.
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 points 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 practice as often as possible. Showing can be a very rewarding experience, if 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) Listed below are a few general characteristics of a good showman:
   a. 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 conscious of the appearance of his/her animal at all times
   f. Works the animal calmly and smoothly
   g. Is not distracted by people or events outside of the show ring
   h. Starts showing from the time he/she enters the ring until he/she leaves the show ring
   i. Is courteous to the other exhibitors in the ring
   j. Displays good showmanship by congratulating the winners and accepting congratulations graciously
   k. Gives his/her effort every time he/she is in the show ring

SUPPLIES AND EQUIPMENT

1) The following is a list of supplies and equipment needed for your Beef project.

<table>
<thead>
<tr>
<th>Hose</th>
<th>Wire hoof brush</th>
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<tbody>
<tr>
<td>Spray nozzle</td>
<td>Lawn chair</td>
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<tr>
<td>Livestock soap</td>
<td>Old towels</td>
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<tr>
<td>Show box</td>
<td>Scotch Comb</td>
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<tr>
<td>Water bucket</td>
<td>Livestock Spray</td>
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<tr>
<td>Feed pans</td>
<td>Neck Rope</td>
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<tr>
<td>Hard bristle brush</td>
<td>Fans</td>
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<tr>
<td>Soft bristle brush</td>
<td>Chutes</td>
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<tr>
<td>Show Halter</td>
<td>Clippers and other fitting supplies</td>
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<tr>
<td>Show Stick</td>
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</table>

2) Feed and Bedding supplies for the fair:

Hay (Alfalfa or Oat)
Grain
Straw – ½ bale per animal per day
HOW MUCH WILL THIS PROJECT COST

1) Listed below are common items and their approximate costs of a market Steer project.
   a. Cost of Steer $1000.00
   b. Feed (80 Sacks @ $14.00ea) $1120*EST.
   c. Worming $300.00
   d. Insurance $25.00*EST.
   e. Show Supplies $100.00
   TOTAL $2275.00*EST.

HOW DO I SELL MY PROJECT AND HOW MUCH CAN I MAKE?

1) One of the first questions most new swine exhibitors ask is, “How much can I make on my project?” This question is a valid one. Most students figure that if you spend a great deal of money on the project, the returns should also be great. Unfortunately, this statement is not always accurate. The animal will be sold at the fair through a public auction with the animal being sold to the highest bidder. These buyers are under no obligation to support and buy these livestock projects. It is your job to find buyers for your animal. You must remember that you are selling a product and you must approach this part of your project as a salesman. The buyers will not come to you, you must go to them. You must develop and execute a marketing plan/strategy to find a buyer.

2) Before you approach a prospective buyer, you must first understand how the process works so that you can accurately answer any questions that may arise in your conversation with a perspective buyer. You must first calculate a break-even price. By dividing the estimated fair weight of the animal in to the total cost, you will know how much per pound needed to break even. The next part of the process is to know what the buyer’s options are with the animal once it has been sold. The most common option used is the buy-back or resale, this option is used if the buyer does not want meat from the animal. The buyer simply pays the difference between the current market price and their bid. The animal is then sold to a commercial packer for the current market price. The buyer does not take possession of the animal. With the other two options, the buyer takes possession of the animal or carcass. The custom processing option allows the buyer to choose where the animal will be processed. If the buyer wants the animal process by Weiberts in Sanger (or they have no preference in facilities), they mark “Custom Processing” and the fair will transport and take care of the animal. The buyer can mark “Live Pick-up” and then take possession of the animal and process it at the locker of their choosing.
3) An Add-On bid is used when a company or an individual just wants to make a tax-deductible donation towards your project for a flat amount and does not want to purchase the animal or attend the auction. This option is done in advance.

4) You must also be able to explain to the buyer what benefits they receive from buying your project or contributing a Add-on bid. A buyer basically receives two benefits- advertising at the auction and a tax deduction. The only amount of the purchase price that can be deducted is any amount paid over the current market price.

5) Armed with this information, you begin your search for buyers. Anyone can buy an animal at the fair, but the most common buyers are local businesses. The two most common methods of finding buyers is through personal contact or by writing letters to prospective buyers. Personal contact is the more preferred method because the buyer has the chance to meet the owner of the animal and ask any questions concerning the project or selling process. The letter writing method does not afford these opportunities. When meeting with a buyer, the student should approach the buyer in a business-like manner; calling ahead and making an appointment with them, dressing in the official FFA uniform, being prepared, preparing brochures and other documents, etc.

6) Above all, be persistent in your search for a buyer. You may be turned down a few times before finding someone willing to buy your animal. Don’t give up. The financial success of your project depends on you finding a buyer. You may want to find more than one buyer in the event one of them does not show up for the auction.

7) Another key element to successfully selling your animal is to approach buyers early. Do not wait until just before the fair to start contacting people. You will not be the only person at the fair selling an animal. Begin several months prior to the fair. Many buyers will buy from the first person who contacts them. Avoid the rush and start early.

8) To find out more specific information concerning the auction process, approaching buyers, commonly asked questions, etc., contact your project advisor.
Kingsburg FFA Beef Exhibitor Fair Rules

1) Equipment you will need:
Hose
Spray nozzle
Livestock soap
Show box
Water bucket
Feed pans
Hard bristle brush
Soft bristle brush
Show Halter
Show Stick
Hay (Alfalfa or Oat)

Wire hoof brush
Lawn chair
Old towels
Rain gear (washing)
Livestock Spray
Neck Rope
Fans
Chutes
Clippers and other fitting supplies

Grain
Straw – ½ bale per animal per day

2) Things to do prior to fair
   a. Wash and clean your steer prior to being brought to the fair
   b. Make arrangements to have your animal and equipment brought to the fair
   c. Make sure that your animal is in the proper show condition

3) Things to do at the fair:
   a. All exhibitors are expected to be at the fair for the purpose of preparing their animals to look the best for the show. It must be understood that this requires a great deal of time.
   b. All exhibitors must ride the bus each morning and night (Tuesday, Wednesday, Thursday, and Saturday).
      i. If an exhibitor is being brought by a parent then they must be in the barns before the bus arrives with the rest of the exhibitors.
      ii. If an exhibitor is going home with a parent, the parent must sign the student out and has to wait until the students get on the bus at the end of the day.
      iii. In other words- Students may not arrive later or leave earlier than the bus schedule.
      iv. There are no exceptions to this rule
   c. Students who must attend sports practices after school can only attend practice on the Monday and Tuesday of fair, if their animals are ready to be shown. Under no circumstances will students be allowed to leave early on Wednesday and Thursday (show days) to attend sports practices.
   d. All animals registered to the exhibitor must be prepped and fitted by the exhibitor only. No one can fit an animal for an exhibitor.
e. All beef exhibitors will help each other get animals to and from the show ring.
f. All exhibitors are required to show in showmanship
g. On show days all exhibitors are expected to stay for the entire show. All exhibitors will help each other and work together. Everyone is on barn duty during their time at the fair.
h. All exhibitors will help clean up the last day of the fair.
i. Each exhibitor is required to cooperate with a positive attitude
j. All animals on display are expected to clean.
k. All FFA exhibitors will be required to wear an official FFA uniform while showing their own animals or helping others
   FFA Uniforms
   Boys- white slacks/pants, white shirt. FFA tie and jacket and dark shoes/boots.
   Girls- white slacks, white shirt/blouse, FFA scarf/jacket, and dark shoes/boots
l. Market animal exhibitors are required to find their own buyers for their animals prior to the fair.
m. All exhibitors must attend assigned meeting, unless prior arrangements have been made.
n. 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. Remember that showing is a privilege- not a right, failure to conduct yourself in a manner that is fit for a member of Kingsburg FFA, then your privilege will be lost and you will not be allowed to sale your animal.
o. To receive your check- The exhibitor must present their up to date record book, stamp and addressed thank you letters, and any monies owed to their project advisor (Donovan or Sperling) for approval.

Please read these general rules and discuss them with your son or daughter. Sign and return this form to us, either by mail or send it back to school with your son or daughter. If you have any questions, please feel free to talk to Mr. Donovan

Kingsburg High School
Agriculture Department
1900 18th Ave.
Kingsburg, CA 93631
(559) 897-2248 office
(559) 318-0408 cell
bdonovan@kjuhsd.k12.ca.us

Parent’s Signature _______________________________ Date _____

Student’s Signature _______________________________ Date _____
GENERAL RULES FOR KINGSBURG FFA FAIR EXHIBITORS

1) Because the importance of scholastic achievement, the KHS Ag Department requires its livestock exhibitors to maintain a satisfactory scholastic record in his/her classes. Therefore, if any exhibitor fails to meet this requirement, he/she may lose their showing privileges.

2) All exhibitors are to follow the directions and advice given them by their designated advisor for that species. The advisor’s directions are to be followed for the whole length of time the project eligible for show, and during the fairs when the project is being exhibited.

3) FFA members are required to obtain their homework from all of their teachers in advance of missing school for attending fairs.

4) All exhibitors are expected to haul their animals and tack to the fair unless other arrangements are made with the advisor.

5) All rules and regulations of Kingsburg High School will apply to the students who participate at fairs, since showing is a school activity.

6) Each exhibitor is responsible for feeding, watering, grooming, and keeping an eye on his or her animals for the entire length of the fair.

DUTIES OF BEEF EXHIBITORS

1) Follow all instructions given to you by your advisor. Communication is the key to a successful project.

2) Clean your pens daily. Scrape and/or wash your pens daily and wash the manure down the gutter

3) Make sure that your animal does not go without feed (even for one feeding). Plan ahead

4) If you are using the Kingsburg High School Farm facility you will be required to clean your pens, check your feed and animal daily.

5) All exhibitors will be required to meet with their advisor periodically to discuss the progress of their animal, to weigh the animal, and for informational meetings. All meetings with the advisor will be scheduled as much as possible around the student’s schedules.

6) The Kingsburg FFA Advisors employ a “three-strike” system. If for any reason, you do not abide by these rules or the rules of the Kingsburg High School Agriculture Department Farm Contact, you will receive a “strike” for each violation. After “three strikes”, YOU’RE OUT!

7) If you encounter any problems at all concerning your market beef project, someone else’s animal, or the facilities, please contact your advisor immediately!
EMERGENCY SITUATIONS

1) Mr. Donovan is available for any questions, Monday through Friday 8am to 6pm on his cell phone @ (559) 352-1323 or at the Ag office (559) 897-2248.
2) You may call me at any time with an emergency.
3) If you call Mr. Donovan after 6pm or on weekends for a non-emergency reason then you will receive a two hour work detail as well.
4) If there is an emergency with your animal, please do not hesitate to contact Mr. Donovan any time. That is why Mr. Donovan gives you his cell phone number for.

IMPORTANT DATES TO REMEMBER

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
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<tbody>
<tr>
<td>1) Fresno Fair Contract and Pictures is Due</td>
<td>June 12th</td>
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<td>2) Deadline for Ownership (120 Days)</td>
<td>June 1st</td>
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<td>3) Beef/Dairy Meeting Entry Forms (mandatory)</td>
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<td>4) Fresno Fair Livestock Haul-in</td>
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<td>Mandatory School Farm Work Days 8:00am-12:00pm</td>
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Mandatory Showmanship Practices - To Be Announced
# RECORD KEEPING

## STARTING OUT
Starting Weight
Desired weight at fair
Weight gain needed
Days to Fair
Desired avg. Daily gain

## RESULTS
Finish Weight
Start Weight
Gain
Days on Feed
Average Daily Gain

## WEIGHT RECORD
<table>
<thead>
<tr>
<th>Date</th>
<th>Weight</th>
<th>Gain*</th>
<th>ADG**</th>
<th>PFW***</th>
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* Gain- = Current weight minus previous weight  
** ADG- Average Daily Gain = Gain divided by the number of days since last weight  
***PFW- Project Fair Weight= (ADG X Days to fair) + Current weight
Policy for Fresno Fair Eligibility

The following list is eligibility requirements for students to exhibit animals through Kingsburg FFA at the Fresno Fair.

To Be Eligible:

Current Students (Grades 9-12 at the time of the Fair)

1) Students must be members in good standing with the Kingsburg FFA chapter (refer to the Kingsburg FFA constitution for guidelines).
2) Students cannot be on academic probation at the end of the previous school year. Summer school grades or credit do not count. If a project is already started and a student is placed on academic probation, then that project cannot be shown under Kingsburg FFA.
3) A student can not switch affiliations (FFA, 4-H, Independent) more than once within 12 months.
4) A student cannot exhibit more than one market specie per fair unless the species are separated by weeks. Ex. A student can show a market goat and a market hog, but they cannot exhibit a market hog and a market lamb or steer.
5) A student can show different species if one is breeding and the other is market. Ex. Breeding Swine and a Market Lamb or Breeding Sheep and Market Swine.
6) Students must satisfactorily keep record books up to date according to their assigned advisor.

Graduate Students

1) A graduate student of the program can exhibit at the Fresno Fair immediately following their graduation, but not after that.
2) A graduate student must have kept record books satisfactorily current according to their advisors.
3) A graduate student must be trying to achieve the goal of receiving their State or American FFA Degree in order to exhibit livestock, and this project will help them achieve their goal. In other words, there must be a purpose to this student exhibiting; they cannot show because they want to show.
4) If a graduate has been eligible to receive the above stated degrees before the fair in question and has not applied due to lack of effort, then that student shall be denied the opportunity to exhibit.
5) Graduate students will have last priority to use the school farm facility. If the facility is full, then it is the graduate’s responsibility to locate housing for the project.
KINGSBURG HIGH SCHOOL
AGRICULTURE DEPARTMENT
SWINE FARM CONTRACT

It is a privilege to keep and house a project at the school farm. Along with this privilege come certain expectations and responsibilities. The instructors are here to guide you with your project, not to maintain and care for the project. It is your responsibility to care for and manage your project.

You share the farm with fellow students; therefore cooperation and teamwork are expected. Even though these are individual projects, it will take a group effort to ensure everyone’s success.

Below you will find a set of expectations that must be followed in order to retain your privilege of using the school farm. Please read through these expectations with your parents/guardians. This contract must be signed and returned to your project advisor before your project begins at the farm.

1) Instructors must have 24-hour notice before any projects are moved on or off the farm.
2) All project meetings and farm clean-ups must be attended. If you cannot attend, prior arrangements must be made with the instructors. Students must work 4 hours per month per animal for school farm pen rent.
3) All animals must be fed at the agreed feeding times. In emergency situations, instructors must be notified and other arrangements must be made.
4) All bills associated with the project must be paid and kept current, unless otherwise agreed upon with the instructor.
5) The school farm is an extension of the school campus, therefore all school rules are in effect and proper behavior is expected at all times.
6) The farm must be kept neat and clean at all times, it is your responsibility to keep your projects designated area clean and free of debris.
7) Record books must be current and meet the approval of the project advisor. This rule applies to current students as well as graduates.
8) In the event of any sick animals, the instructor must be notified as soon as possible, so that proper treatment is started in a timely manner. Students must never treat any animal without seeking the advice and supervision of the agriculture instructor.
9) In the event that an animal is abused (i.e. physical abuse, not being fed, neglected), your parent/guardian and school administration will be notified, and steps will be taken to correct the situation. If the problem continues, Animal Control will be notified.
10) If a student violates this agreement in any way, then that student will be placed on a step. After three steps, the individual will have to remove the animal from the farm and will in no way represent Kingsburg FFA at the Fresno Fair. A step will be counted when the student is contacted at home by Mr. Donovan and a letter will be sent to the student’s parent outlining the offense and stating the step.
11) If Mr. Donovan has to contact you because you have missed a school farm work day, pens are not cleaned, animals are out of feed, or any other violation of this agreement, then you will be assigned 2 hours of school farm work detail to be served within 7 days of the incidence. Failure to complete this detail will result in the loss of school farm and showing privileges.

I agree to follow the rules and advice of the agriculture instructors throughout the duration of this project. I understand that breach of this contract can result in forfeiture of farm use or the possibility of being removed from the Agriculture Program at Kingsburg High School.

Student Signature: ___________________________ Date ___________ Student Cell ________________

Parent/Guardian Signature: _________________ Date ___________ Home Cell _______________________

Advisor Signature: ___________________________ Date ___________
Beef Showmanship

Rusty Gosz  
Extension Youth Livestock Specialist  

Cassie Bacon  
Animal Science Student Intern  

Showmanship is more than entering the show arena during the fair or livestock show. It includes all the hard work that exhibitors put into their project from the first day they purchase their animal. Showmanship is defined as the ability to present your animal to the best of its genetic ability and involves knowing the basic skills of the show ring, while bringing attention to the animal's strengths and minimizing the animal's weaknesses. Many factors enter into the equation for a successful showman, including halter breaking, nutrition, time at home, skill of the showman, and daily care and grooming. All the hard work done throughout the project will be worthwhile on show day.

Show Ring Success Begins at Home

Successful showmen start early. As soon as you purchase an animal or two weeks after weaning, it is important that your animal begins to build trust with you as you begin the halter breaking process. This is safer and less stressful for you and your calf and will ensure that your animal is ready for the show. Spend time with your animal to get the calf use to you. A good way to do this is during feeding. Just sit or stand in the pen while your animal eats. Remember that this process takes patience and time.

Start halter breaking early. There are numerous opinions and appropriate means to halter breaking a calf. While this fact sheet will familiarize you with some of the helpful basics, familiarize yourself with successful halter breaking methods.

Here are some helpful hints to assist the initial gentling and halter breaking process:

- Place the calf in a small pen, where it can become familiar with you. In the small pen environment, it may be helpful to use a long stick with a brush on it to help gentle the calf.
- Nylon rope halters 1/2- to 5/8-inch in diameter work best, are generally the easiest for people to use, and minimize stress of the animal.
- Adjust the halter so the nose piece is about 2 inches below the eye.
- Tie the calf to a sturdy place at their chin height with minimal halter length to minimize the amount of force they have to pull back. This reduces the chances of the animal getting tangled in the rope or a broken halter. While the calf is tied up (for no longer than 15 to 20 minutes), brush the calf and talk to them, allowing the calf to get use to you. Never leave a tied animal unattended! Playing a radio will allow the calf to get use to noises and human voices and also helps calm the animal.
- The first few times you lead the calf, lead them in a place they want to go such as to feed or water. Voice rewards are very important and allows the animal to become more comfortable with you.
- Use a small pen to prevent the calf from escaping the handler while leading for the first few times. Gradually move to larger pens as your calf is leading better.

Oklahoma Cooperative Extension Fact Sheets are also available on our website at: http://osufacts.okstate.edu

- When releasing an animal, never let them get away from you. Once an animal gets away they think they can repeatedly do it. Stay calm without jerking the halter away.
- Practice makes perfect—introduce your animal to the show stick and show halter well in advance of your show. Your animal needs to be trained how to set its feet properly and walk with a show halter. Have another person handle your calf while you hold the halter so the animal learns to remain calm under the judge's close evaluation.

Leading Your Calf and Using the Halter

The halter should be properly placed on the calf’s head with the lead strap on the calf’s left side. The halter strap that crosses over the muzzle or nose should be between the eyes and nose (Figure 1). Rope halters and show halters can be adjusted for proper fit. If the halter is too small, it will get into the calf’s eyes. If the halter is too big, the nose cross piece will be down too close to the mouth.

You must use a nose lead to break and show bulls. This provides better control and increased safety for you and other exhibitors. Handle the nose lead just like the halter, providing equal pressure on both.

When leading, you should be on the calf’s left side with the halter in your right hand. Your hand should be knuckle-side up with your smallest finger nearest the calf, three to six inches from the animal’s head. With show halters, this is usually at the chain, so wrapping the chain with wet wrap might be helpful for a younger showman. When stopped with an animal, place your hand so your thumb is in the air (shown in Figure 1). Your wrist is stronger this way and provides greater control of the animal.

The strap length should be enough for control but not long enough to touch the ground. If the strap of the show halter can touch the ground, you or the calf may step on it. Any extra strap may be cut off. If the calf is spooked, you should have two hands on the strap. Never wrap the halter strap around your hand or fingers because this could cause serious injury.
By the time you arrive at the show, your calf should already be trained to lead and stand correctly. Observe where you are going in the show ring and occasionally look back to see if your calf is walking in a straight path. Walk at a moderate pace and straight ahead with the calf’s head even at your side. During the lead, the calf’s head should be just high enough to present an impressive style, attractive side view, and graceful walk. Let your calf walk out freely and naturally, not too fast or too slow. Be aware of the animal in front of you, and do not get too close at the walk or when setting up for a side view. Be observant for signals and instructions from the judge and the ring official. When leading your calf in a circle, move in a clockwise direction, putting your animal between you and the judge. One of the key points in showmanship is never to obstruct the judge’s view.

Setting up Your Calf

Set your calf up gently and carefully each time it is moved to a new position. When you pull your calf into the line-up (side by side), always allow about three to four feet of space between your calf and the calf next to you. Do not crowd. This same distance should be maintained when lining up head to tail, also called a side profile. Proper distancing allows for a better view and aids the judge in viewing and handling your calf. On a side profile, set up in a straight line head to tail. If you are blocking the view of another animal and have space, move so the judge can see all the animals. If you are the one being covered up, it is your responsibility to get where the judge can see your animal. If you cannot get back into your previous spot because it is too small, pull to the end of the line so you can be seen. As the judge pulls cattle from the line-up, move forward into the empty space and continue to set your calf.

Before setting up your calf, transfer the lead strap to your left hand and the show stick to your right hand. It will take considerable practice to develop smooth and coordinated techniques in stopping your calf at the desired point, transferring the lead strap and show stick, and turning and facing toward the rear of the calf. The proper and easiest way to stop your animal is to “walk your animal into it,” or walk your animal into the proper set up position. Even having only one foot out of place is better than resetting each leg.

While your calf is set up and the judge is appraising your animal, he or she could walk around your animal. It is important you are aware the judge is coming. If the judge comes from the right side of your animal around the front of the animal’s head, when the judge comes even with you, shift your weight on your left foot taking one small step, and turn to look over your right shoulder as the judge walks past. This allows the judge to see more of your animal and lets them know you are aware of their location. Move the opposite way if the judge comes from the opposite direction. Continue scratching your animal the entire time.

The Comb or Cloth

The scotch comb is used to groom the hair that may become messed up while in the show ring.

The scotch comb should be carried in your back pocket, or in a scotch comb sheath with the teeth toward you. If the teeth face outwards, your calf could get spooked and hit the comb, causing the calf to become even more scared and spooked if poked.

If showing American breeds with short hair, carry a wipe cloth and use it in the same manner as a comb.

Sometimes the judge will handle your animal. In this case, once the judge has moved to the next animal, naturally place your show stick in your left hand, use your right hand to grab your comb, and comb the spot the judge has touched. Often, the judge will look back over his or her shoulder once they have moved to the next animal to see if you properly combed your animal.

Special Term

Setting up an animal: A showmanship term referring to using a show stick with a haltered beef animal being exhibited to a judge for evaluation. The stick moves the legs to the proper position under the animal so that the animal is presented at its best appearance from the side, front, or rear views.

The Showstick

The showstick becomes very helpful while showing beef cattle. There are five basic uses for the showstick:

- assist in placing the feet
- calm the animal
- control the animal
- keep the top straight
- scotch-drive

Slowly scratch your calf’s belly or brisket a couple of times to help calm your animal. Never “saw” your animal, or scratch hard on your calf. This will not calm them, but make them become scared. After scratching the animal, set the feet in the appropriate position. Remember, you have three tools to set the feet: the halter, your feet, and your showstick. If you want a rear foot to be moved back, push backward on the halter and press (do not jab) the soft tissue where the hoof is split with your showstick. If you want a rear foot to move forward, pull forward on the halter and apply pressure with your showstick under the dew claw. Remember it is easier for the animal to move a foot back than move a foot forward. When the rear feet are too close together apply pressure to the inside of the leg just above the hoof, and they should stand wider. Front feet can be moved by using your boot or showstick to apply pressure in the previously mentioned areas while pushing or pulling with the halter in the desired direction you want the foot to move. Younger, less experienced showmen usually use the showstick as it might be easier.

Placement of the feet depends on what view is provided to the judge and what makes the animal look its best. When the cattle are lined up side by side, in a straight line, the feet should be set at all four corners under the animal, each bearing their full share of the animal’s weight. At this view, the judge is looking at the rear and front of the animal.

When the cattle are lined up in a side profile or head to tail, the feet should be set as if a professional photographer is taking a picture (Figure 2). The rear feet should be staggered so that the far side foot is slightly in front of the foot closest to the judge. Usually a heel-to-toe relationship works best. That means the heel of the one foot is parallel with the toe of the other foot. The front feet should be set square or staggered less than the rear

Figure 2. Side profile view. Notice the front feet are set even and the back feet are staggered.
feet. The toe of the front foot opposite the judge should be set back half the width of the hoof on the judges side. By setting the feet in this manner, the judge can look at the length and balance of body, smoothness of the front end, and in heifers, the udder development. It also makes it easier to correct a topline and rump structure.

The showstick can also be used to correct the topline. If the top is weak and needs to be raised, apply pressure at the naval or the flank with the hook of the showstick. If the rump is steep and the loin is high, apply pressure to this area to bring it down. Then, continue to scratch the animal’s belly lightly to keep it calm but not allow the loin to come back up.

The showstick can also be used to help control your calf while walking. While walking, the showstick is in your left hand at the handle or about one-third of the way down with the point always toward the ground for safety and professional appearance. This will allow use of the showstick as an additional control tool if needed. If the animal is moving too fast, use the portion of the stick between your left hand and tip or hook end for slowing the calf down. Never hit or beat, merely place the stick in front of the nose.

“Scotch-driving” is when your calf will not lead or walk and no one is around to help you get started. If this happens, push forward on the halter with your right hand and turn to your left to tap the animal with the showstick on its side or rump. This will make the animal think someone is behind it and the calf should start to walk. If this does not work, be patient for someone to come assist you.

**Courtesy and Efficiency in the Show Ring**

You may need to turn your animal because it moves or because the judge asks you to move or trade places with another calf. When pulling out of a line-up, always pull your calf forward out of the line-up and then turn to the right (clockwise), pushing over your calf’s nose. Come back through the same spot you were in to come out of the line-up. Avoid rubbing against or knocking another calf to preserve their grooming efforts and to prevent them from moving. Make a big circle with your animal, again remember to turn over the nose. Put your animal back in

![Figure 3. Proper ways to change line-up positions.](image)

1. **How to switch from position 5 to 3:**
   If you are animal 5, pull forward, turn to the right, come back through the same position you were in, make a big circle out and to the left, turn to your right, and finally pull into your new position.

2. **How to switch from position 2 to 4:**
   If you are animal 2, pull forward, turn to the right, come back through the same position you were in, make a big circle out and to the right, turn to your left, and finally pull into your new position.

3. **How to reset 4 into the same position:**
   If you are animal 4 and you must reset in the same position, pull forward, turn to the right, come back through the same position you were in, make a big circle out and to the left, turn to your right, and pull back into the same position.

4. **How to switch positions 4 and 5:**
   Animal 5 should move first. In that case, animal 5 should pull forward, turn to the right, come back through the same position you were in, make a big circle out and to the left, turn to the right and finally pull into your new position 4. Animal 4 should turn to the right, but this is the only case where the animal would not come back through the old position. Instead, animal 4 will follow animal 5, going to position 5 the same way as before.
the same spot in line or in the place the judge has instructed for you to go (Figure 3).

Your animal will know when to stop and set up by training you have taught it at home. When coming to a stop, slow down, lift up slightly on the halter and watch for the proper feet placement. Then, stop your animal.

When the judge handles your calf, be sure you have a firm grasp of the halter. Calves that are nervous might jump and pull the lead strap out of your hand. It is good to tell the judge if your animal kicks or does not like to be touched.

If the calf becomes restless, do not fight it. Work gently and to the best of your ability to get it to move and stand well. Scratching the animal with the show stick will help to calm the calf. An exhibitor losing his temper with a restless calf will only make things worse, and he/she will go away from the show ring with a terrible feeling of frustration.

When showing, do not shake the lead strap and chain unnecessarily; do not try to stare the judge down or make a large amount of body motion. Be natural, calm, relaxed, and confident and your calf will share your confidence.

Always be aware of the judge’s location; however, do not concentrate on the judge so much that you forget about your animal and the animals around you. Your first obligation is to your calf, so keep checking to see that it is standing correctly and in the proper position. Be ready to move if the judge signals, or answer any questions about your calf, such as age, sire, dam, pregnancy status, feeding program, yield grade, quality grade, retail cuts of beef, or weight gain.

Courtesy in the show ring will go a long way in keeping the showing moving efficiently and maintaining a friendly environment. Do everything you can to help others when possible. If a calf stops in front of you, shift your show stick to your right hand and twist the tail of the animal in front of you with your left hand.

Special Term

Good Sportsmanship: Occurs when opponents, show team members, officials and anyone else are treated with respect by livestock exhibitors. Good sportsmanship is practicing etiquette at all times within the show ring. The real winners are those who know how to persevere and to behave with dignity—whether they win or lose a show.

Appearance

The animal should be clean, well-groomed, and clipped in those areas as acceptable or recognized for the breed or sex. The hair on the body should be trained in an upward position. A good grooming job exemplifies pride of ownership by the exhibitor. The many hours spent brushing and training the hair in advance of the show will be evident in the show ring.

You should be neat and clean just as the calf should be well groomed. Remember, the audience looks at you too. Fancy clothes are not necessary, but neatness and cleanliness are important. It is recommended that you wear appropriate clothing consisting of a tucked-in sleeveless shirt, leather boots, jeans and a belt. Avoid faded blue jeans and T-shirts. Instead, a more professional look is better.

Check the show regulations concerning dress code and always comply with the requirements, such as wearing specific clothing.

Practice good posture in showmanship because it is the proper thing to do and will keep your calf calm. Stand with your back straight. Never lean back. If you must lean, lean slightly forward as this expresses a positive interest of concern, as if you were getting into a good action movie and were leaning forward. When your animal is stopped, always scratch your animal with a long, calm stroke of the show stick. A fast stroke only shows that you're nervous and can make your calf nervous also, defeating the purpose of the show stick.

Show Time!

When you arrive at the show, check the show ring for low spots or dark areas. This will help you avoid these areas when setting up your calf, both improving the appearance of your animal and impressing the showmanship judge. If possible, every time you stop your animal, position the front legs on slightly higher ground and in a well lit area.

Be sure to know the show schedule and be ready when the class is called. A late arrival in the show ring may cause some confusion or distract the judge. It is wise to confirm your calf is entered in the correct class. Animals entered in the wrong class cause confusion and slow down the show. If the show requires each exhibitor to have an entry card before entering the ring, make sure you have the card, and any other required record or identification. Observe the judging of a few classes prior to showing to familiarize yourself with ring procedures at each show and the judge’s preferred show style.

The first thing to do when entering the show ring is to look for the ring official who is lining up your class. The ring official is there to help organize the class and minimize distractions for the judge. Be alert at all times, and carry out the instructions of the judge and ring officials closely.

One way to practice good sportsmanship is to assist others when you can. For example, if an animal stops in front of you, do not wait for the ring assistant to come help. Instead, place your show stick in your right hand and use your left hand to twist the animal’s tail. This will keep the show moving properly and the judge will recognize that you care about the success of others and not just yourself.

When the judge starts his reasons, the class is over, but your job is not. Continue to work hard and display good sportsmanship. Leave the ring in an orderly manner as instructed by the ring steward, and pick up your award.

Have Fun and Do Your Best

Always be courteous to show officials, the judge, and other exhibitors. Good sportsmanship is an important part of showmanship; therefore, you will win graciously and accept setbacks with dignity. Show your appreciation for the sponsorship of the show by writing thank you notes. Be a good representative of your club, school, county, and family. Work hard, practice before hand, always try to do better next time, and profit from your mistakes as you gain experience.

Above all have fun!

Showing cattle is a very rewarding experience. Show appreciation to those who have helped you succeed.
PURPOSE

The purpose of this handbook is to assist you in successfully raising a goat. The information contained in the following pages will act as a guideline. 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. Should any questions arise concerning your project, do not hesitate to contact your project advisor for help.

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

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What Should You Know Before Buying a Goat?

1) A Goat project can be a very rewarding and exciting experience or a very frustrating and discouraging project, depending on the amount of time and energy you put in to 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. Dairy goats can be a year round project however animals are only allowed on the Kingsburg FFA Farm from June through October. Dairy replacement does are a 4 to 5 month project

3) Raising market goats is not a hit or miss proposition, you must be consistent in how you raise your animal. Achieving maximum results requires maximum input from you. 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 it’s 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.

5) You must be able to care for your animal on a daily basis throughout the summer. If you are planning on attending a family vacation or a summer camp at any time please try not to be gone for more then one week during the summer. No one will take better care of your animal then yourself.

Getting Ready For Your Goat Project

1) If you are housing your project at the Kingsburg High School Agriculture Farm/Laboratory facility, you will need the following:
   a. Fill out a Pen rent contract
   b. Obtain information and permission from Mr. Donovan or Mrs. Sperling
   c. Attend all Mandatory Goat project meetings

2) If you plan to raise your animal at home, make sure your pen is properly prepared prior to receiving your Goat project. The pen should meet the following requirements:
   a. It should large enough to allow your animal to exercise (about 15’ X 20’ is adequate).
   b. Shade or shelter should be provided in the pen (over a concrete slab)
   c. Adequate feeding and watering facilities should be provided.
   d. The fencing should be free of loose wires, loose boards, protruding nails, etc. The floor should free of boards, wire, nails, etc.
   e. It should be sturdy enough to prevent the animal from getting out.
   f. The pen and surrounding area should be maintained up to your advisor’s standards to make project visits and weighing easier.
   g. Your advisor will inspect the pen prior to receiving the animal, and periodically during the project. Your advisor will also be available to weigh your project on a routine basis.
3) You should purchase your feed approx. 1-2 days 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 swine project. No one way is right or wrong. You need to determine what is best for you in terms of your budget. The most common ways of buying an animal are:
   a. Purchase your animal through your advisor. Your advisor will consult with local goat breeders to see what is available. He will then bring them to school where students will select their animals. **This is the recommended way to purchase your project**
   b. Purchase an animal on your own. You **MUST** have advisor approval to do this. If you purchase an animal on your own and do not attend the mandatory meetings or obtain Advisor permission, then you will not be allowed to show for Kingsburg FFA.
   c. Purchase an animal through a sale. Sometimes you find good deals at sales, but usually you end up paying a little more for your animals.

2) Whichever way you choose to purchase your animal, make sure that you consult with your project advisor prior to purchasing the project, regardless of the years of experience you have. **You should obtain a bill of sale from the seller to keep for your records.**

**Starting Off Right**

1) As soon as you get your animal, it is imperative that you observe your animal closely for any signs of illness. Generally, if goats are hauled a long distance, the chance of illness is greater than those hauled a short distances. Signs to watch for include runny eyes and/or nose, hair standing on end, droopy head, labored breathing, hacking (coughing) and inactivity. It will take a few days for the animals to acclimate it self to its new surroundings.

2) Your animal may not want to eat the first day or so. This 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)

3) Training the animal as early as possible is important. The quicker the animal can be gentled down and work for you the better. It is much easier to teach a smaller animal to work than a larger animal. **DON'T WAIT.** Sit and make friends with your animal, common foods that might be used to make friends with your goat are, potato chips, French fries, bananas or grain.
FEEDING YOUR GOAT PROJECT

Dairy/Dairy Replacement:
These goats will eat large amounts of roughages. Their primary diet will be alfalfa. These goats should be fed twice a day a minimum of 1/4th of a flake each feeding. Doe’s that are in lactation need to have grain in order to provide adequate nutrition while produce milk. Doe’s or Yearlings that are pregnant need to be fed small amounts of grain later in their pregnancy to ensure proper development of the fetus. Pregnant animals need to be switch from a diet rich in calcium (alfalfa) to a diet containing mostly Oat Hay with in 1 month of delivery. This ensures that the animal can pull needed calcium from their bones rather then not being able to use their reserves and going into Milk Fever. Animals close to delivery are fed half alfalfa and half oat hay.

Market
Market goats need to be fed a diet rich in concentrates. There are a number of show rations out on the market for meat goats. All of them are a good quality. Sometimes goats will start to become less interested in a pelletized ration, if this is the case some COB (Corn, Oats and Barley with Molasses) The goat should be fed at least 3% of its body weight in grain, and a handful of alfalfa hay.

CARING FOR YOUR GOAT PROJECT

1) At least once a day, look your animal over carefully to see if everything appears all right. Check for the way it walks, for sores or cuts, for scour, or for runny nose or fast breathing. If any of these occurs, consult Advisor immediately.
2) Clean your pen at least once a day. Make sure the water and feed are OK
3) As soon as possible, start to walk your animal. This is both for exercise and practice for showmanship. Do this once a day before feeding.
4) Do not administer any medications without consulting your advisor or veterinarian first.
5) Please also check your water and make sure that it is working and that the bucket is full. Often times the water might get shut off at the farm, and a call needs to be made to Mr. Donovan in that case to insure that water is turned back on in a timely manner. Students need to remember to sign in at the farm each time they visit their project.

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 points 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 practice as often as
possible. Showing can be a very rewarding experience, if 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) Listed below are a few general characteristics of a good showman:
   a. 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 conscious of the appearance of his/her animal at all times
   f. Works the animal calmly and smoothly
   g. Is not distracted by people or events outside of the show ring
   h. Starts showing from the time he/she enters the ring until he/she leaves the show ring
   i. Is courteous to the other exhibitors in the ring
   j. Displays good showmanship by congratulating the winners and accepting congratulations graciously
   k. Gives his/her effort every time he/she is in the show ring

SUPPLIES AND EQUIPMENT

1) The following is a list of supplies and equipment needed for your swine project.

   Show chain
   Nylon Brush
   Dish Soap

   Hair Conditioner
   Spray Bottle

HOW MUCH WILL THIS PROJECT COST

1) Listed below are common items and their approximate costs of a market swine project.

   a. Cost of Goat $200.00
   b. Feed $75.00*EST.
   c. Vet / Show supplies $ 5.00
   d. Insurance $ 11.00
   e. Entry Fees $ 8.00

   TOTAL $300.00*EST.
HOW DO I SELL MY PROJECT AND HOW MUCH CAN I MAKE?

1) One of the first questions most new swine exhibitors ask is, “How much can I make on my project?” This question is a valid one. Most students figure that if you spend a great deal of money on the project, the returns should also be great. Unfortunately, this statement is not always accurate. The animal will be sold at the fair through a public auction with the animal being sold to the highest bidder. These buyers are under no obligation to support and buy these livestock projects. It is your job to find buyers for your animal. You must remember that you are selling a product and you must approach this part of your project as a salesman. The buyers will not come to you, you must go to them. **You must develop and execute a marketing plan/strategy to find a buyer.**

*Remember Dairy Goats can be kept at the end of the fair. Only Market Goats and Dairy Replacement goats can be sold through the Jr. Livestock Auction.*

2) Before you approach a prospective buyer, you must first understand how the process works so that you can accurately answer any questions that may arise in your conversation with a perspective buyer. You must first calculate a break-even price. By dividing the estimated fair weight of the animal in to the total cost, you will know how much per pound needed to break even. The next part of the process is to know what the buyer’s options are with the animal once it has been sold. The most common option used is the buy-back or resale, this option is used if the buyer does not want meat from the animal. The buyer simply pays the difference between the current market price and their bid. The animal is then sold to a commercial packer for the current market price. The buyer does not take possession of the animal. With the other two options, the buyer takes possession of the animal or carcass. The custom processing option allows the buyer to choose where the animal will be processed. If the buyer wants the animal process by Weiberts in Sanger (or they have no preference in facilities), they mark “Custom Processing” and the fair will transport and take care of the animal. The buyer can mark “Live Pick-up” and then take possession of the animal and process it at the locker of their choosing.

3) An Add-On bid is used when a company or an individual just wants to make a tax-deductible donation towards your project for a flat amount and does not want to purchase the animal or attend the auction. This option is done in advance.

4) You must also be able to explain to the buyer what benefits they receive from buying your project or contributing a Add-on bid. A buyer basically receives two benefits- advertising at the auction and a tax deduction. The only amount of the purchase price that can be deducted is any amount paid over the current market price.

5) Armed with this information, you begin your search for buyers. Anyone can buy an animal at the fair, but the most common buyers are local businesses. The two most common methods of finding buyers is through personal contact or by writing letters to prospective buyers. Personal contact is the more preferred method
because the buyer has the chance to meet the owner of the animal and ask any questions concerning the project or selling process. The letter writing method does not afford these opportunities. When meeting with a buyer, the student should approach the buyer in a business-like manner; calling ahead and making an appointment with them, dressing in the official FFA uniform, being prepared, preparing brochures and other documents, etc.

6) Above all, be persistent in your search for a buyer. You may be turned down a few times before finding someone willing to buy your animal. Don’t give up. The financial success of your project depends on you finding a buyer. You may want to find more than one buyer in the event one of them does not show up for the auction.

7) Another key element to successfully selling your animal is to approach buyers early. Do not wait until just before the fair to start contacting people. You will not be the only person at the fair selling an animal. Begin several months prior to the fair. Many buyers will buy from the first person who contacts them. Avoid the rush and start early.

8) To find out more specific information concerning the auction process, approaching buyers, commonly asked questions, etc., contact your project advisor.

Kingsburg FFA
Policy for Fresno Fair Eligibility

The following list is eligibility requirements for students to exhibit animals through Kingsburg FFA at the Fresno Fair.

To Be Eligible:

Current Students (Grades 9-12 at the time of the Fair)

1) Students must be members in good standing with the Kingsburg FFA chapter (refer to the Kingsburg FFA constitution for guidelines).

2) Students cannot be on academic probation at the end of the previous school year. Summer school grades or credit do not count. If a project is already started and a student is placed on academic probation, then that project cannot be shown under Kingsburg FFA.

3) A student can not switch affiliations (FFA, 4-H, Independent) more than once within 12 months.

4) A student cannot exhibit more than one market specie per fair unless the species are separated by weeks. Ex. A student can show a market goat and a market hog, but they cannot exhibit a market hog and a market lamb or steer.

5) A student can show different species if one is breeding and the other is market. Ex. Breeding Swine and a Market Lamb or Breeding Sheep and Market Swine.

6) Students must satisfactorily keep record books up to date according to their assigned advisor.
Graduate Students

1) A graduate student of the program can exhibit at the Fresno Fair immediately following their graduation, but not after that.
2) A graduate student must have kept record books satisfactorily current according to their advisors.
3) A graduate student must be trying to achieve the goal of receiving their State or American FFA Degree in order to exhibit livestock, and this project will help them achieve their goal. In other words, there must be a purpose to this student exhibiting; they cannot show because they want to show.
4) If a graduate has been eligible to receive the above stated degrees before the fair in question and has not applied due to lack of effort, then that student shall be denied the opportunity to exhibit.
5) Graduate students will have last priority to use the school farm facility. If the facility is full, then it is the graduate’s responsibility to locate housing for the project.

The Policy for Fresno Fair Eligibility was reviewed and adopted by the Kingsburg Joint Union High School District Board of Trustees

GENERAL RULES FOR KINGSBURG FFA FAIR EXHIBITORS

1) Because the importance of scholastic achievement, the KHS Ag Department requires its livestock exhibitors to maintain a satisfactory scholastic record in his/her classes. Therefore, if any exhibitor fails to meet this requirement, he/she may lose their showing privileges.
2) All exhibitors are to follow the directions and advice given them by their designated advisor for that species. The advisor’s directions are to be followed for the whole length of time the project eligible for show, and during the fairs when the project is being exhibited.
3) FFA members are required to obtain their homework from all of their teachers in advance of missing school for attending fairs.
4) All exhibitors are expected to haul their animals and tack to the fair unless other arrangements are made with the advisor.
5) All rules and regulations of Kingsburg High School will apply to the students who participate at fairs, since showing is a school activity.
6) Each exhibitor is responsible for feeding, watering, grooming, and keeping an eye on his or her animals for the entire length of the fair.

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 when needed.
3) Make sure that your animal does not go without feed (even for one feeding). Plan ahead with those students sharing your pen.
4) If you are using the Kingsburg High School Farm facility you will be required to clean your pens, check your feed and animal daily.

5) All exhibitors will be required to meet with their advisor periodically to discuss the progress of their animal, to weigh the animal, and for informational meetings. All meetings with the advisor will be scheduled as much as possible around the student’s schedules.

6) The Kingsburg FFA Advisors employ a “three-strike” system. If for any reason, you do not abide by these rules or the rules of the Kingsburg High School Agriculture Department Farm Contact, you will receive a “strike” for each violation. After “three strikes”, YOU’RE OUT!

7) If you encounter any problems at all concerning your market swine project, someone else’s animal, or the facilities, please contact your advisor immediately!

**ORDERING FEED AND EMERGENCY SITUATIONS**

1) If more feed is needed at the school farm, you should notify your advisor when there are less then 5 bags available.

2) If your animal has no feed and you have not contacted your advisor, then you will receive a two hour work detail (it must be completed within one week) and a strike on your record.

3) If there is an emergency with your animal, please do not hesitate to contact your advisor any time.

4) All students will using the school farm will be feeding the same type of feed.

**IMPORTANT DATES TO REMEMBER**

1) Money due to your Advisor
2) School Farm Contract due to your Advisor
3) Goats arrive on Farm
4) Livestock Marketing Meeting
5) Fresno Fair Contract and Pictures is Due to your Advisor
6) Goat Meeting Entry Forms (mandatory)

Mandatory School Farm Work Days 8:00am- 12:00pm

NEW Must Attend 2 workdays

Showmanship Practices 5-6pm

MUST ATTEND AT LEAST 4****
# RECORD KEEPING

## STARTING OUT
- Starting Weight: __________ pounds
- Desired weight at fair: __________ pounds
- Weight gain needed: __________ pounds
- Days to Fair: __________ pounds
- Desired avg. Daily gain: __________ pounds

## RESULTS
- Finish Weight: __________ pounds
- Start Weight: __________ pounds
- Gain: __________ pounds
- Days on Feed: __________ Days
- Average Daily Gain: __________ pounds

## WEIGHT RECORD

<table>
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<tr>
<th>Date</th>
<th>Weight</th>
<th>Gain*</th>
<th>ADG**</th>
<th>PFW***</th>
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* Gain- = Current weight minus previous weight  
** ADG- Average Daily Gain = Gain divided by the number of days since last weight  
***PFW- Project Fair Weight= (ADG X Days to fair) + Current weight
Kingsburg FFA GOAT Exhibitor Fair Rules

1) Equipment you will need:
   Feed/ water pans*
   Soft nylon brush*
   Spray bottle*
   Dish soap *
   Alcohol*
   Water nozzle and hose*
   Show uniform
   Tack box*
   Small hand brush
   Rags and towels
   Feed for one week*

- All * items are items provided by your Advisor and are included in the Show supply fee.

2) Things to do prior to fair
   a. Wash and clean your goat prior to being brought to the fair
   b. Make arrangements to have your animal and equipment brought to the fair
   c. Make sure that your animal is in the proper show condition

3) Things to do at the fair:
   a. All exhibitors are expected to be at the fair for the purpose of preparing their animals to look the best for the show. It must be understood that this requires a great deal of time.
   b. All exhibitors must ride the bus each morning and night (Tuesday, Wednesday, Thursday, and Saturday).
      i. If an exhibitor is being brought by a parent then they must be in the barns before the bus arrives with the rest of the exhibitors.
      ii. If an exhibitor is going home with a parent, the parent must sign the student out and has to wait until the students get on the bus at the end of the day.
      iii. In other words- Students may not arrive later or leave earlier than the bus schedule.
      iv. There are no exceptions to this rule
   c. Students who must attend sports practices after school can only attend practice on the Monday and Tuesday of fair, if their animals are ready to be shown. Students who need to leave early on Wednesday and Thursday will only be allowed if all of their project duties have been completed, i.e. their animal has been shown and is clean, and they have worked on cleaning our section of the barn.
   d. All animals registered to the exhibitor must be prepped and fitted by the exhibitor only. No one can fit an animal for an exhibitor.
   e. All swine exhibitors will help each other get animals to and from the show ring.
   f. All exhibitors are required to show in showmanship
g. On show days all exhibitors are expected to stay for the entire show. All exhibitors will help each other and work together. Everyone is on barn duty during their time at the fair.

h. All exhibitors will help clean up the last day of the fair.

i. Each exhibitor is required to cooperate with a positive attitude

j. All animals on display are expected to clean.

k. All FFA exhibitors will be required to wear an official FFA uniform while showing their own animals or helping others

   FFA Uniforms
   Boys- white slacks/pants, white shirt. FFA tie and jacket and dark shoes/boots.
   Girls- white slacks, white shirt/blouse, FFA scarf/jacket, and dark shoes/boots

l. Market animal exhibitors are required to find their own buyers for their animals prior to the fair.

m. All exhibitors must attend assigned meeting, unless prior arrangements have been made.

n. 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. Remember that showing is a privilege- not a right, failure to conduct your self in a manner that is fit for a member of Kingsburg FFA, then your privilege will be lost and you will not be allowed to sale your animal.

o. To receive your check- The exhibitor must present their up to date record book, stamp and addressed thank you letters, and any monies owed to their project advisor (Donovan or Sperling) for approval.

Please read these general rules and discuss them with your son or daughter. Sign and return this form to us, either by mail or send it back to school with your son or daughter. If you have any questions, please feel free to talk to Mr. Donovan

   Kingsburg High School
   Agriculture Department
   1900 18th Ave.
   Kingsburg, CA 93631
   (559) 897-2248 office
   (559) 318-0408 cell
   bdonovan@kjuhsd.k12.ca.us

   Parent’s Signature ___________________________ Date ______

   Student’s Signature ___________________________ Date _____
KINGSBURG HIGH SCHOOL
AGRICULTURE DEPARTMENT
SWINE FARM CONTRACT

It is a privilege to keep and house a project at the school farm. Along with this privilege come certain expectations and responsibilities. The instructors are here to guide you with your project, not to maintain and care for the project. It is your responsibility to care for and manage your project.

You share the farm with fellow students; therefore cooperation and teamwork are expected. Even though these are individual projects, it will take a group effort to ensure everyone's success.

Below you will find a set of expectations that must be followed in order to retain your privilege of using the school farm. Please read through these expectations with your parents/guardians. This contract must be signed and returned to your project advisor before your project begins at the farm.

1) Instructors must have 24-hour notice before any projects are moved on or off the farm.
2) All project meetings and farm clean-ups must be attended. If you cannot attend, prior arrangements must be made with the instructors. Students must work 4 hours per month per animal for school farm pen rent.
3) All animals must be fed at the agreed feeding times. In emergency situations, instructors must be notified and other arrangements must be made.
4) All bills associated with the project must be paid and kept current, unless otherwise agreed upon with the instructor.
5) The school farm is an extension of the school campus, therefore all school rules are in effect and proper behavior is expected at all times.
6) The farm must be kept neat and clean at all times, it is your responsibility to keep your projects designated area clean and free of debris.
7) Record books must be current and meet the approval of the project advisor. This rule applies to current students as well as graduates.
8) In the event of any sick animals, the instructor must be notified as soon as possible, so that proper treatment is started in a timely manner. Students must never treat any animal without seeking the advice and supervision of the agriculture instructor.
9) In the event that an animal is abused (i.e. physical abuse, not being fed, neglected), your parent/guardian and school administration will be notified, and steps will be taken to correct the situation. If the problem continues, Animal Control will be notified.
10) If a student violates this agreement in any way, then that student will be placed on a step. After three steps, the individual will have to remove the animal from the farm and will in no way represent Kingsburg FFA at the Fresno Fair. A step will be counted when the student is contacted at home by Mr. Donovan and a letter will be sent to the student's parent outlining the offense and stating the step.
11) If Mr. Donovan has to contact you because you have missed a school farm work day, pens are not cleaned, animals are out of feed, or any other violation of this agreement, then you will be assigned 2 hours of school farm work detail to be served within 7 days of the incidence. Failure to complete this detail will result in the loss of school farm and showing privileges.

I agree to follow the rules and advice of the agriculture instructors through out the duration of this project. I understand that breach of this contract can result in forfeiture of farm use or the possibility of being removed from the Agriculture Program at Kingsburg High School.

Student Signature: ___________________ Date ____________ Student Cell ___________________

Parent/Guardian Signature: ___________________ Date ____________ Home Cell ___________________

Advisor Signature: ___________________ Date ____________
Goat Showmanship Manual

Updated by
Bill Klein
McIntosh County Extension Agent

NDSU Extension Service
North Dakota State University
SEPTEMBER 2004
Why Show?

A goat show can be an interesting and educational experience. Goat shows can be a positive learning experience for the exhibitor. It can help develop sportsmanship, management skills, the ability to display an animal to its best advantage, and an appreciation of good livestock.

Getting Ready

There are many things that need to be done once you decide to enter a goat show.

The first decision involves selecting your animals for show. Be selective. Look for animals in your herd that are correct in conformation and in good condition. Select strong and healthy animals. They are better able to withstand the stress of travel and the show.

Read the show rules carefully, fill out the entry form completely, and send it to the specified person before the deadline. If you have questions about the show, contact the show officials. It is a good idea to keep a copy of your entry so that you have a record of the animals entered and their classes. Check the health rules for the show and work with your veterinarian to make sure that you meet the rules.

Take some time to review the parts of the goat. The judge’s placings and reasons will be more meaningful if you are familiar with the points on the goat scorecard.

Fitting

Plan to have your animals groomed and ready to go before the show. There are always some last minute details, but it helps if the time-consuming portions of the job have been done at home.

Trim hooves one to two weeks before the show.

Dairy goats can be clipped from a few days up to two weeks before a show. A number 10 blade is commonly used for clipping the body, while a shorter blade (number 20 or number 40) can be used on the udder. The entire body can be clipped. Move the clippers against the hair including whiskers, beard, and hair inside the ears and around the tops of the hooves. The hair on the tail is squared off below the last bone in the tail, leaving a triangular tuft of hair at the end of the tail. It is easier, and usually safer, to clip the udder when it is full of milk.

Shear meat goats at least one week to 10 days before the show. This will allow clipper tracks to even out and the pink skin to become less apparent. While shearing, the clippers need to run parallel to the length of the body rather than vertically. Hair below the knees and hocks should not be shorn, and bob the hair at the end of the tail. Small animal clippers may be needed to clip closely around the eyes, ears, pasterns or delicate areas on the goat.

Angora goats, unlike dairy goats are not clipped and they may or may not be washed. Washing removes the natural oils in the mohair.

Bathing goats with a mild shampoo before clipping them helps keep clipper blades sharp. They should be rinsed well after clipping to remove loose hair and dandruff. Newly clipped goats, especially those with light skin, are apt to sunburn and should be provided with shade or a lightweight coat until the hair grows out a little and the skin becomes less sensitive. Newly clipped goats are also sensitive to draft and chills and need to be covered while not in the show ring.

Practicing with your goats at home can result in better behaved animals in the ring. Let your animal become accustomed to other people. Have others run their hand over the neck, withers, back, sides and udder similar to what a judge would do in the show ring.

Chain collars are usually preferred for showing, although narrow leather collars are also used. Fit collars so that you can control your animal’s movements in the ring. It is ideal to work with your animal ahead of time until they lead readily and respond quickly to signals. They should move forward with a slight pull on the collar and stop when you pull slightly up and back. Getting your animals used to wearing a collar and teaching them to lead and be tolerant of strangers is important.
Angora goats may be shown without a collar. The animal is shown by holding one horn and placing the other hand on the loose skin under the chin. The fleece should never be grabbed or held to control the animal, younger exhibitors may wish to use the collar.

Horned dairy and meat goats should be dehorned, and goats with large horn spurs should have them removed or neatly trimmed before the show. However, Angora goats should remain homed as dehorning is usually discouraged for this breed.

Ear and tail web tattoos need to be legible in order for an animal to receive credit for championship wins in American Dairy Goat Association (ADGA) sanctioned shows. Readable tattoos are often required in 4-H shows, as well. Animals can be re-tattooed as needed, if the original tattoo can no longer be read. Check with your association for rules and fees.

What to Take to the Show

Goats are easily transported. They need to be protected from inclement weather. Young animals will travel better if they are separated from adults. Don’t forget the registration and health papers. They are usually required before you can participate in a show.

A tack box, especially one that locks, is a convenient way to carry the many small items that are needed at the show. You can make a checklist of items or follow the suggestions below.

Equipment

Equipment that may prove useful includes:
- clippers (for touch-ups)
- hoof trimmers
- extra collars
- tie ropes
- livestock shampoo
- short hose (for bathing)
- wash bucket
- towels (to dry animals)
- clean cloths (for cleanups)
- brushes
- portable milking stand
- paper towels
- udder wash
- teat dip
- milk pail
- goat coats (for young and chilly times)
- first aid items; antibiotics, disinfectants, bandages, fly spray
- herd signs (above your pens)
- pitchfork
- rake
- broom
- pliers
- hammer and nails
- scissors
- staple gun
- extension cord

What to Do at the Show

Unload and settle goats into pens with bedding. Feed and water as soon as they arrive at the show. Provide special care if they have been traveling very far or if the weather is unpleasant. Once the animals are bedded down, take your registration and health papers and check in with the show superintendent. Some shows require health checks before unloading. Your goats may have to be checked by the show veterinarian. They have the authority to dismiss animals from the show if they are sick or appear to have a potential health problem for other exhibitor’s animals.

You may need:
- hay
- straw
- grain
- hay feeders
- grain feeders
- water buckets
- bottles and nipples (if taking kids)
- salt or trace minerals

3
Extra space should be available adjacent to your animals for your equipment and feed. Exhibitors are responsible for care of their animals throughout the show, including clean bedding, feed, and fresh water, as needed. It usually takes goats a while to settle down into the show routine, especially if they have not been shown before. Walking your goats around the ring before the show starts helps them feel more relaxed when it is time for their class.

Your goats may need to be bathed at the show prior to their classes. Bathe goats during the warm part of the day. Thoroughly dry the animal to prevent added stress from chilling. If the weather is cold or unpleasant, goats can be brushed and spot cleaned with a damp rag, instead of bathing. Most goats will benefit from a final touch-up cleaning with a damp cloth just prior to being shown. This is a good time to double check areas that are hard to keep clean, such as hooves, inside the ears, around the eyes and nose and under the tail.

Showing

In some shows there is a preset milk-out time which is usually 12 hours before the show starts. Then all does are shown at the same length of time after milking. If not, show your animals with the amount of milk in the udder that looks the best. Letting the udder overfill can weaken udder attachments, stress milk-producing tissue, make it difficult for the judge to determine udder texture. It usually lowers your show placing.

Exhibitors need to wear appropriate clothes to show their animals, such as clean jeans or slacks and a white shirt or blouse. Check your dress code for the show you are attending. Bring goats to the ringside a few minutes before the start of their class. Be ready to enter the ring as soon as the class is called. You will need to know the birth date of each of your animals, the freshening date and number of lactations for milkers.

Watch the class ahead of you to better understand the judge’s procedure and preferred method of lining up animals. When it is your turn to enter the ring, lead slowly and gracefully in a clockwise direction. Leave about three feet between your goat and that of other exhibitors when walking around the ring. Leave about two feet between animals when lined up head to tail or side by side. Watch the judge and at the same time be aware of what your goat is doing.

Keep your goat between you and the judge at all times. If you need to change sides, move around the goat’s head and change hands on the collar. Keep the collar high on the goat’s neck. Hold it in your hand at the top of the neck just behind the ears. This gives you better control over the animal’s movements and keeps the head up high enough so that the animal has an attractive carriage.

The goats will be walked around the ring a few times. The judge will ask the exhibitors to form a line with their animals, usually side by side. Set your goat up in line, pose the feet squarely under the body with the hind feet slightly spread. It is usually easiest to set up the hind feet first. Hands can be used as much as need be, however, judges do not like the exhibitor to fuss with the goat. You can move the back feet where you want them by pressing back on the opposite shoulder or by picking up the leg between the hock and pastern and setting it down in the desired position. Goats do not always respond to the shoulder press, or they bunch up in the ring. In these cases, use your hands to set up the animal.

Cross in the front, never in the rear
These illustrations show the exhibitor's movements as the judge moves to view from a different side. The exhibitor should cross when the judge is at point. 

Here is a case when the exhibitor needs to cross between the goat and the judge.

Always keep the goat between you and the judge except when needing to cross the goat. Do not cross at the rear of the goat. You can use either hand on the collar, depending on where the judge is standing.

Once your goat is set up, let it be. Keep your hands off the animal as much as possible. Do not draw the judge's attention away from the animal to you. Some exhibitors prefer to squat beside their goat while they are waiting in line. Keep your knees off the ground. Be sure to stand when the judge approaches your animal.

When a judge asks you to change places in a head to tail sequence, lead the animal out of line and up or down the line on the side of the judge. If the judge asks you to change places in a side by side sequence, lead your goat forward out of the line, up or down the line to the place indicated and back through the line. Make a U-turn or turn clockwise to get back into position. Do not back your goat into a different position unless the distance is short.

Changing places in the ring
Be ready to restrain your goat if necessary while it is being examined by the judge. This can be done in two ways:

1. Put your knee in front of the shoulder so it can't move forward.
2. Grasp a front leg between the knee and the pastern and flex the leg back against the chest.

Watch the judge closely, and respond quickly when the judge indicates the placings in the final line up. Be aware of show procedures; first and second place winners in each class are usually expected to remain at ringside to compete for champion. In ADGA sanctioned shows, the judge will check tattoos and the show secretary will check registration papers for all breed champions before they leave the ring.

Conformation of the animal is not considered in showmanship classes. The animal is evaluated on how it is groomed and shown. The secret of good showmanship is to control your animal in such a manner that the judge sees it at its best but never notices you. The judge looks for exhibitors that recognize the conformation weaknesses of their animals and show them effectively to overcome those weaknesses. Exhibitors may be asked by the judge to trade animals to show how well they can handle a different animal.

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**Acknowledgements**

Adapted from materials prepared by Wayne Hankel, the University of Minnesota, USDA Extension Service (George F.W. Haenlein and Donald L. Ace), American Dairy Goat Association, Linda Brown, Valley City and Peg Beuchler, Sawyer, Karl Hoppe, NDSU Extension Service Area Livestock Specialist.
# Goat Showmanship Score Card

**Based on Usual Order of Consideration**

## 1. APPEARANCE OF ANIMAL

- **Condition and thriftiness**: showing normal growth, neither too fat nor too thin.  
  - 10
- **Hair**: clean and properly groomed.  
  - 10
- **Hoofs**: trimmed and shaped to enable animal to walk and stand naturally.  
  - 10
- **Neatly disbudded**: if the animal is not naturally hornless (Dairy Goats).  
  - 10
- **Clipping**: entire body if weather has permitted, showing allowance to get a neat coat of hair by show time; neatly trimmed tail and ears (Dairy Goats).  
  - 10
- **Cleanliness**: as shown by a clean body as free from stains as possible, with special attention to legs, feet, tail area, nose and ears.  
  - 10

## 2. APPEARANCE OF EXHIBITOR

- **Clothes and person neat and clean.**  
  - 10

## 3. SHOWING ANIMAL IN THE RING

- **Leading**: enter, leading the animal at a normal walk around the ring in a clockwise direction, walking on the left side, holding the collar with the right hand. Exhibitor should walk as normally and inconspicuously as possible.
  - **Goat should lead readily** and respond quickly.  
  - 10
  - **Lead equipment**: consists of a collar or small link chain, properly fitted (Optional- Angoras).  
  - 10
  - **As the judge studies the animal**, the preferred method of leading is to walk alongside on the side away from the judge.  
  - 10
  - **Lead slowly**: with animal's head held high enough for impressive style, attractive carriage and graceful walk.  
  - 10

**Pose and show** an animal so it is between the exhibitor and the judge as much as possible. Avoid exaggerated positions, such as crossing behind the goat.

- **Stand or squat** where both judge and animal may be observed.  
  - 10
- **Pose animal** with front feet squarely beneath and hind feet slightly spread. Where possible, face animal upgrade with the front feet on a slight incline. Neither crowd other exhibitors nor leave too much space when leading into a side-by-side position.  
  - 10
- **When judge changes placing**, lead animal forward out of line, down or up to the place directed then back through the line, finally turning clockwise to get into position.  
  - 15
- **To step animal ahead** use slight pull. If the animal steps badly out of place, return it to position by leading it forward and making a circle back through your position in the line.  
  - 15
- **When judge is observing the animal**, if it moves out of position, replace it as quickly and inconspicuously as possible.  
  - 15

- **Be natural**. Over showing, undue fussing and maneuvering are objectionable.  
  - 15

**Show animal to best advantage**, recognizing the conformation faults of the animal you are leading and striving to help overcome them.

- **Poise, alertness and courteous attitude** are all desired in the show ring. Exhibitors should keep an eye on their animals and be aware of the position of the judge at all times, but should not stare at the judge. Persons or things outside the ring should not distract the attention of the exhibitor. Respond rapidly to requests from judges or officials, and be courteous and sportsmanlike at all times, respect the rights of other exhibitors. The best exhibitors will show the animals, not themselves, and will continue exhibiting until after the judge has given reasons and has dismissed the class.  
  - 10

| TOTAL | 100 |

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Selecting Meat Goats

Melanie Barkley, Bedford County Extension Agent

and

Linda Spahr, York County Extension Agent

INTRODUCTION
Evaluating livestock is a basic skill needed by anyone who raises livestock. Selecting animals is the same as judging them because you evaluate each individual based on the merits of the ideal animals. Livestock can be evaluated for their potential as either breeding animals or market animals. Different characteristics are selected for based on the purpose of the animal.

BREEDS OF MEAT GOATS
A breed is a group of genetically related animals that reliably passes on certain characteristics or traits to their offspring. Goat meat is produced from many goat breeds in the U.S. Some of these breeds have been genetically selected specifically for meat, while others were bred to produce milk. Some of the major meat breeds of goats and their characteristics are listed below:

South African Boer Goat:
The Boer goat was developed in South Africa as a breed meant solely for meat production. Because of intense breeding over the past 50 years or more by South African goat breeders, the Boer goat is considered far superior to any other breed for meat production. These compact, muscular goats have a high growth rate, muscular carcass, good fertility, and functional conformation. Boer goats are white with red heads. They have pigmented skin and roman noses. Under good nutritional conditions, Boer goat crossbreds (especially with Nubians) produce outstanding weight gains and carcasses.

Nubians:
This breed is used for both milk and meat production. They are a large, proud, graceful breed with roman noses and long, pendulous ears. They can be any color. Kids have a high growth rate and are generally flesher than other dairy breeds. They are used to crossbreed in many operations because they can improve milk production and muscling.
Spanish Meat Goat:
These smaller-bodies goats are found mainly in Texas and were originally were used for clearing brush and maintaining pasture. Smaller, more agile goats are dominant in the wild. Body shape and size, ear shape, horns, hair, and color vary greatly due to climate, terrain, and available breeding stock. Because of the recent increased demand for goat meat in the south, wild Spanish goats are being crossbred with larger dairy and angora goats to produce a meatier animal.

Tennessee Meat Goat:
These goats were developed from fainting goats (when startled their muscles lock up suddenly, and they fall over and lie stiff for a few seconds). A fainting goat averages between 17 and 25 inches in height, and weighs between 50 and 165 pounds. These goats come in a variety of colors and have very long ears that stand out to the side of the head. The constant stiffening and relaxing of the muscles may result in heavy rear leg muscling, tender meat, and a high meat-to-bone ratio. They are very calm animals and make excellent pets. They are also herding animals, so they should be kept with at least two or three of their own kind.

Kiko:
The Kiko is a meat breed that originated from large dairy males crossed with New Zealand based stock. These were then back-crossed to dairy males. They were selected for twinning, growth rate and constitution.

For more information on goat breeds, visit the Oklahoma State goat breeds directory at http://www.ansi.okstate.edu/BREEDS/GOATS.

PARTS OF A GOAT
In order to describe the merits of goats, one should first learn the parts of the animal. This will help in describing positive and negative merits possessed by each individual. It is also helpful to know these parts when evaluating breed characteristics.

13. Flank
14. Pastern

file://D:\Masters Projects\Handbooks\Goat\Selecting Meat Goats.htm 6/3/2010
Ideal Market Goat

The ideal market goat can vary, depending on the market that you are selling the animal to. The Greek Market prefers a goat that weighs between 55 and 65 pounds while the Roman Easter market prefers goats that weigh 20 to 50 pounds. The Christmas market has a wide range at 25 to 100 pounds. The Muslim market prefers young animals that weigh 50 to 70 pounds and older animals that are lean and weigh between 110 and 115 pounds.

In addition to weight, market goats should have a clean and smooth shoulder, a long wide and deep loin, and a fairly level and square rump. The leg should be well muscled and the animal should stand squarely on its feet and legs and have strong, strait pasterns.

Livestock judging

Once you know what the major breeds of livestock are, what they look like, and the external parts, you can begin to appreciate why it takes considerable practice to become a good judge of livestock. Before you start judging livestock, try to make a mental image of the perfect animal. You can do this by recalling the most desirable features of the high-quality animals that you have seen and thinking of them as belonging to one animal. You can also study pictures of champions, show reports, current livestock magazines, or “ideal-type” pictures from the breed associations.

Each time you evaluate an individual animal or analyze a group of livestock, you should rely on a system of observing the animals. Listed below are a few pointers for evaluating an animal or group of livestock:
1. Stand back—Allow enough room between yourself and the animals so that you can see all animals at one time. Usually, 25 to 30 feet is a good distance from which to view the animals. You should become skilled in evaluating livestock from a distance and handle the animals only to confirm your observations. It is a mistake to evaluate an animal only with the hands. Market goats are often placed on visual appraisal and handling.

2. Three angles—Try to look at the animals from the side, front, and rear. Compare each animal to the others in the group and to the “ideal” animal that you have pictured in your mind.

3. Big things first—Always look for and analyze the good and bad characteristics of each animal, in major areas such as: frame size, volume, condition, muscling, structural correctness, movement, and breed character. Learn to study the animals carefully. Concentrate on the parts where we get the high-priced cuts. A keen livestock judge is orderly and never haphazard. Make your evaluation decisions according to the big things, unless a pair of animals is very similar, in which case you must analyze the minor differences between the animals.

4. Close inspection—When you are near the animals for close inspection or handling, you should simply confirm the decisions you made at a distance. If an animal appears or handles differently than what it looked like from a distance, and if the difference merits consideration, then change your decision. During close inspection of goats, move quietly and cautiously so the animals don’t become nervous or excited. The following section deals with a suggested method of handling goats:

Handling market goats

One key to handling market goats is to develop a system to accurately determine differences in muscle and finish. Each goat should be handled in the same manner. If you handle one goat from rear to front for finish or fleshing on the back, handle all goats that way.

The way the goat stands will affect what you are able to feel. The goat should be standing squarely on all four feet while it is being handled.

With your fingers extended and together, check the width and smoothness of the top of his shoulders.
Handle the topline of the goat for finish and muscle. Begin by evaluating the width, spread of muscle, and firmness of finish directly behind the shoulders.

Continue down the topline of the goat. End by evaluating width of the loin and rump.

Next, check for finish over the rib of the goat by starting on his lower fore rib. Continue handling toward the last rib of the goat.
The final location used to determine finish of a goat is at the last rib. Goats should feel trimmer at the last rib compared with the fore rib. Trim, muscular goats are so firm and hard when handled. Fat goats are soft to the touch, and you will find it is difficult to distinguish the bones of the shoulder, spine, and ribs. In addition, fat goats will have a large middle as they tend to deposit more fat internally as compared to other species of livestock.

Evaluate muscle dimension of the high-priced regions of the goat by grasping the loin and checking for width and depth.

Handle for length of loin by placing your fingertips at the last rib and determining where the goat's hooks fall on your hand or forearm. The three dimensions - width, depth, and length - contribute to the total volume of muscle in the loin, which is one of the more valuable cuts.
Next, handle the goat for width and length of rump.

Determine the size of the leg and the amount of firmness of inside and outside muscling by grasping the leg firmly at the stifle region. Using one hands, or both hands, press firmly with fingers meeting on the inside. The leg should be firm and heavily muscled, and the muscle should extend toward the hock.

**SUMMARY**
Evaluating livestock is a skill that takes many years and much practice to perfect. After purchasing your first livestock, it may take years to breed a group of animals that best fits your needs. Be sure to stay current with industry standards as you work toward your goal.


Return to Meat Goat Home Study Course Lessons Page
PURPOSE

The purpose of this handbook is to assist you in successfully raising a Market Lamb. The information contained in the following pages will act as a guideline. 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. Should any questions arise concerning your project, do not hesitate to contact your project advisor for help.

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

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What Should You Know Before Buying a Lamb?

1) A Market Lamb project can be a very rewarding and exciting experience or a very frustrating and discouraging project, depending on the amount of time and energy you put in to the project.
2) The duration of a market lamb project is anywhere from 4-5 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 lambs is not a hit or miss proposition, you must be consistent in how you raise your animal. Achieving maximum results requires maximum input from you. 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 it’s 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.
5) You must be able to care for your animal on a daily basis throughout the summer. If you are planning on attending a family vacation or a summer camp at any time please try not to be gone for more then one week during the summer. No one will take better care of your animal then yourself.

Getting Ready For Your Lamb Project

1) If you are housing your project at the Kingsburg High School Agriculture Farm/Laboratory facility, you will need the following:
   a. Fill out a Pen rent contract
   b. Obtain information and permission from Mr. Donovan or Mrs. Sperling
   c. Attend all Mandatory Lamb project meetings

2) If you plan to raise your animal at home, make sure your pen is properly prepared prior to receiving your Lamb project. The pen should meet the following requirements:
   a. It should large enough to allow your animal to exercise (about 15’ X 20’ is adequate).
   b. Shade or shelter should be provided in the pen (over a concrete slab)
   c. Adequate feeding and watering facilities should be provided.
   d. The fencing should be free of loose wires, loose boards, protruding nails, etc. The floor should free of boards, wire, nails, etc.
   e. It should be sturdy enough to prevent the animal from getting out.
   f. The pen and surrounding area should be maintained up to your advisor’s standards to make project visits and weighing easier.
   g. Your advisor will inspect the pen prior to receiving the animal, and periodically during the project. Your advisor will also be available to weigh your project on a routine basis.

3) You should purchase your feed approx. 1-2 days prior to receiving your animal. Check with your advisor on the kind of feed to purchase and from whom.
Purchasing Your Animal

1) The are different ways to purchase a swine project. No one way is right or wrong. You need to determine what is best for you in terms of your budget. The most common ways of buying an animal are:
   a. Purchase your animal through your advisor. Your advisor will consult with local goat breeders to see what is available. He will then bring them to school where students will select their animals. **This is the recommended way to purchase your project**
   b. Purchase an animal on your own. You **MUST** have advisor approval to do this. If you purchase an animal on your own and do not attend the mandatory meetings or obtain Advisor permission, then you will not be allowed to show for Kingsburg FFA.
   c. Purchase an animal through a sale. Sometimes you find good deals at sales, but usually you end up paying a little more for your animals.

2) Whichever way you choose to purchase your animal, make sure that you consult with your project advisor prior to purchasing the project, regardless of the years of experience you have. **You should obtain a bill of sale from the seller to keep for your records.**

Starting Off Right

1) As soon as you get your animal, it is imperative that you observe your animal closely for any signs of illness. Generally, if lamb are hauled a long distance, the chance of illness is greater than those hauled a short distances. Signs to watch for include runny eyes and/or nose, hair standing on end, droopy head, labored breathing, hacking (coughing) and inactivity. It will take a few days for the animals to acclimate it self to its new surroundings.

2) Your animal may not want to eat the first day or so. This 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)

3) Training the animal as early as possible is important. The quicker the animal can be gentled down and work for you the better. It is much easier to teach a smaller animal to work than a larger animal. **DON’T WAIT.**
FEEDING YOUR LAMB PROJECT

Market Lambs will be fed a show ration. If your animal is housed on the KHS Ag Farm, your advisor will purchase the correct feed. Your lamb will be placed in a pen with similar animals that require the same amount of feed.

Feeding directions will be summarized on the feed board out at the school farm. Please make sure that you feed during your assigned times. Feeding times are between 6-8am and 5-8pm.

A feeding schedule will be created so that you do not need to feed your own animal twice a day. It is encouraged that you go and work with your animal on a routine basis.

CARING FOR YOUR LAMB PROJECT

1) At least once a day, look your animal over carefully to see if everything appears all right. Check for the way it walks, for sores or cuts, for scours, or for runny nose or fast breathing. If any of these occurs, consult Advisor immediately.
2) Clean your pen when needed. If keeping your project at home clean the pen daily. Make sure the water and feed are OK.
3) As soon as possible, start to walk your animal. This is both for exercise and practice for showmanship. Do this once a day before feeding.
4) Do not administer any medications without consulting your advisor or veterinarian first.
5) Please also check your water and make sure that it is working and that the bucket is full. Often times the water might get shut off at the farm, and a call needs to be made to Mr. Donovan in that case to insure that water is turned back on in a timely manner. Students need to remember to sign in at the farm each time they visit their project.

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 points 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 practice as often as possible. Showing can be a very rewarding experience, if 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) Listed below are a few general characteristics of a good showman:
   a. 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 conscious of the appearance of his/her animal at all times
   f. Works the animal calmly and smoothly
   g. Is not distracted by people or events outside of the show ring
   h. Starts showing from the time he/she enters the ring until he/she leaves the show ring
   i. Is courteous to the other exhibitors in the ring
   j. Displays good showmanship by congratulating the winners and accepting congratulations graciously
   k. Gives his/her effort every time he/she is in the show ring

SUPPLIES AND EQUIPMENT

1) The following is a list of supplies and equipment needed for your swine project.

   Halter
   Nylon Brush
   Dish Soap

   Hair Conditioner
   Spray Bottle

HOW MUCH WILL THIS PROJECT COST

1) Listed below are common items and their approximate costs of a market swine project.

   a. Cost of Goat          $225.00
   b. Feed                 $75.00*EST.
   c. Vet / Show supplies  $ 5.00
   d. Insurance            $ 11.00
   e. Entry Fees           $  9.00
   TOTAL                   $325.00*EST.
HOW DO I SELL MY PROJECT AND HOW MUCH CAN I MAKE?

1) One of the first questions most new swine exhibitors ask is, "How much can I make on my project?". This question is a valid one. Most students figure that if you spend a great deal of money on the project, the returns should also be great. Unfortunately, this statement is not always accurate. The animal will be sold at the fair through a public auction with the animal being sold to the highest bidder. These buyers are under no obligation to support and buy these livestock projects. It is your job to find buyers for your animal. You must remember that you are selling a product and you must approach this part of your project as a salesman. The buyers will not come to you, you must go to them. You must develop and execute a marketing plan/strategy to find a buyer.

2) Before you approach a prospective buyer, you must first understand how the process works so that you can accurately answer any questions that may arise in your conversation with a perspective buyer. You must first calculate a break-even price. By dividing the estimated fair weight of the animal into the total cost, you will know how much per pound needed to break even. The next part of the process is to know what the buyer's options are with the animal once it has been sold. The most common option used is the buy-back or resale, this option is used if the buyer does not want meat from the animal. The buyer simply pays the difference between the current market price and their bid. The animal is then sold to a commercial packer for the current market price. The buyer does not take possession of the animal. With the other two options, the buyer takes possession of the animal or carcass. The custom processing option allows the buyer to choose where the animal will be processed. If the buyer wants the animal process by Weiberts in Sanger (or they have no preference in facilities), they mark "Custom Processing" and the fair will transport and take care of the animal. The buyer can mark "Live Pick-up" and then take possession of the animal and process it at the locker of their choosing.

3) An Add-On bid is used when a company or an individual just wants to make a tax-deductible donation towards your project for a flat amount and does not want to purchase the animal or attend the auction. This option is done in advance.

4) You must also be able to explain to the buyer what benefits they receive from buying your project or contributing a Add-on bid. A buyer basically receives two benefits- advertising at the auction and a tax deduction. The only amount of the purchase price that can be deducted is any amount paid over the current market price.

5) Armed with this information, you begin your search for buyers. Anyone can buy an animal at the fair, but the most common buyers are local businesses. The two most common methods of finding buyers is through personal contact or by writing letters to prospective buyers. Personal contact is the more preferred method because the buyer has the chance to meet the owner of the animal and ask any questions concerning the project or selling process. The letter writing method does not afford these opportunities. When meeting with a buyer, the student
should approach the buyer in a business-like manner; calling ahead and making an appointment with them, dressing in the official FFA uniform, being prepared, preparing brochures and other documents, etc.

6) Above all, be persistent in your search for a buyer. You may be turned down a few times before finding someone willing to buy your animal. Don’t give up. The financial success of your project depends on you finding a buyer. You may want to find more than one buyer in the event one of them does not show up for the auction.

7) Another key element to successfully selling your animal is to approach buyers early. Do not wait until just before the fair to start contacting people. You will not be the only person at the fair selling an animal. Begin several months prior to the fair. Many buyers will buy from the first person who contacts them. Avoid the rush and start early.

8) To find out more specific information concerning the auction process, approaching buyers, commonly asked questions, etc., contact your project advisor.

Kingsburg FFA
Policy for Fresno Fair Eligibility

The following list is eligibility requirements for students to exhibit animals through Kingsburg FFA at the Fresno Fair.

To Be Eligible:

Current Students (Grades 9-12 at the time of the Fair)

1) Students must be members in good standing with the Kingsburg FFA chapter (refer to the Kingsburg FFA constitution for guidelines).

2) Students cannot be on academic probation at the end of the previous school year. Summer school grades or credit do not count. If a project is already started and a student is placed on academic probation, then that project cannot be shown under Kingsburg FFA.

3) A student can not switch affiliations (FFA, 4-H, Independent) more than once within 12 months.

4) A student cannot exhibit more than one market specie per fair unless the species are separated by weeks. Ex. A student can show a market goat and a market hog, but they cannot exhibit a market hog and a market lamb or steer.

5) A student can show different species if one is breeding and the other is market. Ex. Breeding Swine and a Market Lamb or Breeding Sheep and Market Swine.

6) Students must satisfactorily keep record books up to date according to their assigned advisor.

Graduate Students
1) A graduate student of the program can exhibit at the Fresno Fair immediately following their graduation, but not after that.
2) A graduate student must have kept record books satisfactorily current according to their advisors.
3) A graduate student must be trying to achieve the goal of receiving their State or American FFA Degree in order to exhibit livestock, and this project will help them achieve their goal. In other words, there must be a purpose to this student exhibiting; they cannot show because they want to show.
4) If a graduate has been eligible to receive the above stated degrees before the fair in question and has not applied due to lack of effort, then that student shall be denied the opportunity to exhibit.
5) Graduate students will have last priority to use the school farm facility. If the facility is full, then it is the graduate’s responsibility to locate housing for the project.

The Policy for Fresno Fair Eligibility was reviewed and adopted by the Kingsburg Joint Union High School District Board of Trustees

GENERAL RULES FOR KINGSBURG FFA FAIR EXHIBITORS

1) Because the importance of scholastic achievement, the KHS Ag Department requires its livestock exhibitors to maintain a satisfactory scholastic record in his/her classes. Therefore, if any exhibitor fails to meet this requirement, he/she may lose their showing privileges.
2) All exhibitors are to follow the directions and advice given them by their designated advisor for that species. The advisor’s directions are to be followed for the whole length of time the project eligible for show, and during the fairs when the project is being exhibited.
3) FFA members are required to obtain their homework from all of their teachers in advance of missing school for attending fairs.
4) All exhibitors are expected to haul their animals and tack to the fair unless other arrangements are made with the advisor.
5) All rules and regulations of Kingsburg High School will apply to the students who participate at fairs, since showing is a school activity.
6) Each exhibitor is responsible for feeding, watering, grooming, and keeping an eye on his or her animals for the entire length of the fair.

DUTIES OF LAMB EXHIBITORS

1) Follow all instructions given to you by your advisor. Communication is the key to a successful project.
2) Clean your pens when needed.
3) Make sure that your animal does not go without feed (even for one feeding). Plan ahead with those students sharing your pen.
4) If you are using the Kingsburg High School Farm facility you will be required to clean your pens, check your feed and animal daily.
5) All exhibitors will be required to meet with their advisor periodically to discuss the progress of their animal, to weigh the animal, and for informational meetings. All meetings with the advisor will be scheduled as much as possible around the student's schedules.

6) The Kingsburg FFA Advisors employ a “three-strike” system. If for any reason, you do not abide by these rules or the rules of the Kingsburg High School Agriculture Department Farm Contact, you will receive a “strike” for each violation. After “three strikes”, YOU'RE OUT!

7) If you encounter any problems at all concerning your market swine project, someone else's animal, or the facilities, please contact your advisor immediately!

ORDERING FEED AND EMERGENCY SITUATIONS

1) If more feed is needed at the school farm, you should notify your advisor when there are less than 8 bags available.

2) If your animal has no feed and you have not contacted your advisor, then you will receive a two hour work detail (it must be completed within one week) and a strike on your record.

3) If there is an emergency with your animal, please do not hesitate to contact your advisor any time.

4) All students will using the school farm will be feeding the same type of feed.

IMPORTANT DATES TO REMEMBER

1) Money due to your Advisor
2) School Farm Contract due to your Advisor
3) Lambs arrive on Farm
4) Livestock Marketing Meeting
5) Fresno Fair Contract and Pictures is Due to your Advisor
6) Lamb Meeting Entry Forms (mandatory)

Mandatory School Farm Work Days 8:00am-12:00pm

*******NEW****Must Attend 2 workdays

July 11th
Aug 15th
Sept. 26th
Oct 24th

Showmanship Practices 5-6pm

*******MUST ATTEND AT LEAST 4**********

July 26th
Aug. 2nd
Aug. 30th
Sept. 13th
Sept. 20th
Sept. 27th
Oct. 5th
RECORD KEEPING

STARTING OUT
Starting Weight
Desired weight at fair
Weight gain needed
Days to Fair
Desired avg. Daily gain

RESULTS
Finish Weight
Start Weight
Gain
Days on Feed
Average Daily Gain

WEIGHT RECORD

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<th>Weight</th>
<th>Gain*</th>
<th>ADG**</th>
<th>PFW***</th>
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* Gain- = Current weight minus previous weight
** ADG- Average Daily Gain = Gain divided by the number of days since last weight
***PFW- Project Fair Weight= (ADG X Days to fair) + Current weight
Kingsburg FFA Lamb Exhibitor Fair Rules

1) Equipment you will need:
- Feed/ water pans*
- Soft nylon brush*
- Spray bottle*
- Dish soap *
- Water nozzle and hose*

- Show uniform
- Tack box*
- Small hand brush
- Rags and towels
- Feed for one week*

- All * items are items provided by your Advisor and are included in the Show supply fee.

2) Things to do prior to fair
   a. Wash and clean your goat prior to being brought to the fair
   b. Make arrangements to have your animal and equipment brought to the fair
   c. Make sure that your animal is in the proper show condition

3) Things to do at the fair:
   a. All exhibitors are expected to be at the fair for the purpose of preparing their animals to look the best for the show. It must be understood that this requires a great deal of time.
   b. All exhibitors must ride the bus each morning and night (Tuesday, Wednesday, Thursday, and Saturday).
      i. If an exhibitor is being brought by a parent then they must be in the barns before the bus arrives with the rest of the exhibitors.
      ii. If an exhibitor is going home with a parent, the parent must sign the student out and has to wait until the students get on the bus at the end of the day.
      iii. In other words- Students may not arrive later or leave earlier than the bus schedule.
      iv. There are no exceptions to this rule
   c. Students who must attend sports practices after school can only attend practice on the Monday and Tuesday of fair, if their animals are ready to be shown. Students who need to leave early on Wednesday and Thursday will only be allowed if all of their project duties have been completed, i.e. their animal has been shown and is clean, and they have worked on cleaning our section of the barn.
   d. All animals registered to the exhibitor must be prepped and fitted by the exhibitor only. No one can fit an animal for an exhibitor.
   e. All swine exhibitors will help each other get animals to and from the show ring.
   f. All exhibitors are required to show in showmanship
   g. On show days all exhibitors are expected to stay for the entire show. All exhibitors will help each other and work together. Everyone is on barn duty during their time at the fair.
h. All exhibitors will help clean up the last day of the fair.

i. Each exhibitor is required to cooperate with a positive attitude

j. All animals on display are expected to clean.

k. All FFA exhibitors will be required to wear an official FFA uniform while showing their own animals or helping others

   FFA Uniforms
   Boys- white slacks/pants, white shirt. FFA tie and jacket and dark shoes/boots.
   Girls- white slacks, white shirt/blouse, FFA scarf/jacket, and dark shoes/boots

l. Market animal exhibitors are required to find their own buyers for their animals prior to the fair.

m. All exhibitors must attend assigned meeting, unless prior arrangements have been made.

n. 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. Remember that showing is a privilege- not a right, failure to conduct your self in a manner that is fit for a member of Kingsburg FFA, then your privilege will be lost and you will not be allowed to sale your animal.

o. To receive your check- The exhibitor must present their up to date record book, stamp and addressed thank you letters, and any monies owed to their project advisor (Donovan or Sperling) for approval.

Please read these general rules and discuss them with your son or daughter. Sign and return this form to us, either by mail or send it back to school with your son or daughter. If you have any questions, please feel free to talk to Mr. Donovan

Kingsburg High School
Agriculture Department
1900 18th Ave.
Kingsburg, CA 93631
(559) 897-2248 office
(559) 318-0408 cell
bdonovan@kjuhsd.k12.ca.us

Parent’s Signature _________________________________ Date ______

Student’s Signature _________________________________ Date _____
KINGSBURG HIGH SCHOOL
AGRICULTURE DEPARTMENT
SWINE FARM CONTRACT

It is a privilege to keep and house a project at the school farm. Along with this privilege come certain expectations and responsibilities. The instructors are here to guide you with your project, not to maintain and care for the project. It is your responsibility to care for and manage your project.

You share the farm with fellow students; therefore cooperation and teamwork are expected. Even though these are individual projects, it will take a group effort to ensure everyone’s success.

Below you will find a set of expectations that must be followed in order to retain your privilege of using the school farm. Please read through these expectations with your parents/guardians. This contract must be signed and returned to your project advisor before your project begins at the farm.

1) Instructors must have 24-hour notice before any projects are moved on or off the farm.
2) All project meetings and farm clean-ups must be attended. If you cannot attend, prior arrangements must be made with the instructors. Students must work 4 hours per month per animal for school farm pen rent.
3) All animals must be fed at the agreed feeding times. In emergency situations, instructors must be notified and other arrangements must be made.
4) All bills associated with the project must be paid and kept current, unless otherwise agreed upon with the instructor.
5) The school farm is an extension of the school campus, therefore all school rules are in effect and proper behavior is expected at all times.
6) The farm must be kept neat and clean at all times, it is your responsibility to keep your projects designated area clean and free of debris.
7) Record books must be current and meet the approval of the project advisor. This rule applies to current students as well as graduates.
8) In the event of any sick animals, the instructor must be notified as soon as possible, so that proper treatment is started in a timely manner. Students must never treat any animal without seeking the advice and supervision of the agriculture instructor.
9) In the event that an animal is abused (i.e. physical abuse, not being fed, neglected), your parent/guardian and school administration will be notified, and steps will be taken to correct the situation. If the problem continues, Animal Control will be notified.
10) If a student violates this agreement in any way, then that student will be placed on a step. After three steps, the individual will have to remove the animal from the farm and will in no way represent Kingsburg FFA at the Fresno Fair. A step will be counted when the student is contacted at home by Mr. Donovan and a letter will be sent to the student’s parent outlining the offense and stating the step.
11) If Mr. Donovan has to contact you because you have missed a school farm work day, pens are not cleaned, animals are out of feed, or any other violation of this agreement, then you will be assigned 2 hours of school farm work detail to be served within 7 days of the incidence. Failure to complete this detail will result in the loss of school farm and showing privileges.

I agree to follow the rules and advice of the agriculture instructors throughout the duration of this project. I understand that breach of this contract can result in forfeiture of farm use or the possibility of being removed from the Agriculture Program at Kingsburg High School.

Student Signature: ___________________________ Date ___________ Student Cell ___________________________

Parent/Guardian Signature: ___________________________ Date ___________ Home Cell ___________________________

Advisor Signature: __________________________________________ Date ___________
Breeds of Sheep
Dorset

- Originated in Europe
- Medium-sized breed with high quality white wool
- Most popular white-faced breed in the United States
- Horned and polled varieties exist
Hampshire

- Originated in Hampshire, England
- Black face and legs
- Mild demeanor
- Unbroken wool cap should extend from the neck over the forehead
Oxford

- Originated in England
- Second largest sheep breed
- Meat-type breed
- Tends to forage for its own food
- White with black ears and bridge of nose
- Originated in Spain
- Shipped to France in
Southdown

- Developed in England
- Well suited to farm flock production
- Gray face with white body
- Adapted to wet conditions