



4-H Showmanship Guide

Large Animal

Revised 04/2017

Acknowledgement: The information for this guide is based on the Montana 4-H publication 5269 4-H Showmanship Guidelines.

Show day at the county and state fair is your project's "moment of truth." What you have learned, how you have managed your animal and how well you control your animal are all tested.

Showmanship contests are evaluated based on preparation of animals for show, the apparent training, and the appearance and behavior of the exhibitor. Animal's conformation should not be considered except as it may affect the way an animal should have been fitted or shown. Basic skills and both grooming and showing should not be confused with current fads and trends.

This is an outline of desirable showmanship practices and their relative importance. The showmanship judges should make placing according to the degree of excellence displayed in carrying out these practice. Youth should use this guide in preparing for a showmanship contest in Dawson County.

This Guide Outlines Showmanship Guidelines for:

Beef Cattle
Dairy Cattle
Swine
Sheep
Goat
Horse

Judging Criteria

1. Judging should be based on preparation of animals for show, their apparent training, and the appearance and behavior of the participating showman.
2. Type of animal should not be considered unless it will affect the way the animal should be fitted and shown.
3. Fine or technical points should not be overemphasized to the extent that they are given more weight than an effective job of presenting a clean animal, nor should minor infractions result in the disqualification of a showman.

General Showmanship Guidelines

- **Use the show ring to your advantage:**
 - Show rings come in many different sizes. Regardless of the shape or the size of the ring, a good showman will **utilize all of the space available**. Animals on the move should be held towards the outer edge of the ring to provide adequate room for evaluation.
 - 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 animal, both improving the appearance of your animal and impressing the judge.
- Know the show schedule and be ready when your 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 animal is entered in the correct class. Observe the judging of a few classes prior to when you show to familiarize yourself with ring procedures at each show and the judge's preferred show style.

- A big percentage of showmanship is how well an animal handles, cleanliness, and cooperation between the animal and the handler. Make sure the animal is **clean, well-groomed** and **well-trained**. Trimming and clipping the animal should be done according to preference of the owner. A member should not be penalized for being unable to afford clippers or not having anyone to help. Members should seek help and attend training sessions in the use of clippers and other grooming clinics.
- **Make sure the animal looks its best** from the time it enters the ring until it leaves.
- Exhibitors **MUST** pay attention to the straightness of lines when bringing their animal to a stop in side-by-side or head-to-tail alignments. This is an area that is often neglected by showmen and women. Having a straight line of animals allows for a more effective use of the available show ring space.
- If you have the chance to be first in the ring, **go for it!** Remember the first impression that a judge has of you and your animal is very important.
- Proper show equipment is a necessity and make sure it is **clean and fits properly**.
- Seven to ten days before the fair, treat your animal as if you were at the show, use the same water and feed buckets, for example.
- The more you work with your animal the more it will get used to setting up and you will have to do little work in the show ring.
- Keep showing until the entire class has been placed, the judge has given their reasons, and you have been dismissed from the ring.
- Alertness in the ring is extremely important. Keep an eye on the judge, your animal and your surroundings.
- Be prepared to lead any animal the judge designates.
- **If the judge signals for animals in front of you to move to another line, move your animal forward to fill in the hole.**
- **Attitude is worth a lot in the show ring.**
 - Be courteous and polite to the judge and fellow showman in the show ring.
 - Always remember to control your emotions and appear keen but relaxed, regardless of placing, accepting the decisions of the judge in a sportsmanlike manner.
 - Be a modest winner and a gracious loser.
 - Be quiet and patient around your animal. You will accomplish more by walking slow, than by being mean to your animal.
 - Your behavior, attitude and ability are important. Sportsmanship and temperament are good indicators of a good showman. Remember the judge may be watching you whether you are in the show ring or not.
 - There is nothing wrong with saying “Yes, Sir” or “Yes, Ma’am” to recognize the judge as an official. If you have questions ask the ring steward.

- **Be neat and clean.** Wear neat, practical, clean, serviceable clothing for the particular livestock type you are showing. Nothing should be worn that focuses the attention on the handler rather than the animals or that will distract the animals.
 - Fancy suits are not required.
 - Long Hair should be pulled back or up while in the show ring
 - Long sleeve white or Pastel shirts with dark blue or black jeans.
 - “Blingy” belts may be distracting to animals.
 - Tennis shoes are not suitable.
 - Hard-soled shoes are required for your safety.
 - Dress guidelines may vary from show to show. Find out what is required before show day.
 - Exhibitor numbers should be worn on your back or on the front of your shirt.
 - Do not chew gum.
 - Clipping and fitting done for hire or by a professional is prohibited on all species.
 - It is good practice to wash out any fitting products that you put on your animals after you are done showing them.

Livestock Committee has the right to remove animals from the ring and grounds for the safety of the animal and individuals

Additional information compiled by Alexis Canen

GENERAL STUFF NEEDED TO KNOW :

Have all market animals in place Thursday during their designated time (s) for weigh in.

At 8:00 Thursday night there will be a meeting for all leaders, parents, and kids at the North end of the beef barn. You will also be expected to help set up panels in the grass arena for the show and a temporary alley for the pigs

Sometime during fair you will also need to work a shift in the 4-H food booth (sign up with the Extension office in July)

Parents are needed to help with the sale and load out. Sign up sheets will be at the Thursday night meeting or with the livestock committee chair.

SHOW ATTIRE:

White Shirts (light pastel will work for everything except horse and dairy)

Dark blue, brown, or black Jeans

Back numbers (The office will give these to you prior to fair - usually at cleanup day)

Bow Tie, neck scarf, or bolo tie add sharpness to your look

Belt

Appropriate hard soled boots or shoes

Girls also need their hair pulled back neatly

STALLS, ANIMAL CARE & GENERAL SUPPLIES: BE SURE TO MARK ALL YOUR PERSONAL ITEMS FOR IDENTIFICATION PURPOSE

Feed for Thursday till Sunday noon

Feed and Water tubs

If you think your animal won't drink the city water you can try putting Gatorade powder in their water for a couple of weeks before the fair so it won't taste much different at the fair. Or you can rub salt on their nose at the fair to make them really thirsty.

Large flake wood chips

Short hoses

Spray nozzles

Pitch Forks

Basket Forks

Scoop Shovels

Wheelbarrow

Stapler for decorations and something to take the staples out with when you are done.

Scissors

Tape

Knife

Please keep your stalls as clean as possible at all times. There is a stall decorating contest for each barn judged over three days 25% sportsmanship 25% stall/animal care 50% decorations so you can decorate as much or as little as you want.

At the end of the fair you will have to clean everything out of your stall including staples so you can get your stall deposits back. You will be required to sign a separate agreement regarding

GETTING YOUR ANIMAL READY:

Bring your own soap, fitting supplies, clippers, and blower.

Fitting is not required but it enhances your animal.

Don't forget to keep your animal exercised all during fair. They will show much better if they don't have a lot of energy left.

Have them washed and ready a half hour before show time. You should have washed and dried your animal many times before fair so you know how long it will take.

SHOWING:

Showmanship is **REQUIRED** for every species of animal you decide to take. There is also a conformation class for each animal so you will be showing your animal twice.

You will need the appropriate supplies for each animal (refer to specific instructions on the beef, pig, or sheep and goat pages)

Schedule of shows is in fairbook.

All animals other than hogs show in the grass arena. Hogs show in the pen in the middle of hog stalls.

If you are taking a pen of two you can take one as your conformation animal and the other one as your showmanship animal if you so choose.

ROUND ROBIN:(Saturday)

Round Robin is when the top Jr. and Sr. showman in each species bring their animal back to compete for top overall Jr. or Sr. showman on Saturday morning at 10:00 am. If 1 person wins in more than one species, the reserve winner in one of those will move into the Round Robin.

BEEF CATTLE SHOWMANSHIP



Quiet! Calm! Alert! Show every second. Plan ahead; show your animal to its best advantage. Divide your attention between your animal and the judge, and nothing else.

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. Many factors enter into the equation for a successful showman, including halter breaking, nutrition, the skill of the showman, and the daily care and grooming. All the hard work done throughout the year will be worthwhile on show day.

Grooming Beef Cattle

- Trim all four feet as necessary, so the animal stands on its toes. The last time should be about three weeks before the show. This job can be difficult and dangerous. If you do not know how, have someone show you. Always clean the hooves of the animal before showing. Polishing the hooves is optional. (Mineral oil or linseed oil work well.) If conditions are dusty, leave the feet dry.
- Decide whether or not to clip the head. If it would look better, clip it. Steers and polled animals usually have their heads clipped. Clip closely and smoothly a week or 10 days before the show. Blend in at the throatlatch. Trim from the top down until you are experienced. Beginners should always clip with the hair rather than against it.
- Trim the long hairs off the back of the hocks to emphasize a sound, straight, correct leg. Clip the brisket with the hair to avoid leaving jagged edges. Do not clip to the skin. Clip the tail: Begin clipping the tail at the point above the switch where the twist begins to break. Blend the hair on the tailhead into the rest of the body with the use of scissors, comb and clippers.
- Clipping the long guard hairs short to the belly makes the animal look trimmer and taller.
- Trim the long guard hairs on the backline to emphasize straight lines and a level back. Clip deeply enough to straighten the topline and add length to the back, but leave enough hair to still look natural. Feel for the base of the crest as your forward limit.
- Animals Head should be clipped. Study your animal and decide which way would be most attractive. Leave the hair that grows inside the ear. Long guard hairs in ears may be trimmed but don't shave ears. Major Clipping should be done one or so weeks before the show depending on the breed and body parts being clipped.
- Wash your animal several times, but always have it dry at show time. Be sure to use a mild soap. Rinse thoroughly. Never show the animal wet, dirty or full of oil. Wash your animal for the last time early enough for the hair to dry.
- Do final clipping just before the show. Smoothly blend the clipped and unclipped hair so the clipper lines do not show.
- Most common is clean shaved head with a little left on the poll. Clip the head on Horned Calves, two weeks before the show or not at all. (Check your breeds recommendations.)

Showing Beef Cattle

Dress Code: A long sleeved white or pastel solid-colored shirt and dark blue or black jeans, boots and western hat or bareheaded with long hair pulled up/back. No caps are allowed. The wearing of a tie or organizational scarf is preferred. No tennis shoes or sandals will be allowed. FFA members must follow official FFA dress code.

Equipment:

Leather Show Halter - A leather show halter is used in the show ring to give a professional presentation of your animal. Some judges prefer black cattle to wear black halters, red cattle to wear brown halters.

Make sure that your show halter is the correct size for your animal! When on the animal's head, the nose band should be half way between the eyes and the muzzle. Your halter should be clean and shined and the lead strap when hanging down with the animals head held up, and should be Minimum 12 inches above the ground. (*This is to avoid tripping and getting tangled up.)

When leading your animal the shank should be held tightly close to your animal's head with your right hand so that you can feel all the movements of your animal. The remainder of the shank can be left to hang so that you have one hand on the halter. Judge's opinions can differ on the proper way the exhibitor should lead their animal. Do what is most comfortable for you. (**NEVER** coil or loop the lead strap around your hand.)

Show Stick: The show stick is used to place the animal's feet. When walking, the show stick is held in the left hand, perpendicular with the pointed end downwards towards the ground. Do not use your show stick as a walking stick. Keep your show stick off the ground. Your show stick should be chin height or long enough for you to reach the back legs of your animals while standing at its head. The show stick should fit the showman. A show stick that is too long or too short for the showman can be a hazard.

Scotch Comb – A scotch comb should be carried in the back **right-hand** pocket with the teeth of the comb facing inwards to the showman's body. The comb is used to place the animal's hair back in place after the judge has run their hands over the animal's hide. Combs can be plastic or metal. Some shows require that scotch combs are plastic to reduce injury, be sure to check your show rules to see what is required.



Leather Show Halter



Show Stick



Scotch Comb



Proper adjustment of a show halter.

USING THE SHOW HALTER: There are some frequently observed mistakes associated with the use of the show halter. Proper adjustment of the halter to the animals head will give you the best control over your animal. The nose piece should be 2 inches below the animal's eyes or midpoint of the bridge of the nose, between the nose and the eyes. The lower the nosepiece is on the bridge of the nose, the less control an exhibitor will have of the animal.

Showing Procedure

- Circle the ring in a clockwise direction at a brisk walk, with your animal's head up to show alertness.
- While leading the animal, the showman always walks on the left hand side of the animal's head, so the judge will have a full side profile view of the animal.
- A good showman knows where both the judge and ringman is at all times. Be looking for hand signals or other directions.
- Always leave approximately one animal width/length between your animal and the next animal when you are leading.

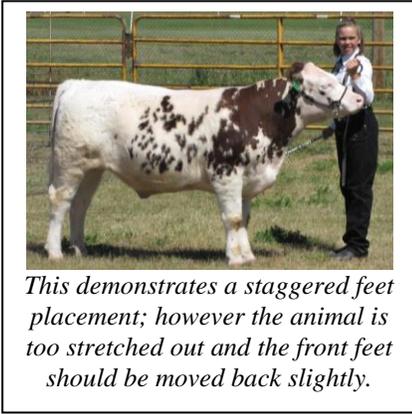


Proper way to hold a show halter, a show stick and lead a beef animal.

SETTING YOUR ANIMAL UP:

- When the judge motions for you to stop or pulls you into line, switch the lead strap into your left hand and the show stick into your right hand and begin to set up the animal's legs. **Keep a straight line with the animal that was placed first in line.**
- Pushing back or pulling forward on the halter will cause the animal to move its feet, due to the change in weight distribution. The show stick is an aid to help you to place the feet. Push backward on the halter and press (do not jab) the soft tissue between the toes with your show stick. Remember it is easier to move a foot backward than to move a foot forward.
- **When setting the front feet**, use your own foot as a "brake" when asking the front foot to move forward by pulling forward with the halter or use your own foot to push the front foot back. Front feet can also be set with the show stick by applying pressure in the previously mentioned area while pushing or pulling with the halter in the desired direction you want the foot to move.
- When lined up **side-by-side**, in a straight line, your animal's legs should be square with each bearing their full share of the animal's weight.
- When stopped in the ring and lined up **head-to-tail or in a side profile**, your animal should be set as if a professional photographer is taking a picture. This means that the back hind leg on the showman's side should be place ahead a bit. 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 square.

		
<p>Too close The animal appears narrow through the chest floor.</p>	<p>Just right Enhances the animal's natural volume and capacity.</p>	<p>Too wide Appears unnatural and unbalanced</p>



This demonstrates a staggered feet placement; however the animal is too stretched out and the front feet should be moved back slightly.



Having the animal's feet set squarely underneath the body is acceptable when the animals are positioned side-by-side.



The animal's front legs are too far underneath the body, giving the animal a shorter bodied appearance. The front feet should be moved out slightly.

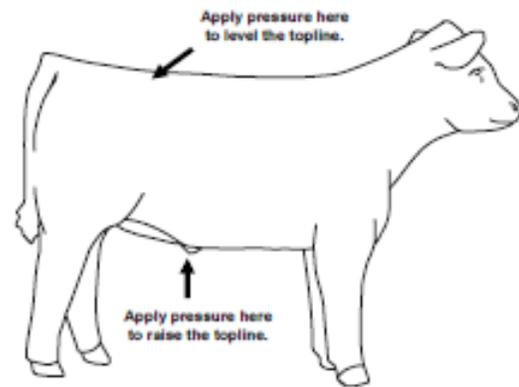
POSING WITH YOUR ANIMAL

- Keep the animal's head held high and pointed straight ahead. Keep the topline level.
- Find a spot along the underside of the calf and slowly and gently scratch the animal with the show stick. If your animal has a weak top, when the judge is looking at your animal increasing the pressure will keep the animal's back from sagging. Use the show stick and halter to set the calf's feet squarely.

- Standing parallel to or slightly forward of the animal's head gives the judge an unobstructed view of the animal's head. A showman that stands beside the neck or shoulder gives a background distraction to the judge.

- **FRONT VIEW:** It is important you are aware of where the judge is. 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 turning 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. When the judge is standing in front of your animal observing it, you should stand far enough away from the animal so a complete view of the animal is available.

- **REAR VIEW:** When the judge is standing behind your animal, you can set your animal's hind legs slightly wider than the front legs, to make it appear wider from behind. Apply pressure to the inside of the leg just above the hoof, and they should stand wider.



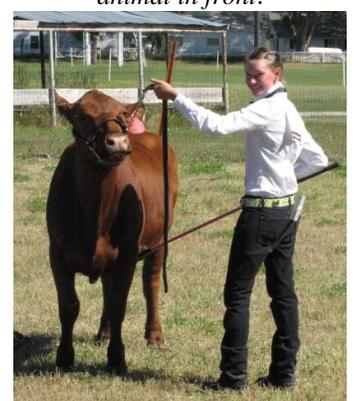
Proper position when judge is walking behind your animal.



Proper position when the judge is walking by your animal in front.



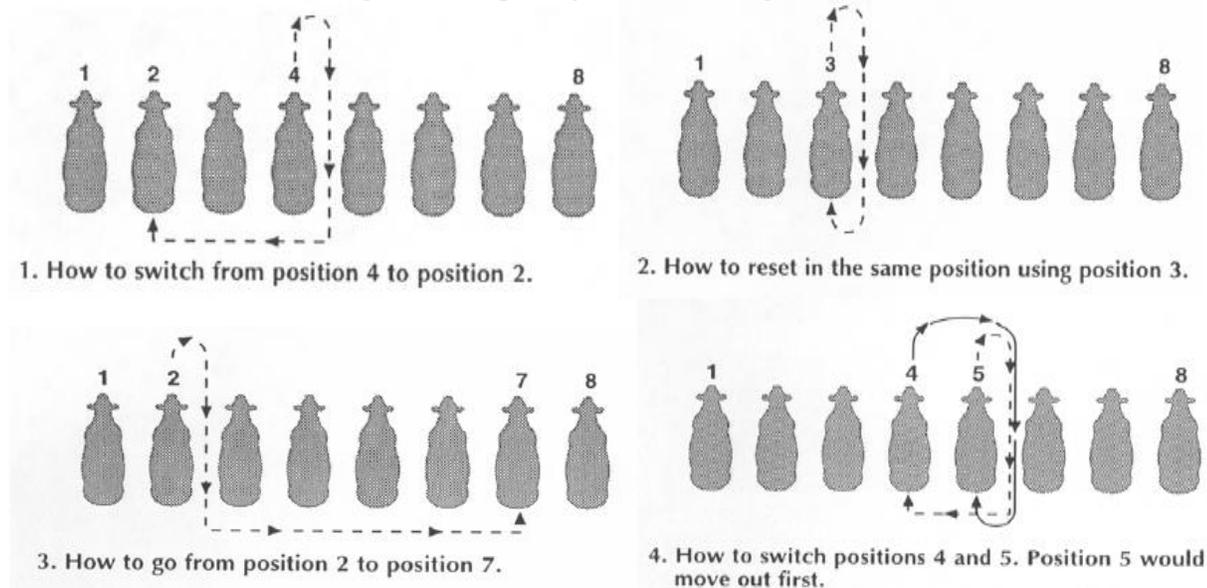
Proper position when the judge is walking by towards the front of your animal. Smile and keep your animal's head held high!



Proper position as the judge walks by the front of your animal.

		
<p>Too close</p> <p>The animal appears narrow and the stance detracts from the natural muscling. Also, the feet are not quite square, which enhances the narrowness.</p>	<p>Just right</p> <p>Enhances the animal's natural muscling and base width.</p>	<p>Too wide</p> <p>Appears unnatural and unbalanced</p>

When instructed to change place in line, lead your animal out forward and turn the animal right. **ALWAYS turn into your animal.** Never pull your animal around you when changing positions; you may lose control of the animal and present danger to your fellow competitors.



NOTE: A judge may have exhibitors line up side-by-side and then ask the exhibitor at the far left to move their animal out of line to a different position. In this case, you will make a large turn and pull your animal around you. You will walk behind all the animals in line and to the location instructed by the judge or ring steward. This maneuver is used to allow the judge to see both sides of the animal.

General Showmanship Guidelines

- Be prepared to answer questions about your animal and the cattle industry.
- Remember you are promoting the cattle industry as well as yourself, your family, your club and 4-H/FFA.
- ALWAYS turn into your animal when changing positions or repositioning your animal.
- Listen to the judges' reasons. If there is something that they pinpoint that you can improve on, take that lesson and either practice it or remember it for your next show.
- When the judge handles your calf, use a comb (plastic recommended in the show ring) to reposition the hair on the calf (judge watches for this). Then put the comb in your pocket with teeth turned inward.

- When pulling into line, leave about 3 feet between you and the calf to your left.
- Face the calf, switch the lead strap to the left hand and show stick to your right hand and back into line
- No matter the placing at the end of the show, feel confident knowing that you have competed and presented yourself and your animal to the best of your ability and in a professional manner.
- Always maintain a positive attitude and SMILE!
- Avoid facing the calf's front feet in a downward direction
- Always move quickly to your new position when given the signal by the judge
- The best show calves remain quiet and calm without unnecessary movement – THIS TAKES PRACTICE

Additional information compiled by Alexis Canen

What you need to show your steer at the fair:

- Show halter
- Show stick
- Clippers (we like our Wahl clippers)
- Soap (dish soap works but may cause dandruff. Easy All works well)
- Scotch combs
- Flat comb for showing

Before fair:

- Have them clipped so all you need to do at the fair is touch up
- Trimming their feet is also helpful but needs to be done a couple of weeks before fair to prevent lameness

Fitting supplies:

- (I use sullivan's products)
- Zoom Bloom
- Kleen Sheen
- Original Barbasol shaving cream or beef styling mousse
- Prime time adhesive
- Tail adhesive
- Touch up paints
- Adhesive remover

Optional but really helpful:

- Fitting chute
- Fitting Blower
- Roto Rooter brush (goes on a hand drill to help pull up leg hair)

DAIRY CATTLE SHOWMANSHIP

It is a pleasure to show a well-trained dairy animal. Judges appreciate the chance to observe and handle well-mannered dairy animals. A properly trained and shown animal provides much satisfaction to its owner, the judge, and the audience. ***Remember you are representing the dairy industry as well as yourself, your family, your club and 4-H.***

GROOMING: Grooming once daily for a month makes hair glossy and the hide loose and pliable. Use a currycomb only to remove excess dirt on the legs and flanks; otherwise you could do more harm than good. Use only a soft-bristled brush—a stiff brush will scratch and roughen the hide.

WASHING: Showman frequently wash the animal when fitting is started. For this job, choose a warm day and use lukewarm water and mild soap. The first washing should be thorough. Be sure to wash under the flank. Frequent washing is undesirable because it removed the natural skin secretions and leaves the hide dry and harsh.

CLIPPING: Clipping is no substitution for grooming. Do not clip the entire animal. The best practice is to clip the head, neck, tail and in some cases, the belly.

- The belly of a cow should be clipped to show the milk veins. Clipping the belly of heifers is not recommended. Clipping the udders of cows and heifers is also desirable practice.
- The entire head should be clipped. It's best to begin at the nose.
- Clip the neck and withers, and down to the point of the shoulder.
- Clip the tail from a point just above the switch to the rump. Leave enough hair on the tail setting to give the rump the appearance of being long and level.
- Animals show to the best advantage when clipped not more than 3 or 4 days before showing. Most breeds follow the standards discussed above. Milking shorthorn breeders suggest less clipping about the head and neck.

HOOVES: Trimming hooves is important to health, performance, and general well-being of your animal.

Showing Dairy Cattle:

Dress Code: proper dairy showmanship code is A long sleeved white shirt and white pants or standard 4H dress code is acceptable.

However it is acceptable to dress with: A long sleeved white or pastel solid-colored shirt and dark blue or black jeans, boots and western hat or bareheaded with long hair pulled up/back. No caps are allowed. The wearing of a tie or organizational scarf is preferred. No tennis shoes or sandals will be allowed.

Show halter: Use a show halter of the right type for showing dairy cattle, fitting properly and placed correctly on the animal. The nose band needs to fit across the bridge of the nose midway between the eyes and the muzzle. A leather halter with leather chain lead is preferred in the show ring. Train the calf using nylon or like rope.

Do not take a brush, comb or rag into the show ring.



Showing Procedures

- Enter the ring promptly when your class is called.
- Enter the ring walking forward at a slow walk around the ring in a clockwise direction.
- Walk opposite the head on the left side, holding the lead strap with the right hand quite close to the halter. Hold the strap neatly, but naturally (not coiled), gathered in one or both hands. Holding close to the halter or with the hand inside the halter, insure a more secure control of the animal.
- Keep your animal moving slowly.
- As you move around the ring, watch the judge and respond to his or her instructions, but also watch your animal. Lead slowly with the animal's head held high enough for impressive style, attractive carriage and graceful walk.

SETTING YOUR ANIMAL:

- Position the animal with the halter as much as possible. You can apply pressure on the lead strap and should point to back the animal.
- Face the animal uphill, if possible, with her front feet on a light incline. Always move quickly into line when given the signal by the judge.
- Pose the animal with the front feet squarely place.
- The hind leg nearest the judge is posed slightly behind the other one when showing bulls and heifers. The hind leg nearest the judge needs to be far enough ahead, about a half step, to allow the judge to see both the fore and rear udder when exhibiting cows. The position of the rear legs needs to be reversed when the judge walks around to view the animal from the other side.
- NEVER step on the animal's feet to move them.
- Step the animal ahead by a slight pull on the lead strap.
- Move the animal back by exerting pressure on the shoulder point with the thumb and fingers of your right hand as you push back with the halter.
- **Note:** When lined up side-by-side, the judge may ask you to pull forward 10 to 15 feet. In this case you would pull your animal forward and walk backwards.

POSING WITH YOUR ANIMAL:

- When posing and showing an animal stay on the animal's left side. Stand at an angle facing your animal in a position far enough away to see the stance of her feet and topline.
- Do not over show. When the judge is observing the animal, let it stand.

When the judge request that the placing be changed, lead the animal forward, turn to the right, back through the same slot then place the animal in the new position requested from the rear of the line. Do not lead your animal between the judge and an animal he is viewing. (See figure in the beef cattle showmanship section on page 14)

General Showmanship Guidelines:

- ✓ Always turn into your animal; NEVER pull the head toward you when turning.
- ✓ Your animal should response quickly to directions.
- ✓ Do not crowd your neighbor.
- ✓ Quickly recognize the conformation faults of the animal you are leading and show it to overcome them.
- ✓ You may be asked to exchange with another and show her or his animal for a while.
- ✓ Be prepared to answer questions about the dairy industry and your animal.
- ✓ Refer to all other General Showmanship Guidelines on pages 1-3 and your county or show rules.

SWINE SHOWMANSHIP

Showmanship is an exhibitor's ability to most effectively present an animal in a competitive show ring environment. 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. ***Remember you are trying to promote the swine industry as well as yourself, your family, your club and 4-H.***

Successful showmen start training at home 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 the hog, and ensures that you both are ready for show.

Grooming Swine

- Wash your pig during warm weather several times beginning at least two weeks before the show. Use a mild soap and water solution. During wet weather, do not wash the animal. Use extra brushing or grooming to clean the animal. Pay special attention to cleaning the ears, feet and eyes.
- Groom hair to lie in its natural direction. Frequent and thorough brushing will improve the appearance of the hair coat. Use a stiff brush initially to clean the skin and hair but switch to a softer brush for final grooming. If you choose to clip your animal, it is recommended you leave at least ½ inch of hair.
- To give the pig a glossy hair coat, you can apply a small amount of transparent oil, such as mineral oil. Never leave a large amount of oil on the pig. The best way to apply oil is to soak a rag with it and rub it over the pig. If you apply too much oil, you can use a dry rag to rub some off. White areas on dark pigs and white pigs can be dusted with a white powder, which gives the pig a nice appearance. Oil or powder should be worked thoroughly into the hair and should be applied lightly. If the judge touches the animal, his hand should not become oily or dusty. Good washing and brushing will lessen or eliminate the need to use oil or powder.
- If the pig's hooves are long, trim them to the desired length. This should not be necessary in market hogs. Trim gradually over a period of time to avoid foot injury.
- Carry a small brush into the ring in case your pig becomes soiled on the way to the ring or while in the ring. Before entering the ring, be sure your pig is brushed clean of all bedding and dirt, clean the feet of excess mud or manure, and be ready when your class is called.

Checklist for Preparing for Show

- ✓ Animal should be clean and free of stains and dandruff.
- ✓ Ears, feet and legs should be clean.
- ✓ Hair should be brushed in the natural direction it grows.
- ✓ Oil can be applied to the skin if it is dry and flaky.
- ✓ Some clipping can be done on the tail or ears however this is optional. A half inch of hair is preferred on market hogs.
- ✓ Have proper show equipment ready for show.

Showing Swine

Dress Code: A long sleeved white or pastel solid-colored shirt and dark blue or black jeans, boots and western hat or bareheaded with long hair pulled up/back. No caps are allowed. The wearing of a tie or organizational scarf is preferred. No tennis shoes or sandals will be allowed, 4H dress code must be followed.

Equipment:

A Driving Tool – A driving tool is needed to guide or drive your hog. Do not over use the driving tool. Hog whips and plastic piping are acceptable driving tools. Your driving tool should be three to four feet long. Your hog should be well trained so the driving tool is used limitedly. **Use the tool on the pig's side of jowl to turn the pig and on the mid-rib and lower belly to move the hog forward.** 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 your hog with your driving tool, merely tap the hog.
- Be careful **NEVER** to use the driving tool on the pig's top. Pig skin is tough, but the softest skin is on the back and this is also where the highest valued meat comes from.
- **NEVER** use the driving tool on the ham.
- **NEVER** use the driving tool on the hock of your animals. The hock is susceptible to injury and could result in a lame pig
- **Do not** overuse your driving tool. Allow your hog to walk naturally.

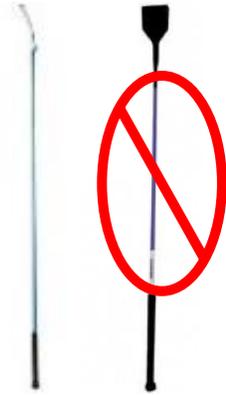
Small Hand Brush – A small hand brush is essential while showing a pig. Pigs will rub against one another and get dirty or the judge may sprinkle your hog with shavings. As a showman it is your responsibility to keep your animal clean with your brush. Brushes can be placed in your less dominant hand or in your back pocket. Placing the brush in your back pocket is preferred method because it frees up your hand.

Spray Bottle – A spray bottle of water may be used to groom and cool the hog. However, do not take the bottle into the ring during the show.



PIG BOARDS: Fighting hogs may occur during a show when a group of hogs engage in a fight. **DO NOT** jump between fighting hogs. You may use your driving tool to assist in controlling the situation. A ringman will use a board to further separate fighting animals. Remember keeping yourself and other exhibitors safe is the number one priority.

ACCETABLE DRIVING TOOLS:



Hog Whips

Long whips with a tether on the end are recommended

**Whips with flappers on the end are not a recommended driving tool for hogs. They are noisy and unprofessional.



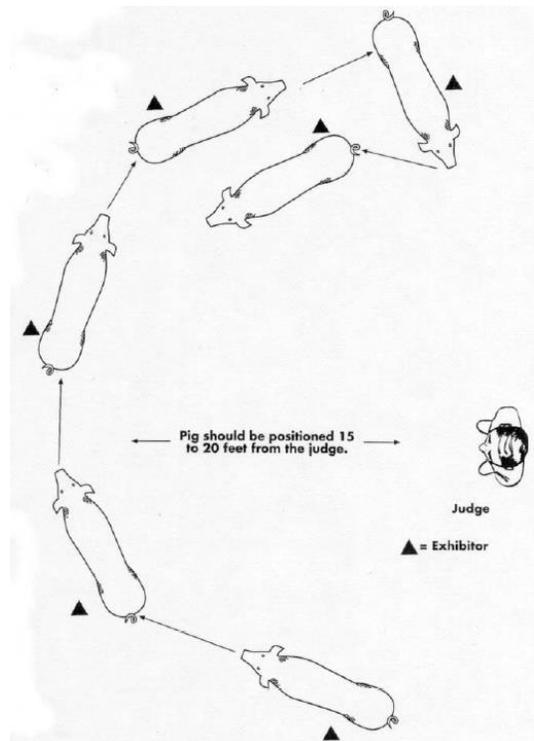
Plastic piping



Livestock Canes are no longer recommended. They are bigger and harder to handle and increase the chance of bruising hogs.

Showing Procedures

- By the time you enter the show ring, your hog should be well trained to drive and act correctly.
- Exhibitors must drive their hog with complete confidence control.
- When driving, you should be on the hog's side which is opposite the judge. Always keep the animal between you and the judge.
- Do not "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.
- Observe where you are going in the show ring and look to see that you are driving your pig in the open area with adequate distance from the other hogs. Good showmen are constantly looking for openings in the ring to drive their hog, keeping their pig off the fence, and away from group of pigs and out of corners.
- 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 your hog's head up, but its head should not be carried to an extreme that can be distracting or that keeps your hog from moving at a good pace.
- Keep your pig away from the judge, and never at the judge's feet.
- Walk at a moderate pace and straight ahead. Let your hog walk naturally, not too fast, and not too slow. The exhibitor should also walk with a natural step.
- **While 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, 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 of their location. Move the opposite way if the judge comes from the opposite side.
- **When driving a hog, there are three views that should be shown to the judge: the rear view, side view, and front view.**
- Show from the hip of your hog. Do not walk directly behind the pig and look like you are following it.
- NEVER step over your pig to get on the other side of it. If your pig runs off do not chase it, point to it on your way and get back to it as soon as you can
- When showing, stand upright with a relaxed posture at the hip of your hog. Your free hand should hang naturally while your other hand uses the driving tool. Never lean back when showing. Leaning slightly forward is acceptable.



USING YOUR DRIVING TOOL:

- 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 your pig. Touch the left side of your animal if you want it to turn right and touch the right side of your animal if you want it to turn left.
- If your hog is well-trained your driving tool is merely a guide and you will not have to touch the hog.
- Using your hand to guide your hog is also acceptable and is an encouraged showmanship technique especially to drive your hog out of the corner of the show ring. Always remain calm and simply place your hand or hands in front of the hog's face to assist in turning it away from the corner.
- DO NOT use your knees to move your hog.



Turning a hog. If you work with your animal before the show, your animal will turn naturally by just placing your driving tool next to their jowl.



PENNING YOUR PIG:

- Be observant for signals and instructions from the judge and the ring official. 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, 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.
 - Stand behind your pig, keeping your eye on the judge for instructions to reenter 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 where the gate will open. This position allows the judge to see the hog and your pig is pointed in the direction needed for an easy exit.
 - The judge may enter the pen with you and ask you questions about your pig and the swine industry.
- When the judge signals for you to leave the pen, open the gate and shut it behind you.

General Showmanship Guideline:

- Avoid allowing your hog to root around in the dirt.
- Using your driving tool properly is an important key to showmanship. Do not over use your driving tool and never hit your animal with your driving tool.
- Keep the animal between you and the judge.
- Your pig should never run.
- Restrain the hog from fighting with others.
- Every time the judge handles your pig, use your brush to reposition the hair, then put the brush back in your pocket.
- Be prepared to answer questions about your animal and the swine industry.
- Refer to all other General Showmanship Guidelines on pages 1-3 and your county or show rules.

Additional information compiled by Alexis Canen

What you need to show a pig at the fair:

Before fair:

You may want to clip your pig before the fair but it isn't required for showing.

Show supplies:

Small brush to carry when showing

Show stick, riding bat, or riding whip

-Show sticks are specially labeled for hogs (NO Canes)

-You can also use pvc pipe decorated with duck tape (don't forget to enter it in the fair) but, it won't be as strong so pigs might not listen as well.

Cleaning supplies:

Soap (we use Easy All but dish soap works too)

Rags to clean off their nose

SHEEP SHOWMANSHIP

All good showman start training and preparing for show early and build a bond with their sheep. The key to show ring success is to present your animal as effectively as possible. A good showman will always make his or her animal look the best it can. ***Remember you are trying to promote the sheep industry as well as yourself, your family, your club and 4-H.***



(Proper placement of a rope halter)

Grooming Sheep and Lambs

Trim the feet so they stand correctly. Keep them trimmed. Trim the feet at least 7 days before showing (polish on feet is optional).

Shear market lambs 4 to 6 weeks before the show. Slick shearing is allowed and will be required if market lambs will be ultrasounded for carcass merit.

Use a damp cloth to wash the nose and inside of the ears. Do not get water in the ears.

Shorn market lambs may be washed with mild soap, but should be done far enough ahead of the show to allow the natural lanolin to return to the fleece. (Do not forget the foreflank and rearflank.) Smooth the shear marks, clip and blend in the legs, ears, and other parts of the body.

Breeding Stock: The wool breeds (Targhee, Rambouillet, and Columbia) are usually never washed and shown unshorn. The mutton breeds may be washed, but far enough ahead of the show to allow the natural lanolin to return. Mutton breeds may be shown shorn or unshorn.

Avoid a brushed appearance over the fleece. Dampen the fleece before trimming. Clean the feed, hay, burs, dung-locks and sweat-locks out of the fleece. Clip them as a last resort, or blow them free from the wool. Do not color the wool.

Trimming the sheep fleece means pulling up the wool fibers with a wool card, then clipping them smoothly to the body contour with sheep shears. A good job requires several repeats. The more time you spend on it, the better the job. A gunny sack or canvas blanket will keep the fleece clean until show time and help bring out the lanolin. Tie it on snugly, not tightly, with cotton twine.

Preparation Immediately Before the Show:

- ✓ Clean the feet. Wash if necessary.
- ✓ Clean bedding from the fleece (especially underneath).
- ✓ Check the dock and hindquarters for cleanliness.
- ✓ Sheep should be clean, but not wet. A judge wants to handle a clean, dry animal, (exception on hot days a damp sheep is acceptable to most judges). Wool should look natural.
- ✓ Wipe the eyes and muzzle clean.
- ✓ Clean inside the ears but do not get water in them, wipe with damp cloth and then baby oil.

Showing Sheep

Dress Code: A long sleeved white or pastel solid-colored shirt and dark blue or black jeans, boots and western hat or bareheaded with long hair pulled up/back. No caps are allowed. The wearing of a tie or organizational scarf is preferred. No tennis shoes or sandals will be allowed. 4H dress code must be followed.

Equipment: Exhibitor may carry a cloth to keep nose and face clean or a brush, but it is not required. Rope or leather halters can be used for mature sheep only.

Showing Procedures

- Bring the sheep into the ring slowly in a clockwise direction, keeping a nice constant speed. Never enter the ring with a blanket on your sheep.
- When leading your lamb, you should be on the lamb's left side; the lamb should be on your right. However, the judge may position themselves such that the exhibitor may need to change sides and lead from the right side so that sheep is between the exhibitor and the judge.
- Hold your animal with your left hand under the jaw. Ideally you should not have to use your right hand when showing; however it may be placed on the dock in order to urge the lamb on. You may also use your right behind the head of your lamb to give you more control, but do not keep your hand behind your back as you lead.
- Do not crowd your sheep in line. Leave plenty of room (at least a sheep's length) between you and the next exhibitor. Move into position and set up your sheep. ***Always line up with the first animal in line and keep a straight line.***
- Always keep your lamb between you and the judge. Make sure you watch the judge closely so you can follow his/her directions accurately.
- **Use the whole ring** (or the portion of the ring indicated by the judge). Do not cut corners.

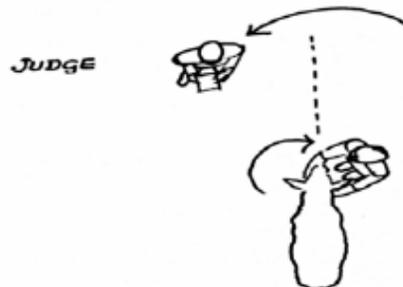
SETTING YOUR ANIMAL:

- When directed to stop in the ring or when you are placed in the lineup, your lamb should have all legs placed square underneath of them. Your sheep should be set up on level ground or the front feet on a slightly higher ground.
- Always set the legs closest to the judge first.
- **Front feet** may be placed by grasping the front leg at the knee or above and setting the leg where you want it or by lifting the animal up *slightly* and setting it down again.
- You may set the **hind feet** by reaching over the top of the animal or under the animal with your right hand and grabbing the leg above the hock with your free hand and positioning the leg into the intended spot. Smaller exhibitors may not be able to reach and in this case, the use of a boot may be helpful. Also if the back legs need to be move backward, simply pushing into the lamb's chest with one knee may cause the animal to put the foot into place.



POSING WITH YOUR ANIMAL:

- After your animal is set up, position yourself at the head of the lamb and a little to the left side. You may stand or squat with both feet squarely on the ground. **Make sure to keep your lamb's head up and the topline straight.**
 - If you choose to squat, do not put your knee on the ground.
- While your lamb is set up and the judge is appraising your animal, he or she may walk around your lamb. It is important that 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, you should be on the left side of the animal. When the judge comes even with you, take three steps and pivot to the other side of the lamb. Now you are standing on the right side of the lamb and the judge is on the left. (See figure below)
- If the judge stops directly in front of your animal, **DO NOT** change sides until he/she commits to a side. When changing side, move slowly, but deliberately.



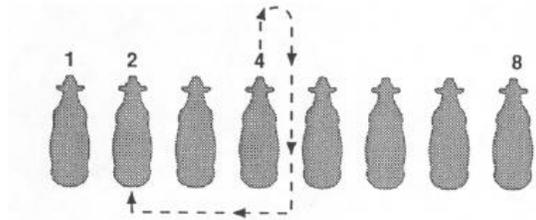
(Movement of exhibitor from one side of the animal to the other when judge circles)

- **REAR VIEW:** When the judge is getting a rear view of your animal you may want to set the hind feet slightly wider than the front feet to make your sheep appear wider. Stand or squat on the side opposite of the judge with one or two hands under the jaw. You may place your other hand behind the sheep's ears. **Do not place your hand** at any other place on the sheep such as over the shoulder or neck.
- **FRONT VIEW:** When the judge is getting a front view of your animal you will want to stand to the side of your lamb to give the judge an unobstructed view of your lamb. Never change sides when the judge is directly in front of you. Make sure your lamb's head is high and it looks alert. It is more important to make sure the front feet are set than the hind feet.
- **BRACING A LAMB:** When the judge approaches the rear of sheep to handle it, you will want your sheep to tighten up or "brace" and continue to brace until the judge is done handling the sheep. You should be standing up in front of your lamb so the judge can get a full view of your animal. Hold the sheep with both hands on either side of the jaw.
 - There are several ways to brace your lamb. One way is to put a little pressure under the jaw and at the same time pull the head down slightly. A second method is to place your knee against the sheep's chest or girth and pull the head up with both hands. Both of these methods cause the sheep to push forward and tighten up. Most showman use a combination of these methods. Find a way that works best for you.
 - **Striking your lamb in the hind end in attempt to make the sheep feel firmer is prohibited. Lifting the sheep's front feet off the ground to brace is prohibited.**

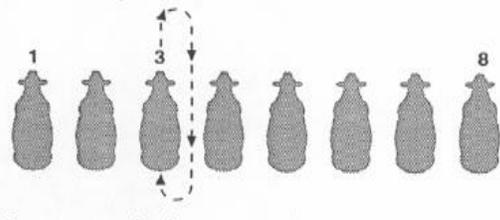


Proper lamb set-up and bracing

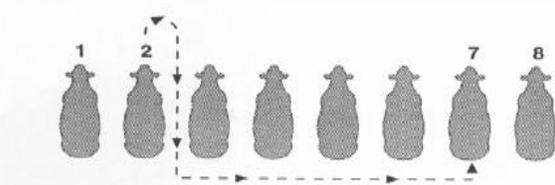
- **MOVING YOUR LAMB TO ANOTHER PLACE IN LINE:** When asked to move your lamb to another place in line, you may lead your animal forward, turn your lamb to the right and come back through the spot exited, turn again and lead into the position designated by the judge, or lead to the end of the line and into the designated place, depending on how large the class is. (See figures below)



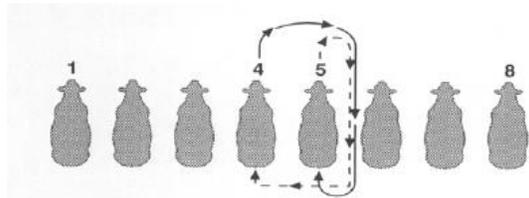
1. How to switch from position 4 to position 2.



2. How to reset in the same position using position 3.



3. How to go from position 2 to position 7.



4. How to switch positions 4 and 5. Position 5 would move out first.

General Showmanship Guidelines:

- ✓ Always repair disturbed fleece after the judge touches your animal. Do this after the judge has finished touching your animal and has moved away.
- ✓ The judge may ask to see the teeth of your animal. To show the teeth, separate the lips to expose the teeth with your fingers.
- ✓ **If the judge signals for animals in front of you to move to another line, move your animal forward to fill in the hole.**
- ✓ Always keep your animal square in line with the first animal in line.
- ✓ Never place your hand on the lamb's back or base of the neck.
- ✓ Never move or lift your lamb by grasping the wool.
- ✓ Do not block the judges' view of your sheep.
- ✓ You should NEVER step over your sheep or go behind your animal when changing sides.
- ✓ To turn an animal keep your hand on the jaw, not the throat, and turn its head towards your belt bucket. Slowly move the sheep towards you, switch hands until you stand at the opposite shoulder.
- ✓ Do not take advantage of other exhibitors by pulling into line ahead of someone else or having your sheep out of line so the judge cannot see others.
- ✓ Be prepared to answer questions about your animal and the sheep industry.
- ✓ No Squatting in the ring with either sheep or goat.

Additional information compiled by Alexis Canen

What you need to show sheep:

- Clippers for touch up
- Soap (woolite works well and helps brighten the wool)
- Brushes
- Rags
- Pink oil
- Black spray paint or Hoof paint
-
- Have them slick sheared before fair (is needed for ultra-sounding)
- Trim feet

DAIRY GOAT SHOWMANSHIP

A

good showman is a person who has a sense or talent of an effective presentation of an animal. Showmanship is the one area of livestock showing which the exhibitor has the most control. In showmanship, you are judged on your abilities to control and present your goat to bring out its best characteristics. Advanced planning, practice and hard work are keys to becoming a good showman.

Acceptable Halters and Collars



Dog style choke chain is NOT acceptable

Remember you are representing the goat industry, as well as yourself, your family, your club and 4-H/FFA.

Grooming Goats:

- Goats should show condition and thriftiness- showing normal growth- neither too fat or too thin.
- Hair should be cleaned and properly groomed.
- Hooves should be trimmed and shaped to enable the animal to walk and stand naturally. Hooves should be trimmed at least 7 to 10 days prior to show to ensure that your goat is not lame for show.
- The goat should be neatly disbudded if the animal is not naturally hornless.
- Clip the entire body if weather permits. Allow sufficient time for the growth of a neat coat before the show to ensure smoothness. Trim ear and tail, leaving tassel on the end of tail. Three weeks before show time is good.
- The goat should have a clean body as free from stains as possible with special attention to legs, feet, tail area, nose and ears. A full shampoo the day before the show is a necessity. Dry the goat thoroughly.

Final Preparations for Show:

- All animals must be neatly disbudded if not naturally hornless.
- Goat should be clean all over, Freedom from stains is important. Pay special attention to knees, legs, feet, tail, area, nose and ears.
- Clean the feet. Wash if necessary.
- Cleaning bedding from the goat (especially underneath)
- Check the dock and hindquarters for cleanliness.
- Goats should be clean, but not wet. A judge wants to handle a clean, dry animal.
- Wipe the eyes and muzzle clean.
- Clean inside the ears.

Showing Goats

Dress Code: A long sleeved white or pastel solid-colored shirt and dark blue or black jeans, boots and western hat or bareheaded with long hair pulled up/back. No caps are allowed. The wearing of a tie or organizational scarf is preferred. No tennis shoes or sandals will be allowed. FFA members must follow official FFA dress code.

Equipment:

Chain or Collar: A leather chain or a small link chain is used to lead your goat during show. It is recommended that dairy goats use a small link chain as this makes the neck appear longer and more dairy. A leather collar is preferred for meat goats.

The chain or collar should be held above the animal's neck with the chain or collar touching the goat's throat. Your hand should be knuckle-side down with your smallest finger nearest your body. The chain length should be long enough for control, but not too long to allow the animal to escape. NEVER wrap the chain around your hand or fingers as this could cause serious injury.

During a show, leading a goat with a chain or collar is more acceptable than using a halter. Use of a halter is not recommended unless the exhibitor is smaller or younger in age. The halter should be properly placed on the goat's head with the lead rope on the goat's left side. The halter's strap that crosses over the muzzle or nose should be halfway between the eyes and nose. Rope halters and show halters should be adjusted for proper fit. If the halter is too small it will get into goat's eyes. If the halter is too big, the nose band will be too close to the mouth. Your hand should be knuckle-side up with your smallest finger nearest to the goat, three to six inches from the animal's head.

Exhibitor may carry a cloth to keep nose and face clean or a brush into the ring, but it is not required.

Showing Procedures

- By the time you arrive at the show, your goat should already be trained to lead and stand correctly.
- When leading the goat in a circle, move in a clockwise direction, putting the goat between you and the judge. One of the key points in goat showmanship is never to obstruct the judge's view.
- When leading, you should be on the goat's left side with the leading device in your right hand unless the judge positions him or herself such that you need to switch and lead from the right side to keep the animal between you and the judge.
- As you lead keep the chain or collar under the jaw rather than on the neck. This will avoid choking. Lead with the animal's head high enough for natural, attractive style and carriage.
- Observe where you are going in the show ring and occasionally look back to see if your goat is walking in a straight path. Walk straight ahead at a moderate pace.
- When leading, your goat's head should be just high enough to present an impressive style, attractive side view and graceful walk. Let the goat walk out freely and naturally, not too fast and not too slow.
- When the goat is leading properly, its shoulders will be even with your leg and its head will be in front of your body. The goat should be led freely without tension on the chain.
- If it is necessary to pass a stopped animal, always pass on the outside of the other animals.
- Be aware of the animal in front of you, and do not get too close.
- Be observant for signals and instructions from the judge and ring official.

SETTING UP YOUR GOAT:

- When stopped with an animal in the show ring, you should stand so your animal is between you and the judge.
- Keep two or three feet between you and the next animal so you do not crowd another exhibitor. Proper distancing allows for a better view and aids the judge in viewing and handling your goat.
- On a **rear view**, move around the goat's front end and stand to the goat's right side. You may want to set the rear feet slightly wider to make your goat appear wider. When moving to a **side view**, the goat will be lined up directly behind one another, head-to-tail. **It is important to keep a straight line.**
- If you are blocking the view of another animal and you have space, move so the judge can see all the animals. If you are one being covered up, it is your responsibility to set where the judge can see your animal. If you cannot get into the spot because it is too small, pull to the end of the line so you can be seen.
- **Quickly, yet smoothly**, set up your goat with all four feet at the corners of the body and the goat's weight evenly dispersed over its legs. Always set up the legs closest to the judge first.
 - To move a leg into place, grab the leg above the hock on the back leg or knee of the front leg and position it into the intended spot. Smaller exhibitors may not be able to reach over the goat to move its leg. In this case, applying pressure to the goat's foot with your boot may be helpful.
 - Also if a back leg needs to be moved backwards, simply pulling the chain or collar backward may put the foot into place.
- By the time you reach the show, your goat should be trained to set itself up every time you stop it on the lead. This will ensure the judge has optimum opportunity to view your animal.

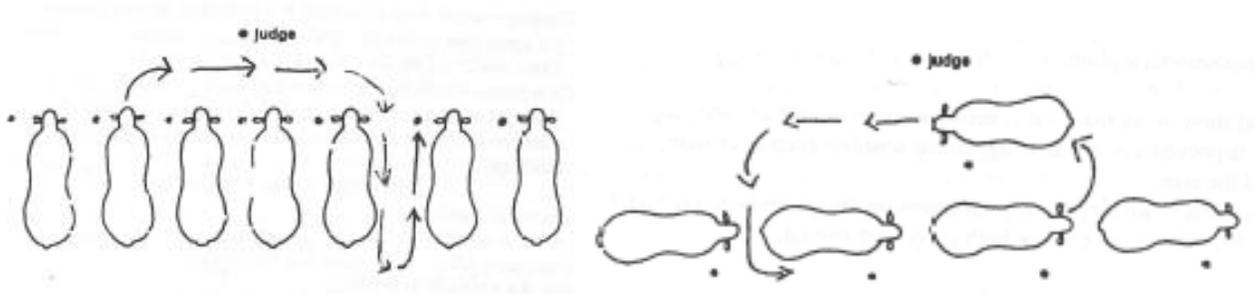


Goat is properly set with all four legs square underneath them. Showman is attentive to where the judge is at all times and does not block the view of the animal.

POSING WITH YOUR ANIMAL:

- Stand animal with front feet squarely beneath and hind feet slightly spread. Face animal up grade with slight incline where possible.
- Never crowd other exhibitors nor leave too much space when leading into a side-by-side position.
- **While your goat is set up and the judge is appraising your animal**, he or she may walk around your animal. It is important that 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, you should be on the left side of the animal. When the judge comes even with you, take three steps to pivot around the front end to the other side of the goat. You should be standing on the right side of the goat with the judge on the left. This allows the judge to see more of your animal and lets the judge know you are aware of where he or she is standing. Move the opposite way if the judge comes from the opposite direction. When pivoting, switch hands also, keeping the hand closest to the goat on the chain.

- **If the judge is standing directly in front of your goat**, stay on the side you are on until he or she moves to a side. If you switch sides while the judge is looking at your goat's front you will be getting in his/her way or view. You always wait until the judge has looked away from your goat then you switch sides.
- **When the judge is looking at the goat's hindquarters**, you switch to the other side the second the judge goes to your side, simply because you will not be blocking his or her view when you are switching sides.
- NEVER walk around behind your goat step over your animal to switch sides or step over your animal. The exhibitor must always switch side by walking around the front of his/her goat.
- NEVER place your hand on the goat's back or base of the neck. This will obstruct the judge's view of the goat's topline.
- Standing or squatting position is preferred as it allows the show person to move more freely and smoothly around the goat. DO NOT place your knee on the ground if you choose to squat.
- Keep animals head held high and the topline level.
- **As the judge comes to handle your goat**, stand with your attention on your goat. In general, while the judge is handling your goat do not touch your goat except for on the chain. Shows vary in their bracing rules, so be prepared to adjust for the variances.



- **When in line and asked to move**, lead your animal forward out of line, down or up to the place the judge directed, and pull through the line, turn and lead the animal into the new space. Keep in mind the location of the judge when moving from one place to another.
- To step the animal ahead, use a slight pull on the collar. If the animal steps badly out of place, return to position by leading it forward and making a circle back through to your position in the line.
- If the judge is observing the animal and it moves out of position replace it as quickly as possible.

General Showmanship Guidelines:

- **Always have your goat between you and the judge.**
- NEVER place your hand on the animals back or base of the neck.
- Keep your animals head high and topline level.
- Always be courteous to the show officials, the judge and other exhibitors.
- Never step over your animal to get on the other side of it.
- If it is necessary to pass a stopped animal, always pass on the outside of the other animals.
- Move around your animal calmly.
- **If you are lined up in a head to tail position and the judge moves the animal ahead of you out of the line or into another line, move your animal forward to fill the hole.**
- Be prepared to answer questions about the goat industry and your goat.
- Refer to all other General Showmanship Guidelines on pages 1-3 and your county or show rules.

Additional information compiled by Alexis Canen

GOATS

- Chain collar to show with
- Clippers
- Have them clipped and their feet trimmed before fair

HORSE SHOWMANSHIP - refer to the Horse Guide

Acknowledgement: The information for this section is based on information from a showmanship clinic handout by Ashley Griffin, University of Kentucky and the Montana State Horse Show Guidelines, the Montana 4-H publication 5269 4-H Showmanship Guidelines.



Manners and actions in handling the horse reflect the amount of time and effort you spend in training. Showmanship is judged on the exhibitor's ability to fit and show a horse at halter with the horse merely being a prop to demonstrate the ability and preparation of the exhibitor. It is not a halter class and should not be judged as such. The ideal performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the pattern with promptness, smoothness, and precision.



Grooming Horses

- The hair coat should be cleaned, well-brushed and free of dust, dandruff, manure stains and fly eggs. The hair coat should have a natural luster, so excessive oils from spray cans and other products may be counted down.
- **Feet & Legs:** The hair around the fetlock is trimmed to give the legs a neater/cleaner appearance. The legs may be clipped from just below the knees and hocks down the hoof head. Run the clippers with the natural lay of the hair. Clipping a couple of weeks before the show will allow the hair to grow enough to eliminate clipper marks and contrasting shades of color.
- **Head & Neck:** The front edge of the ear should be trimmed. Do not clip the hair inside the ear; it is there for a reason. The whiskers and long hair around the muzzle and under the jaw should be trimmed. The horse's mane should complement the horse and should be trained to fall properly on one side or the other of the neck. If shown with a mane, an appropriate bridle path should be clipped. A good rule of thumb is for the length of the bridle path to equal the length of the horse's ear.
- **Tail:** The tail should be neat and clean. Tail length is a personal preference, but should be trimmed and thinned to fit the horse. The hair is pulled, working on the longest hairs and mostly on the underside of the tail.
- **Hooves:** The hooves should be cleaned. No preference will be taken for hoof dressing or coloring.
- **Tack:** Tack should be neat, clean and properly adjusted to fit your horse. Tack should complement, not distract from the horse. No preference shall be shown for elaborate, expensive tack.

Showing Horses

Dress code:

Western: Long-sleeved, button or snap, plain white or off white blouse or shirt (no contrasting colors can be present on the shirt.) Western type pants. Western boots and western type hat (felt or straw) or helmet. Vests, sweaters and jackets are prohibited. Chaps, gloves and ties are optional. Spurs are optional unless otherwise prohibited. Hair that is shoulder length or longer must be contained in a net or braid while showing in the project or showmanship classes.

English: Hunt type-hunt coat (red, pink or scarlet coats prohibited unless exhibitor has earned them as a member of a recognized hunt). Breeches. Hunt boots. Hard hat with leather type chin strap for hunter type classes. Stock, chokers or ties required. Gloves are optional. Hair that is shoulder length or longer must be contained in a net or braid. English jackets and/or vests may not be worn in halter, showmanship or bareback classes. Solid-colored long-sleeved blouse or shirt appropriate with English attire must be worn.

Equipment:

Halter and Lead: Horse must be shown with a properly adjusted halter. Lead shanks with chains may be used, but the use of the chain over the nose or under the jaw or in any way having contact with the horse will be prohibited. A chain 15 to 24 inches is long enough. Never hold the chain with horse.

NOTE: Whips, bat, or bridles will not be allowed. Tack should complement, not distract from the horse

Showing Procedures

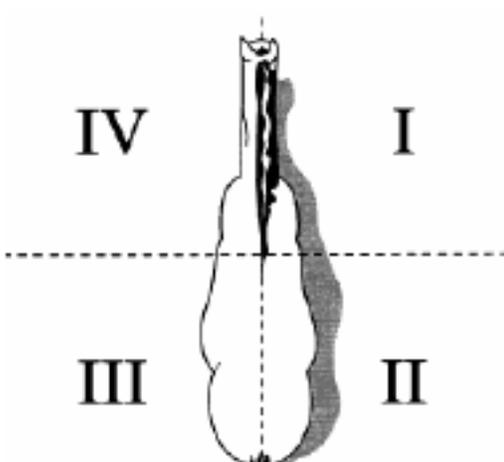
- All exhibitors will be asked to perform a pattern. Exhibitors may enter the ring as a group and then worked individually, or may be worked from the gate. The following maneuvers are acceptable: walk, trot, hindquarter pivots, set up squarely, move forward and backward freely. The showman may be asked to pick up any or all feet of his/her horse and know the parts of their horse.
- Enter the arena as directed by the judge, ring steward, or announcer, typically in a counterclockwise direction. A showmanship class may begin one of two ways: 1) all exhibitors walk into the area one after another and move to the left forming a circle around the judge until they are asked to line up side by side before performing a pattern, 2) or they enter the area individually and perform the pattern first then line up side-by-side or head-to-tail.
- Walk briskly and businesslike with your shoulder to the middle of the neck on your horse and the horse's head about an arm's length to the right of your shoulder.
- The exhibitor should lead from the left side of the horse with the lead shank held in the right hand about 4 to 8 inches from the halter with the end folded in a figure-8 in the left hand. **Do not** coil the lead around your hand or fasten it with a rubber band in a figure-8.
- The horse should neither be ahead of the exhibitor nor should he/she be dragged along.
- At the judge's discretion, the finalist in each class may be called back into the area for further work.
- Leave at least 10 feet (one horse length) between you and the horse in front of you.
- If necessary, pass on the inside and return to the rail.
- The exhibitor must never obstruct the judge's view of the horse. This means the exhibit must position his body either front left or front right of the horse, using the quarter system(see next page).

SETTING UP YOUR ANIMAL:

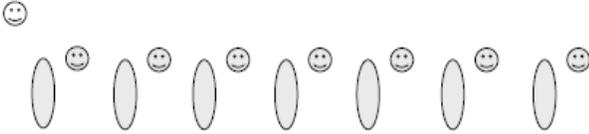
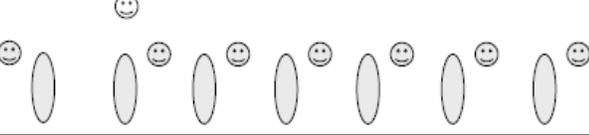
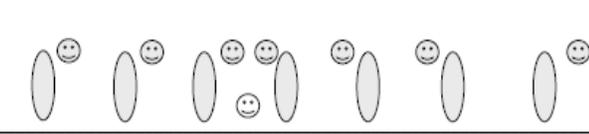
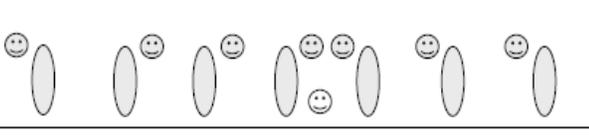
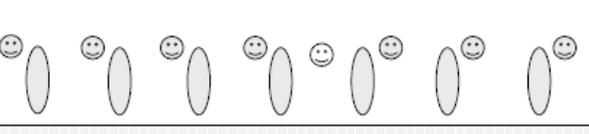
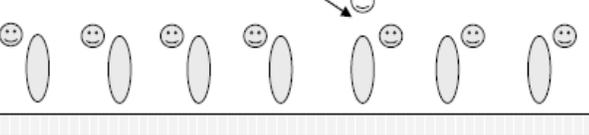
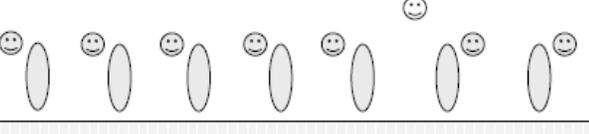
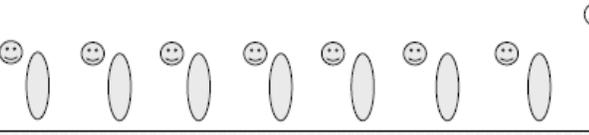
- Set up your horse with all four feet square or according to breed type. The horse's head should be up and its weight should be on all four feet.
 - The front feet and back feet should be parallel to and at the same approximate width from one another.
- The handler should stand to the side of the horse with their feet pointing towards their horse's feet with a slight bend at the waist towards the horse's head.
- Square the hind feet first by lowering your hand and moving the lead strap forwards and backwards in small, light motions.
- Once the hindquarters are set, do the same for the front feet except this time raise your hand slightly before moving the front feet.
- The horse will need practice for the square to become automatic.
- Never touch horse with hands unless judge messed it up Lead should be 6 to 10 feet long. Be sure the lead is long enough to allow picking up a hind foot.
- Never change hands - not even when backing
- Quiet voice command may be used.

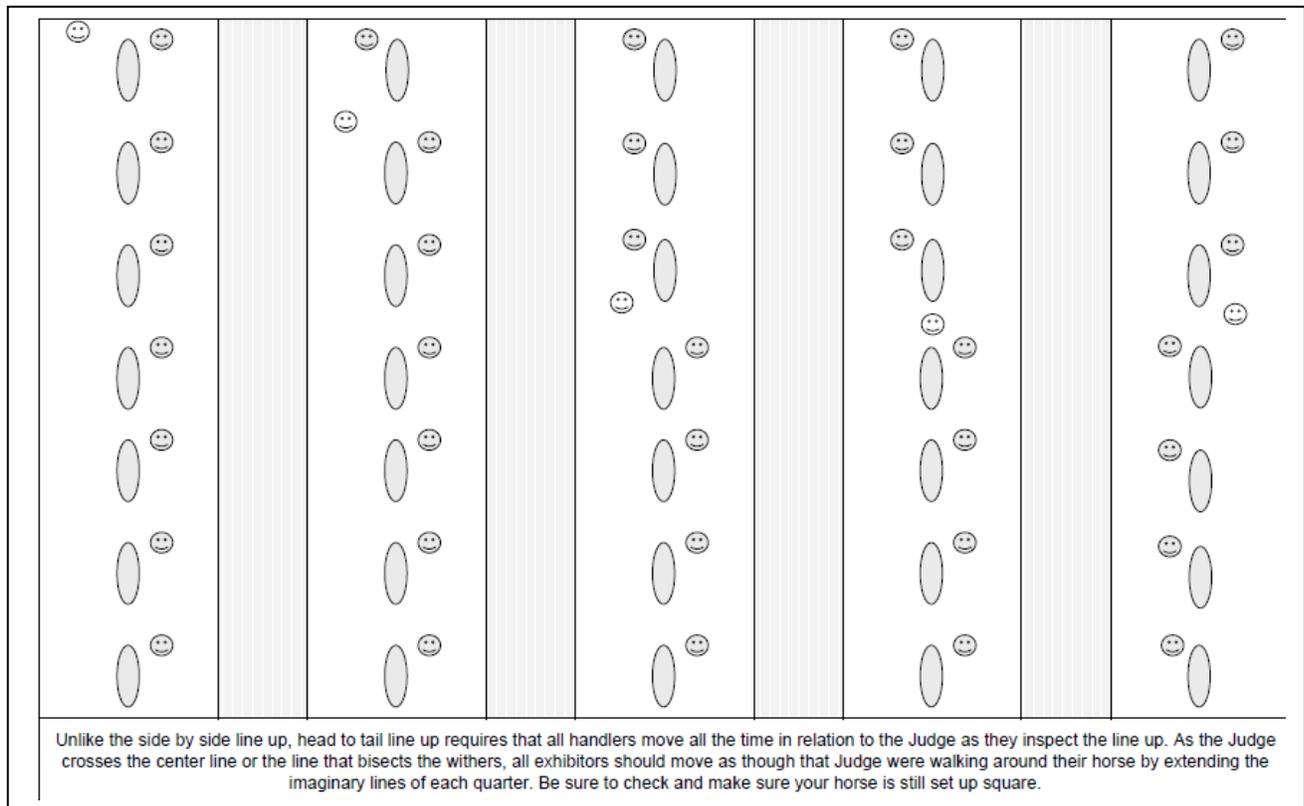
POSING WITH YOUR ANIMAL:

- When the horse is set up, the exhibitor should face the horse diagonally at a 45 degree angle off the horse's shoulder in front and to the side of the head, moving from side to side as necessary. Be in a position to see your horse and keep eye contact with the judge without blocking the judge's view or standing directly in front of your horse.
- **When the judge inspects your horse**, respond to his or her movements with the quartering system by mentally dividing the horse into quarters.
- Change sides when the judge is at the heartgirth and when the judge crosses the tail and the nose. You should step around the horse's head quickly and quietly, using 3 or 4 steps and keeping eye contact with the judge. **Do not change hands on the lead when you change sides**, and never stand in front of your horse in the "danger zone."

THE QUARTER SYSTEM	The handler never stands in the II or III quarters, but moves from I and IV as the judge inspects the horse.
	Every time the judge crosses an imaginary line, the handler switches sides. <i>For example:</i> The horse is standing square, and the judge begins to circle the horse and inspect the grooming job. He/She is in I, and you (the handler) are in IV. When the judge crosses the wither line, into II, you step from IV into I. When the judge passes the tail line into III, you step back from I into IV. When the judge crosses from III into IV, you go back to I. When the judge crosses directly in front of the horse, you cross in front of him back to IV.

Maneuver	Horse	Exhibitor
Walk and Stop	The horse should step off into a walk when the handlers steps forward and should stop when the handler stops and faces the horse. Straight lines are important.	The handler should be consistent and always stand facing their horse when they are stopped so when they turn to walk forward the horse will follow. Lead your horse directly to the judge so they can see how your horse travels. Do not walk yourself to the judge. Your shoulder should be at your horse's throatlatch when walking.
Trot	The horse should step off into a trot when the handler steps forward and should stop when the handler stops and faces the horse. Straight lines are important.	The same consistency in body position applies as discussed above for the walk. When trotting, do not look back at your horse, your horse will want to stop or only walk. You must jog in order for your horse to trot beside you. Your shoulder should be at your horse's throatlatch when trotting. Try not to lean too far forward when you jog.
Pivot	When turning your horse 90 degrees or more, you must push your horse away from you when leading on the horse's left side. Horse should keep their bodies straight as they cross their left front leg over the right front leg while keeping their hindquarters stationary and pivoting on their right hind foot.	A pivot is a forward momentum movement and you may need to stop your horse forward half a step before signaling with the lead shank and walking into your horse's throatlatch to move them into the pivot. Do not push your horse back as this will cause your horse to back out of the pivot and lose their pivot foot.
Pull Turn	To demonstrate a more advance pivot you may be asked to pull your horse toward you while maintaining the horse's straight body alignment as they pivot on their hindquarters. This is generally done for 90 degree turns. The horse's front right foot should cross over the horse's left front foot while keeping their hindquarters planted in one location.	The handler must pull the horse's head toward them as they back up to enable the horse to turn towards them in the pull turn. Like the pivot, the handler must make a large enough circle to enable the horse to plant their hindquarters to maintain a pivot foot.
Back	A horse should back a straight line ranging from a few steps up to three horse length to perform potential patterns (counting the movement of the front feet). A horse should not turn their head toward the handler, but rather keep straight body alignment as the back. Backing fast is not necessary, however does show control and an increase in difficulty and skill to the judge when preformed correctly.	The handler should begin by walking toward the horse while applying pressure to the lead shank encouraging the horse to back. The handler should never be standing in front of the horse's head, but should stay to the side of the horse's head. It is dangerous to stand directly in front of your horse. If the pattern includes "closing the back," return to your position at the start of the back and balance your horse. Changing hands on the lead is optional.

<p>When working the line up always stay in the box next to the Judge when they are inspecting your horse and two horses in either direction from you and your horse.</p>		
<p>As the Judge moves away from you extend the imaginary Quarter System line two horses from you in either direction.</p>		
<p>Exhibitors to the left of the Judge have crossed over once the Judge passed their horse and then they held their ground because the Judge has not crossed any horse's withers.</p>		<p>Exhibitors to the right of the Judge have not moved because the Judge has not yet crossed in front of their horse or any horse's withers.</p>
<p>As the Judge crosses the horse's withers each exhibitor must move in relation to the Judge to position themselves in the box next to the Judge. Working two horses away.</p>		<p>Notice this exhibitor has not moved because they are three horses away from the Judge.</p>
<p>Notice this exhibitor has moved back to the leading side of the horse because the Judge is more than 2 horses away from them.</p>		<p>As the Judge crosses behind the exhibitor in the center, that handler crosses to the other side to be in the box next to the Judge.</p>
		<p>Once the Judge crosses the horse's withers exhibitors cross back over to get out of the Judge's box.</p>
<p>Notice how this exhibitor has not yet moved because the Judge stopped directly in front of the horse and has not committed to stepping in the handler's box.</p>		<p>This would also apply if a Judge stopped directly behind an exhibitor. Handlers should not move until the Judge commits to entering the next box.</p>
<p>Once the Judge moves out from in front of the your horse you can then move to the proper side.</p>		
		<p>Always keep your eye on the Judge at all times and remember to check and make sure your horse is set up at all times.</p>
<p>When showing your horse to the Judge be sure to check your horse's feet to ensure they are still standing square. It is always a good idea to let the Judge see you check your horse's feet to let them know you are paying attention to your horse. Never touch your horse anywhere on their body unless the Judge flips the mane, adjusts the halter or rubs your horse in front of the withers. If this happens you should flip the mane or adjust the halter back into place or even smooth the hair coat, however if the Judge touches your horse behind the withers you should not fix any disruption to the hair coat or tail. Practice mouthing your horse in case the Judge asks to see your horse's bite (teeth). Know your back number and be prepared to answer questions the Judge may have about your horse or horse's in general.</p>		



- **If instructed to line up** side-by-side leave 6 to 8 feet between horses if possible. This allows the judge to pass safely between horses and to have a good view of your horse. While in line, do not let your horse circle you. Always turn the horse away from you for turns 90 degrees or more.
- **If asked to move to another position in line**, back out quietly and promptly lead to the new position. Speak to the animal to prevent it from becoming startled when another horse is moved nearby.
- Listen carefully to instructions. When asked for your individual performance, follow the judge's instructions. Be ready to move promptly when signaled. Lines should be straight, and you should remain 5 to 7 feet away from the judge.
- Exhibitors may touch their horses only when requested to perform side pass or forehand turn maneuvers (or to smooth the mane or forelock). This means you must not touch your horse when asking for a haunch turn or back, nor pet your horse until the class is dismissed.
- A gelding may "let down" when standing relaxed; correct by moving him forward or back.
- You should not use your feet to touch the horse's hooves to get it to set up, nor should you change hands on the lead to set up. If the horse moves out of position quickly reset it.

Follow all other General Showmanship Guidelines on pages 1-3, and the Montana 4-H State Horse Show Guidelines and county and show rules